

Practical – 5

AIM: Demonstrate various Ways to handle Events

Source Code:

```
<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

<meta http-equiv="X-UA-Compatible" content="IE=edge">

<meta name="viewport" content="width=device-width,
initial-scale=1.0"> <title>Document</title>

</head>

<body>

<button id="addevent"> with add event listener</button>

<button id="oc" onclick="r();"> with onclick</button>

<!-- <button id="oc" onclick="r();"> with onclick</button> -->

<button id="ocd"> with DOM onclick</button>

<p id="p"></p>

<script>

let p = document.getElementById("p");

function r() {

p.innerHTML = `handle by onclick in html`

}

let btn1 = document.getElementById("addevent")
```

```
let btn2 = document.getElementById("ocd")

btn1.onclick = () => {

p.innerHTML = `handle with add event listner in js`

}

btn2.onclick = function () {

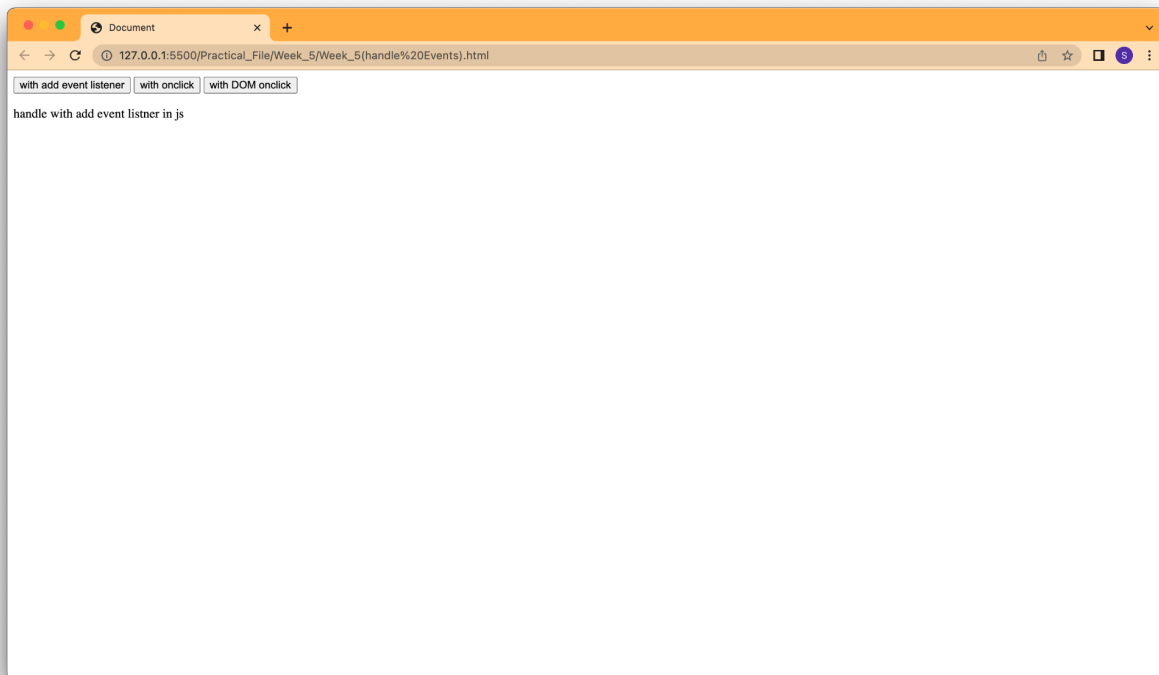
p.innerHTML = `handle by with DOM Onclick property in js`

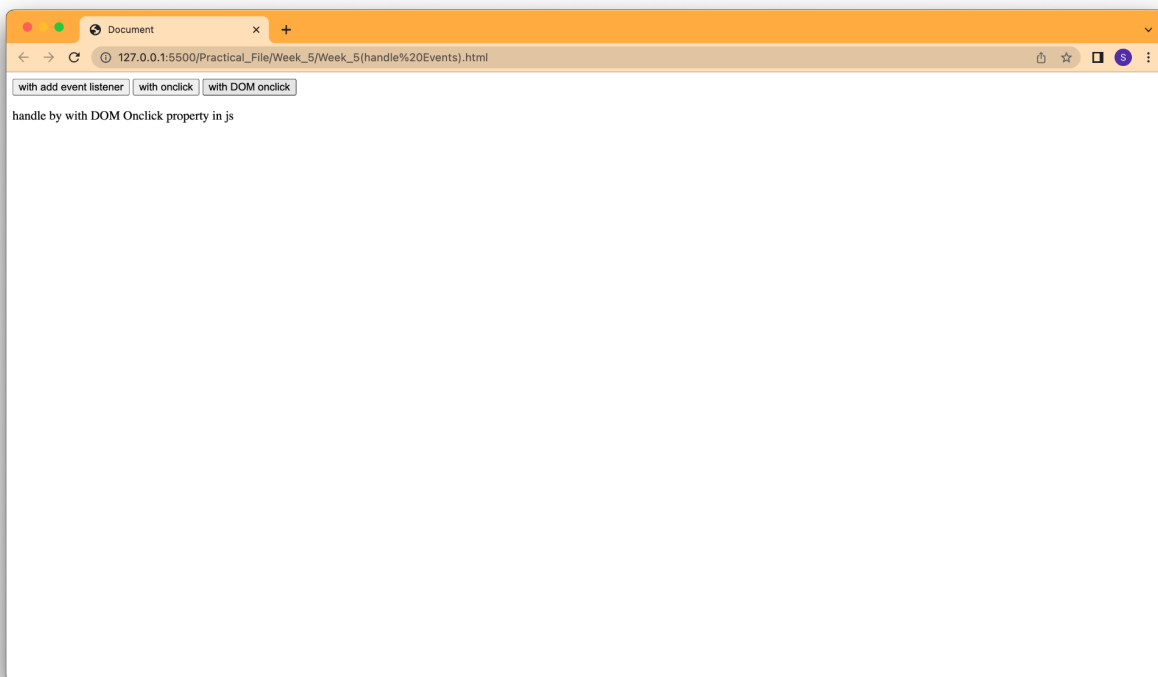
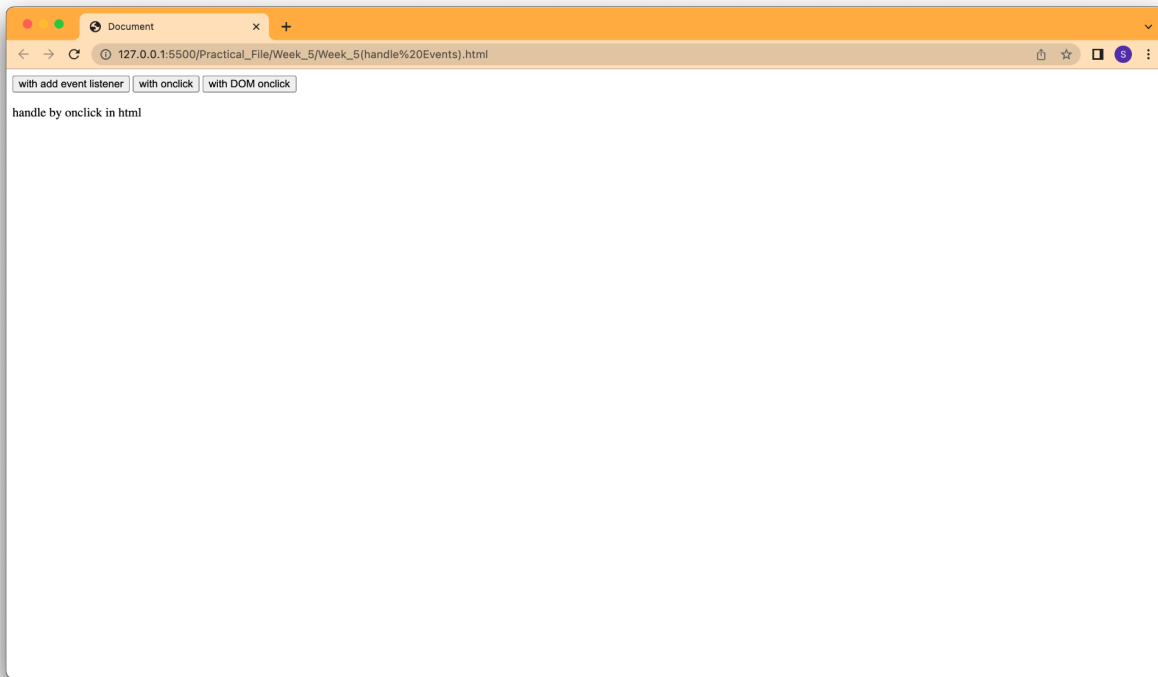
}

</script>

</body>

</html>
```

Output:



AIM: Write the Script to Change the background color randomly after every 1 mins

Source Code:

```
<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

<meta http-equiv="X-UA-Compatible" content="IE=edge">

<meta name="viewport" content="width=device-width,
initial-scale=1.0"> <title>Document</title>

</head>

<body>

<H1> the Script to Change <BR>
the background <BR>
color randomly after <BR>
every 1 mins</H1>

<script>

function change(){
let ff1 = Math.floor(Math.random() * 100)
let ff2 = Math.floor(Math.random() * 100)
let ff3 = Math.floor(Math.random() * 100)
```

```
console.log(ff1)

document.body.style.backgroundColor = "#" + ff1 + ff2 + ff3
}

setInterval(change, 1000);

</script>

</body>

</html>
```

Output:

AIM: Create Arrays of Colors and Apply these colors in order to tr background of table

Source Code:

```
<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

<meta http-equiv="X-UA-Compatible" content="IE=edge">

<meta name="viewport" content="width=device-width,
initial-scale=1.0"> <title>color table</title>

</head>

<body>

<table border="2px solid gray" style="border-collapse: collapse;border-spacing: 10px; font-size:
50px;">

<tr id="tr0">

<th>red</th> <th> background-color</th> <th> background-color</th>

</tr>

<tr id="tr2">

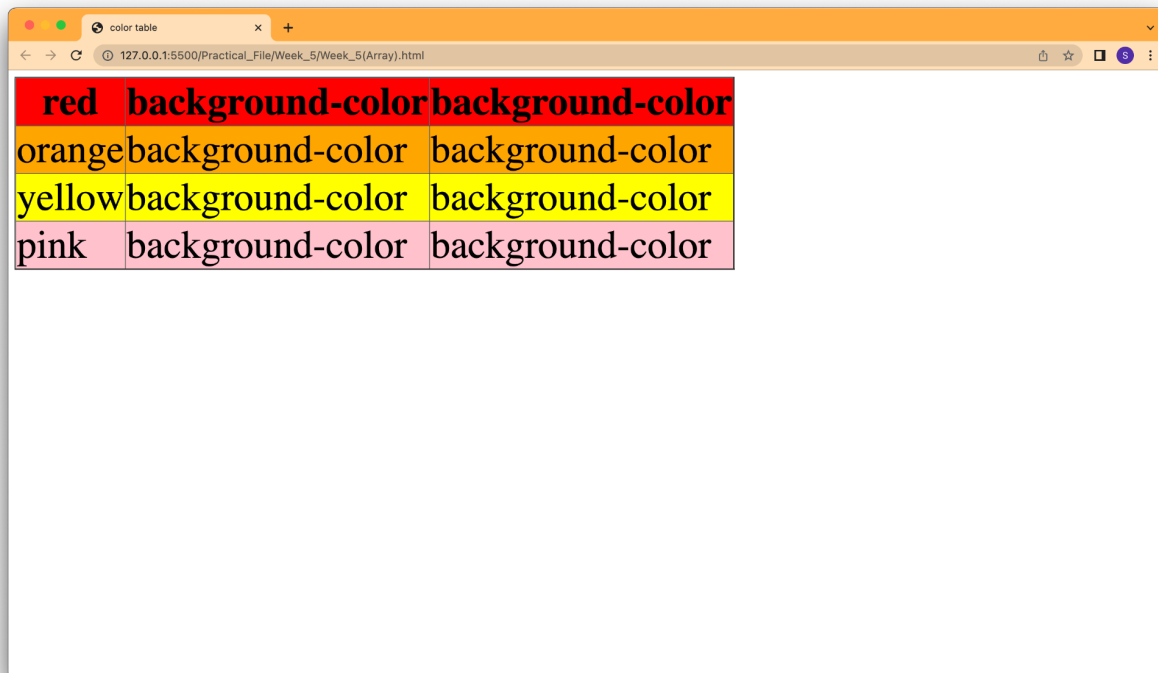
<td>orange</td> <td>background-color</td> <td>background-color</td> </tr>

<tr id="tr3">

<td>yellow</td> <td>background-color</td> <td>background-color</td> </tr>

<tr id="tr1">
```

```
<td>pink</td> <td>background-color </td> <td> background-color</td>
</tr>
</table>
<script>
var arr = ["red","pink","orange","yellow"]
for (let i = 0; i < 4; i++) {
let x = document.getElementById("tr"+i)
x.style.backgroundColor = arr[i];}
</script> </body>
</html>
```

Output:

AIM: Zoom image on mouseover and zoom out on mouse out

Source Code:

```
<!DOCTYPE html>

<html>

<head> </head>

<body>

<div class="box">

 </div>

</button>

<style>

button{

position: relative;;

margin: 5px;

font-size: 30px;

border: 2px solid black;

}

img{

cursor: zoom-in;

}

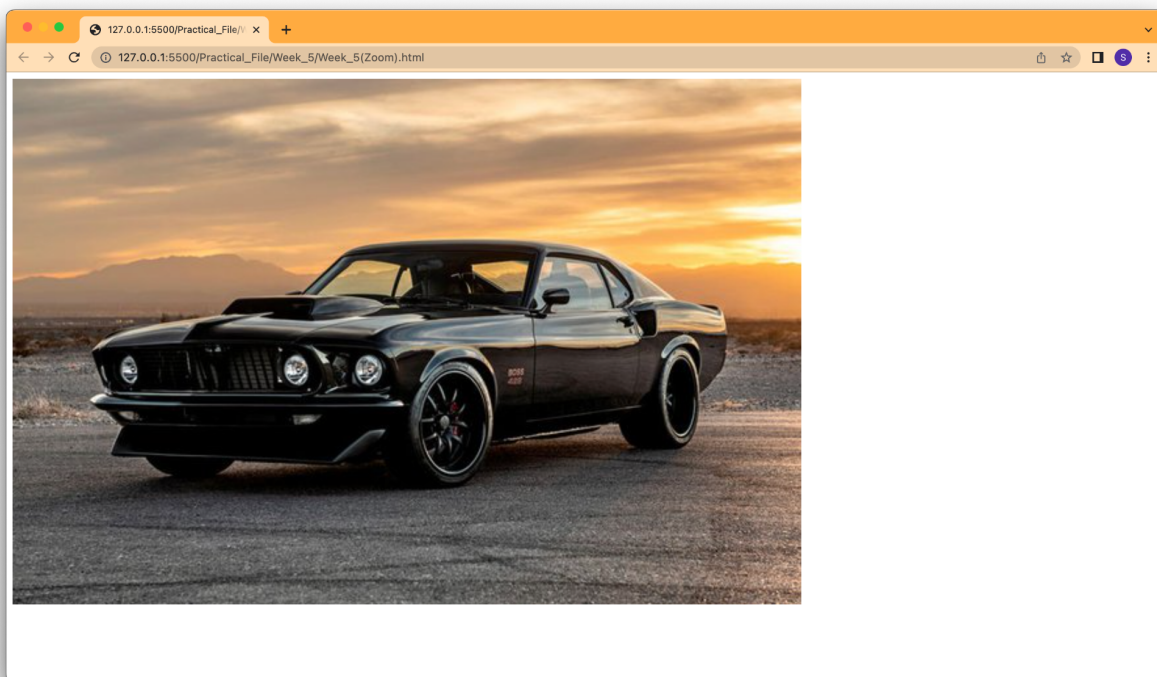
</style>

<script type="text/javascript">

add
```



```
function big() {  
var x = document.getElementById("pt");  
x.style.width = 1000 + "px"; }  
  
function small() {  
var x = document.getElementById("pt");  
x.style.width = 500 + "px"; }  
  
</script>  
  
</body>  
  
</html>
```

Output:

AIM: Change the location of image based on arrow key of keyboard using callback function

Source Code:

```
<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

<meta http-equiv="X-UA-Compatible" content="IE=edge">

<meta name="viewport" content="width=device-width,
initial-scale=1.0"> <title>Document</title>

</head>

<body>



<script>

document.onkeydown = checkKey;

function checkKey(e) {

let i = document.getElementById("i");

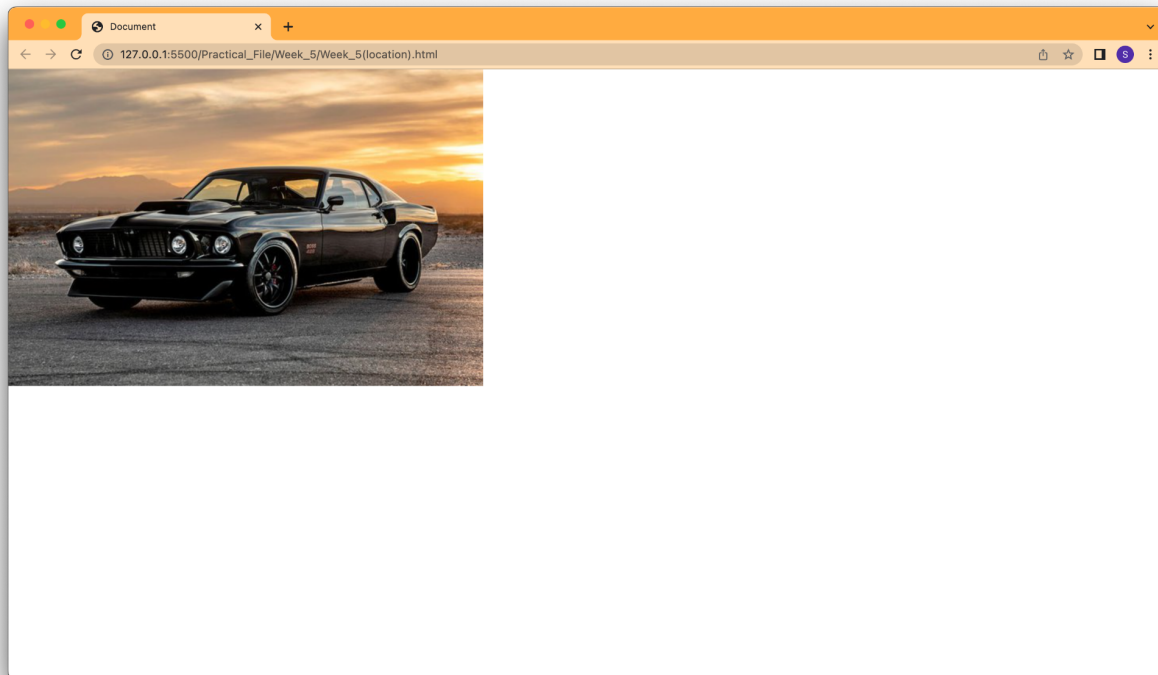
e = e || window.event;

if (e.keyCode == '38') {

let x = i.style.top;

let y = parseInt(x, 10) + 10 ;
```

```
i.style.top = y + "px"
console.log(x,y)
}
else if (e.keyCode === '40') {
let x = i.style.top;
let y = parseInt(x, 10) - 10 ;
i.style.top = y + "px"
}
else if (e.keyCode === '37') {
let x = i.style.left;
let y = parseInt(x, 10) + 10 ;
i.style.left = y + "px"
}
else if (e.keyCode === '39') {
let x = i.style.left;
let y = parseInt(x, 10) - 10 ;
i.style.left = y + "px"
}
}
</script>
</body>
</html>
```

Output:**Conclusion:**

From this practical, I have learned how to manipulate web data in different ways, i.e - Enlarging the image on mouse hover, updating the data on click function, changing the background at some interval of time and many more.

Course Outcome:

This Course is helpful for basic knowledge of web technologies. I will learn how to make the web interactive, responsive and user friendly. Also I will learn how to code logic using Javascript.