

## Exercise 4

Create the simple webpage that includes:

1. two text fields with descriptions where integers from 1 to 9 can be entered. No other inputs are allowed. If necessary, notify user about incorrect input. The numbers will determine the number of rows and columns for table that will be generated later.
2. one button for submitting inputs.

After clicking on the button the table will be generated. The number of rows and columns was defined by values entered in the text boxes.

In the first row of the table there will be inscriptions  $X = 1, X = 2 \dots$  and in the first column of the table there will be inscriptions  $Y = 1, Y = 2 \dots$

The values of a simple arbitrary function (eg  $X * Y$ ) are displayed in the remaining fields.

The table can be generated in JavaScript via the DOM.

After re-entering new input values, the table is regenerated again.

**Table generator of  
values  $f()=X*Y$**

X value

Y value

Generate

Function $f()=X*Y$				
#	X = 1	X = 2	X = 3	X = 4
Y = 1	1	2	3	4
Y = 2	2	4	6	8
Y = 3	3	6	9	12
Y = 4	4	8	12	16
Y = 5	5	10	15	20
Y = 6	6	12	18	24
Y = 7	7	14	21	28

Close