

Write a program that takes a number and prints whether it is "Positive", "Negative", or "Zero"

The screenshot shows the VS Code interface with the file `q1.html` open in the editor. The browser window displays the page `127.0.0.1:5500/q1.html` titled "Check Number". A text input field contains "12" and a button labeled "Check". Below the button, the text "Positive" is displayed. The status bar at the bottom indicates "Server is Started at port: 5500".

```
<!DOCTYPE html>
<html>
<head>
<title>Positive Negative Zero</title>
</head>
<body>
<h2>Check Number</h2>
<input type="number" id="num">
<button onclick="checkNumber()>Check</button>
<p id="result"></p>
</body>
</html>
```

```
function checkNumber() {
    let number = document.getElementById("num").value;
    if (number > 0) {
        document.getElementById("result").innerHTML = "Positive";
    } else if (number < 0) {
        document.getElementById("result").innerHTML = "Negative";
    } else {
        document.getElementById("result").innerHTML = "Zero";
    }
}
```

Create a function that accepts an integer and returns true if it's even and false if it's odd

The screenshot shows the VS Code interface with the file `q2.html` open in the editor. The browser window displays the page `127.0.0.1:5500/q2.html` titled "Check Even or Odd". A text input field contains "22" and a button labeled "Check". Below the button, the text "true" is displayed. The status bar at the bottom indicates "Server is Started at port: 5500".

```
<!DOCTYPE html>
<html>
<head>
<title>Even or Odd</title>
</head>
<body>
<h2>Check Even or Odd</h2>
<input type="number" id="num">
<button onclick="checkEven()>Check</button>
<p id="result"></p>
</body>
</html>
```

```
function isEven(n) {
    return n % 2 === 0;
}

function checkEven() {
    let number = document.getElementById("num").value;
    let result = isEven(number);
    document.getElementById("result").innerHTML = result;
}
```

Write a script that checks if a person's age is 18 or older to determine if they are "Eligible to Vote"

The screenshot shows the VS Code interface with the file `q3.html` open in the editor. The browser window displays the page `127.0.0.1:5500/q3.html` titled "Voting Eligibility". A text input field contains "67" and a button labeled "Check". Below the button, the text "Eligible to Vote" is displayed. The status bar at the bottom indicates "Server is Started at port: 5500".

```
<!DOCTYPE html>
<html>
<head>
<title>Voting Eligibility</title>
</head>
<body>
<h2>Voting Eligibility</h2>
<input type="number" id="age">
<button onclick="checkVote()>Check</button>
<p id="result"></p>
</body>
</html>
```

```
function checkVote() {
    let age = document.getElementById("age").value;
    if (age >= 18) {
        document.getElementById("result").innerHTML = "Eligible to Vote";
    } else {
        document.getElementById("result").innerHTML = "Not Eligible to Vote";
    }
}
```

Write a program that compares two integers and displays the larger one

The code editor shows the file `q4.html` with the following content:

```
<!DOCTYPE html>
<html>
<head>
</head>
<body>
<h2>Find Larger Number</h2>
<input type="number" id="num1">
<input type="number" id="num2">
<button onclick="compare()>Compare</button>
<p id="result"></p>
<script>
function compare() {
    let a = parseInt(document.getElementById("num1").value);
    let b = parseInt(document.getElementById("num2").value);

    if (a > b) {
        document.getElementById("result").innerHTML = a + " is larger";
    } else if (b > a) {
        document.getElementById("result").innerHTML = b + " is larger";
    } else {
        document.getElementById("result").innerHTML = "Both are equal";
    }
}
</script>
</body>
</html>
```

The browser window shows the title **Find Larger Number**. Two input fields contain the numbers 12 and 12 respectively. A button labeled **Compare** is present. Below the inputs, the text **Both are equal** is displayed.

Given a numerical score (e.g., 85), use else if to print a letter grade: A (≥ 90), B (≥ 80), C (≥ 70), or F (below 70).

The code editor shows the file `q5.html` with the following content:

```
<!DOCTYPE html>
<html>
<head>
<title>Grade Calculator</title>
</head>
<body>
<h2>Grade Calculator</h2>
<input type="number" id="score">
<button onclick="grade()>Get Grade</button>
<p id="result"></p>
<script>
function grade() {
    let score = document.getElementById("score").value;

    if (score >= 90) {
        document.getElementById("result").innerHTML = "Grade A";
    } else if (score >= 80) {
        document.getElementById("result").innerHTML = "Grade B";
    } else if (score >= 70) {
        document.getElementById("result").innerHTML = "Grade C";
    } else {
        document.getElementById("result").innerHTML = "Grade F";
    }
}
</script>
</body>
</html>
```

The browser window shows the title **Grade Calculator**. An input field contains the number 82 and a button labeled **Get Grade**. Below the input, the text **Grade B** is displayed.

Write a program to determine if a given year is a leap year.

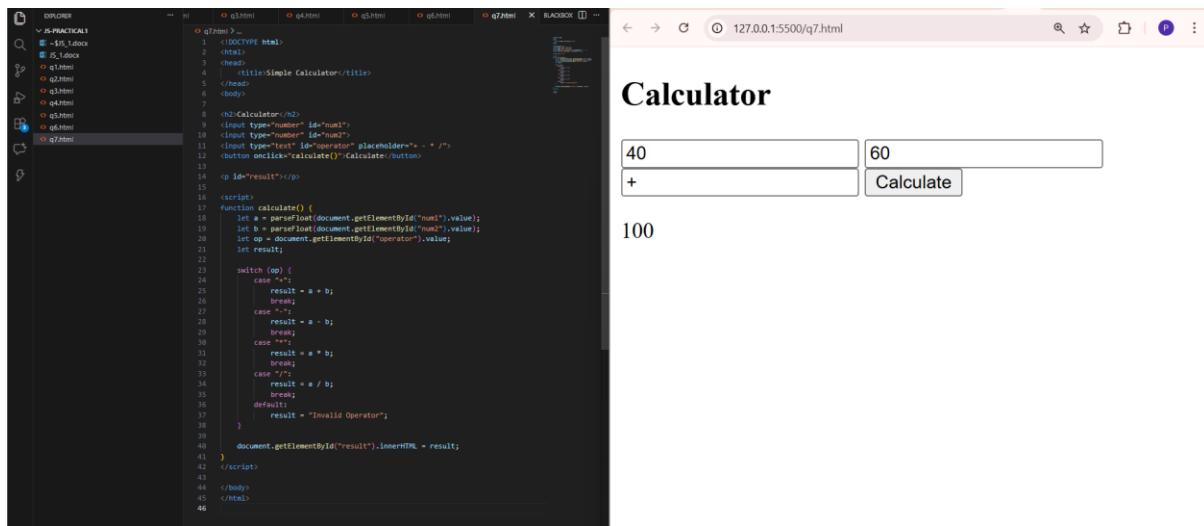
The code editor shows the file `q6.html` with the following content:

```
<!DOCTYPE html>
<html>
<head>
<title>Leap Year Checker</title>
</head>
<body>
<h2>Leap Year Checker</h2>
<input type="number" id="year">
<button onclick="checkLeap()>Check</button>
<p id="result"></p>
<script>
function checkLeap() {
    let year = document.getElementById("year").value;

    if ((year % 4 === 0 && year % 100 !== 0) || (year % 400 === 0)) {
        document.getElementById("result").innerHTML = "Leap Year";
    } else {
        document.getElementById("result").innerHTML = "Not a Leap Year";
    }
}
</script>
</body>
</html>
```

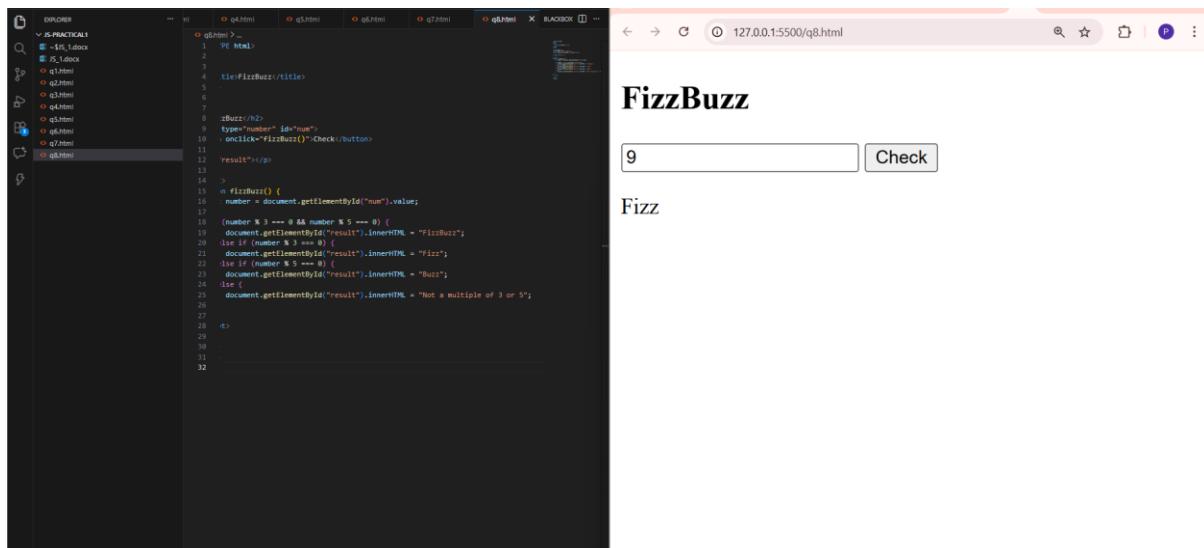
The browser window shows the title **Leap Year Checker**. An input field contains the number 2025 and a button labeled **Check**. Below the input, the text **Not a Leap Year** is displayed.

Use a switch statement to perform addition, subtraction, multiplication, or division based on a given operator string (like + or -).



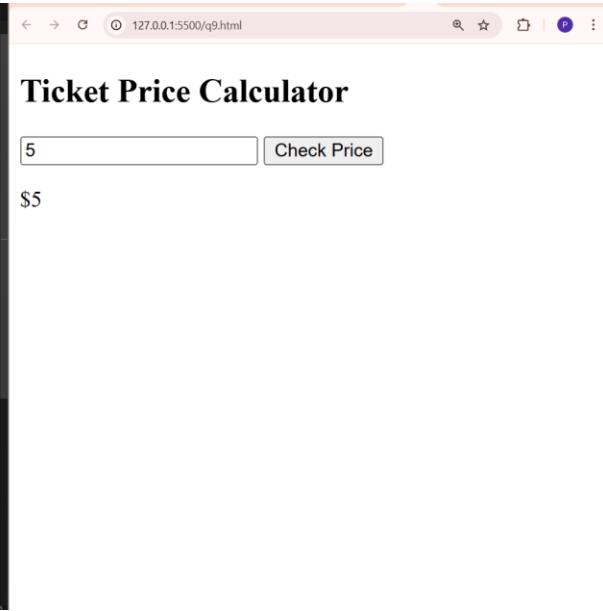
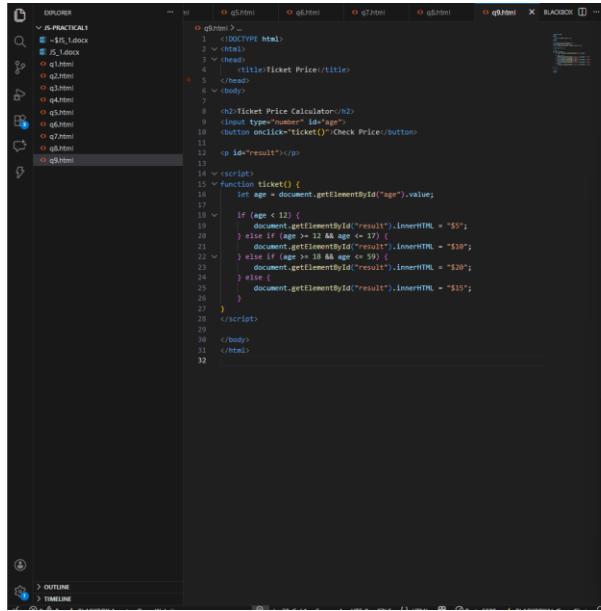
```
<?xml version="1.0" encoding="UTF-8"?>
<!DOCTYPE HTML>
<html>
<head>
<title>Simple Calculator</title>
</head>
<body>
<h1>Calculator</h1>
<input type="number" id="num1">
<input type="number" id="num2">
<input type="text" id="operator" placeholder="+" value="/">
<button onclick="calculate()">Calculate</button>
<p id="result"></p>
<script>
function calculate() {
    let a = parseFloat(document.getElementById("num1").value);
    let b = parseFloat(document.getElementById("num2").value);
    let op = document.getElementById("operator").value;
    let result;
    switch (op) {
        case "+":
            result = a + b;
            break;
        case "-":
            result = a - b;
            break;
        case "*":
            result = a * b;
            break;
        case "/":
            result = a / b;
            break;
        default:
            result = "Invalid Operator";
    }
    document.getElementById("result").innerHTML = result;
}
</script>
</body>
</html>
```

Write a script that prints "Fizz" if a number is a multiple of 3, "Buzz" if it's a multiple of 5, and "FizzBuzz" if it's a multiple of both.



```
<?xml version="1.0" encoding="UTF-8"?>
<!DOCTYPE HTML>
<html>
<head>
<title>FizzBuzz</title>
</head>
<body>
<h2>FizzBuzz</h2>
<input type="number" id="num">
<button onclick="FizzBuzz()">Check</button>
<p>result</p>
<script>
function FizzBuzz() {
    number = document.getElementById("num").value;
    if (number % 3 === 0 && number % 5 === 0) {
        document.getElementById("result").innerHTML = "FizzBuzz";
    } else if (number % 3 === 0) {
        document.getElementById("result").innerHTML = "Fizz";
    } else if (number % 5 === 0) {
        document.getElementById("result").innerHTML = "Buzz";
    } else {
        document.getElementById("result").innerHTML = "Not a multiple of 3 or 5";
    }
}
</script>
</body>
</html>
```

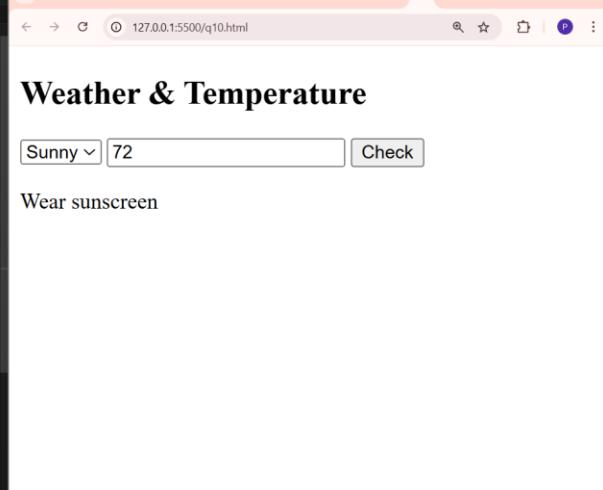
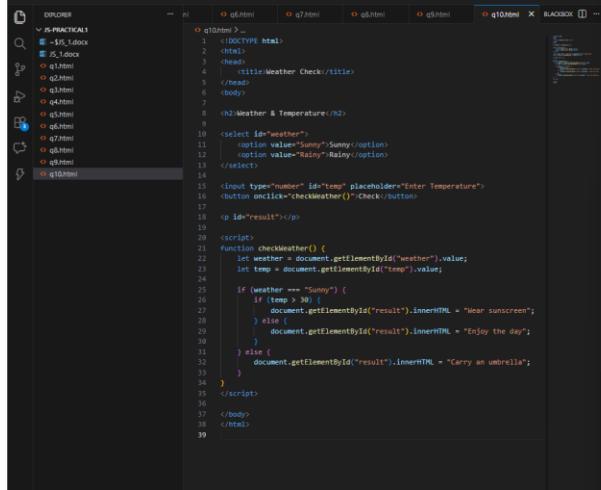
Calculate a ticket price based on age: under 12 pays \$5, 12-17 pays \$10, 18-59 pays \$20, and 60+ pays \$15.



```
<!DOCTYPE html>
<html>
  <head>
    <title>Ticket Price</title>
  </head>
  <body>
    <h2>Ticket Price Calculator</h2>
    <input type="number" id="age">
    <button onclick="ticket()>Check Price</button>
    <p id="result"></p>
  </body>
</html>
```

```
function ticket() {
  let age = document.getElementById("age").value;
  if (age < 12) {
    document.getElementById("result").innerHTML = "$5";
  } else if (age > 12 & age < 17) {
    document.getElementById("result").innerHTML = "$10";
  } else if (age >= 18 & age < 59) {
    document.getElementById("result").innerHTML = "$20";
  } else {
    document.getElementById("result").innerHTML = "$15";
  }
}
```

. Write a program that first checks the weather ("Sunny" or "Rainy"). If "Sunny", check the temperature; if above 30, print "Wear sunscreen", otherwise print "Enjoy the day".



```
<!DOCTYPE html>
<html>
  <head>
    <title>Weather Check</title>
  </head>
  <body>
    <h2>Weather & Temperature</h2>
    <select id="weather">
      <option value="Sunny">Sunny</option>
      <option value="Rainy">Rainy</option>
    </select>
    <input type="number" id="temp" placeholder="Enter Temperature">
    <button onclick="checkWeather()>Check</button>
    <p id="result"></p>
  </body>
</html>
```

```
function checkWeather() {
  let weather = document.getElementById("weather").value;
  let temp = document.getElementById("temp").value;
  if (weather === "Sunny") {
    if (temp > 30) {
      document.getElementById("result").innerHTML = "Wear sunscreen";
    } else {
      document.getElementById("result").innerHTML = "Enjoy the day";
    }
  } else {
    document.getElementById("result").innerHTML = "Carry an umbrella";
  }
}
```

File Edit Selection View Go Run Terminal Help ← → |

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS

JS-Practical

Terminal

```

PS E:\VCA\SPM\FullStackJS-Practical> git init
>>
Initialized empty Git repository in E:/VCA/SPM/FullStackJS-Practical/.git/
PS E:\VCA\SPM\FullStackJS-Practical> git status
>>
On branch master

No commits yet

Untracked files:
(use "git add <file>" to include in what will be committed)
  JS_1.docx
  q1.html
  q2.html
  q3.html
  q4.html
  q5.html
  q6.html
  q7.html
  q8.html
  q9.html
  ~JS_1.docx

nothing added to commit but untracked files present (use "git add" to track)

PS E:\VCA\SPM\FullStackJS-Practical> git add .
>>
PS E:\VCA\SPM\FullStackJS-Practical> git commit -m "First commit"
>>
[master (root-commit) 3cae616] First commit
1 file changed, 0 insertions(+)
create mode 100644 JS_1.docx
create mode 100644 q1.html
create mode 100644 q2.html
create mode 100644 q3.html
create mode 100644 q4.html
create mode 100644 q5.html
create mode 100644 q6.html
create mode 100644 q7.html
create mode 100644 q8.html
create mode 100644 q9.html
create mode 100644 ~JS_1.docx

PS E:\VCA\SPM\FullStackJS-Practical> git remote add origin https://github.com/MorePrajita/Js_Practical.git
>>
PS E:\VCA\SPM\FullStackJS-Practical> git branch -m main
>>
PS E:\VCA\SPM\FullStackJS-Practical> git push -u origin main
>>
info: please complete authentication in your browser...
Counting objects: 3008 (14/14), done.
Delta compression using up to 32 threads
Compressing objects: 100% (14/14), done.
Writing objects: 100% (14/14), 2.05 KiB / 71.00 KiB/s, done.
Total 14 (delta 6), reused 0 (delta 0), pack-reused 0 (from 0)
remote: Resolving deltas: 100% (6/6), done.
To https://github.com/MorePrajita/Js_Practical.git
 * [new branch]      main > main
Branch 'main' set up to track remote branch 'main'.
PS E:\VCA\SPM\FullStackJS-Practical>
```

Monodroid (new) | Line 1 Col 1 (85 selected) | Spans 4 | UTT-B | CRLF | ⌂ | Port: 5500 | 4 BLACKBOARD Open Chat

Windows Taskbar: Search, File Explorer, Control Panel, Start, Task View, Taskbar Icons, Taskbar Buttons, Taskbar Shortcuts, Taskbar Status Bar.

GitHub Repository: Js_Practical (Public)

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Suggested workflows

Based on your tech stack