1

let ***cash*** = [{arg1:10,arg2:20,sum:30},{arg1:50,arg2:20,sum:70}];  
let ***result***;  
  
function checkArguments(arg1, arg2){  
 if( typeof arg1 == 'string' && typeof arg2 == 'string'){  
 calculateForStrings(arg1, arg2);  
 }  
  
 else{  
 calculateForNumbers(arg1, arg2);  
 }  
}  
  
function calculateForStrings(arg1, arg2){  
 for( let i = 0; i < ***cash***.length; i++){  
  
 for( let key in ***cash***[i]) {  
 if(arg1 == ***cash***[i].arg1 && arg2 == ***cash***[i].arg2){  
 ***console***.log(`Sum of ${arg1} and ${arg2} from CASH is ${***cash***[i].sum}`) ;  
 return true;  
 }  
 break;  
 }  
 }  
 if(calculateForStrings != true){  
 sumIs(arg1, arg2);  
 }  
}  
  
function calculateForNumbers(arg1, arg2){  
  
 for( let i = 0; i < ***cash***.length; i++){  
  
 for( let key in ***cash***[i]) {  
 if(arg1 == ***cash***[i].arg1 && arg2 == ***cash***[i].arg2 || arg1 == ***cash***[i].arg2 && arg2 == ***cash***[i].arg1 ){  
 ***console***.log(`Sum of ${arg1} and ${arg2} from CASH is ${***cash***[i].sum}`) ;  
 return true;  
 }  
 break;  
 }  
 }  
 if(calculateForNumbers != true){  
 sumIs(arg1, arg2);  
 }  
}  
  
function sumIs(arg1, arg2){  
 let savingAllArgumentsAndSum = {};  
 savingAllArgumentsAndSum.arg1 = arg1;  
 savingAllArgumentsAndSum.arg2 = arg2;  
 ***result*** = arg1 + arg2;  
 savingAllArgumentsAndSum.sum = ***result***;  
  
 ***console***.log(savingAllArgumentsAndSum);  
 ***cash***.push(savingAllArgumentsAndSum);  
  
 ***console***.log(`Sum of ${arg1} and ${arg2} that calculated with function is ${***result***}`);  
 ***console***.log(***cash***);  
 return ***result***;  
}  
  
checkArguments(10,250);  
checkArguments(50,20);  
checkArguments(10,250);  
checkArguments(250,10);  
checkArguments('s','tr');  
checkArguments('tr','s');  
checkArguments('s','tr');

2. TABLE

<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

<title>Java Script</title>

<script src="script.js"></script>

</head>

<body>

<div id = "myform" >

<form name="publish" action="#">

<p> <label> ROWS </label><input id="rows" > </p>

<p> <label> COLS </label> <input id="cols" ></p>

<p> <input type="submit" id="button" onclick="addTable()" value="Calculate rows and cols of table" ></p>

</form>

</div>

</body>

</html>

JS !!!!!!!!!!!!!

function addTable(){

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

let tableRows = document.getElementById("rows");

let tableCols = document.getElementById("cols");

let tr = "";

let td = "";

let table = document.createElement("table");

table.setAttribute("border", "2");

table.setAttribute("width", 300);

table.setAttribute("height", 200);

for (var i = 0; i < tableRows.value; i++) {

tr = document.createElement("tr");

for (var j = 0; j < tableCols.value; j++) {

td = document.createElement("td");

tr.appendChild(td);

}

table.appendChild(tr);

}

myform.appendChild(table);

table.addEventListener('click', function(event) {

let cell = event.target;

cell.style.background = 'green';

let row = table.querySelectorAll('tr');

for( let i = 0; i < row.length; i++){

let col = row[i].querySelectorAll('td');

for( let j = 0; j < col.length; j++){

if(col[j]==cell){

alert(`${i+1}.${1+j}`);

}

}

}

});

};

3. CLOCK

<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

<title>Java Script</title>

<script src="script.js"></script>

</head>

<body>

<div id = "clock" >

<span id ="hour"> hours </span>

<span id ="minute"> minute </span>

<span id ="second"> seconds </span>

</div>

<script>

function getTime() {

var date = new Date();

let spanHours = document.getElementById("hour");

let spanMinutes = document.getElementById("minute");

let spanSeconds = document.getElementById("second");

var hourss = date.getHours();

var minutess = date.getMinutes();

var secondss = date.getSeconds();

if( hourss < 10 ){

spanHours.textContent = '0' + hourss + ':';

}

else{

spanHours.textContent = hourss + ':';

}

if( minutess < 10 ){

spanMinutes.textContent = '0' + minutess + ':';

}

else{

spanMinutes.textContent = minutess + ':' ;

}

if(secondss<10){

spanSeconds.textContent = '0' + secondss;

}

else{

spanSeconds.textContent = secondss;

}

if(secondss==59){

minutess = date.getMinutes();

spanMinutes.textContent = minutess;

}

if(secondss==59 && minutess == 59){

hourss = date.getHours();

spanHours.textContent = hourss ;

}

}

setInterval(getTime, 1000);

</script>

</body>

</html>