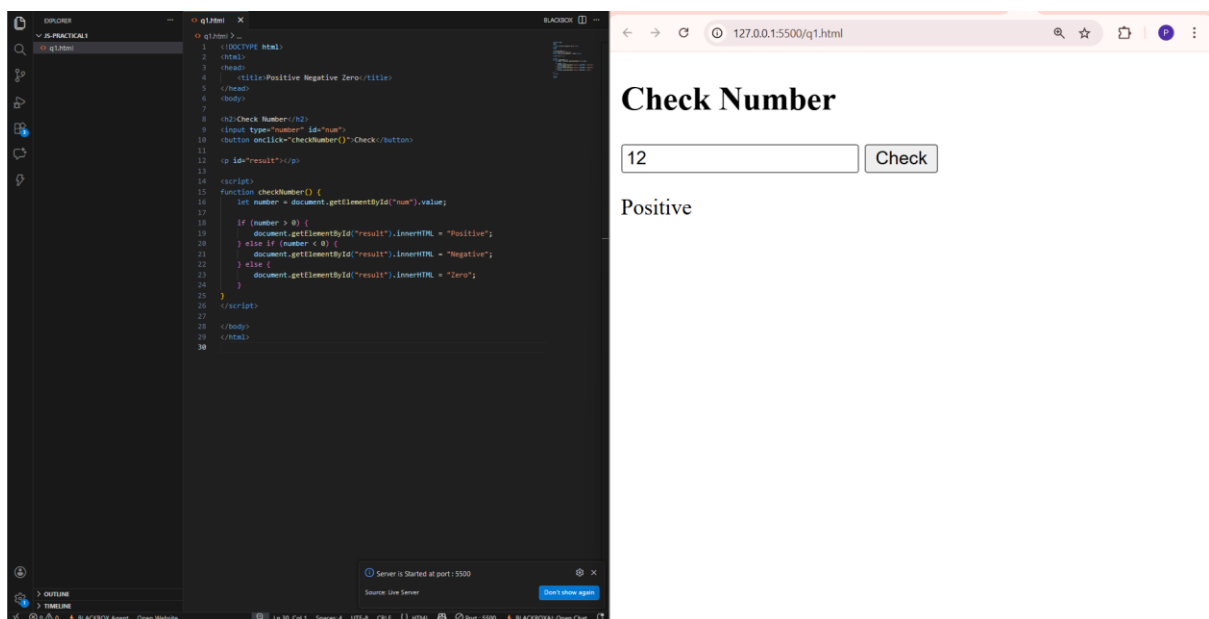


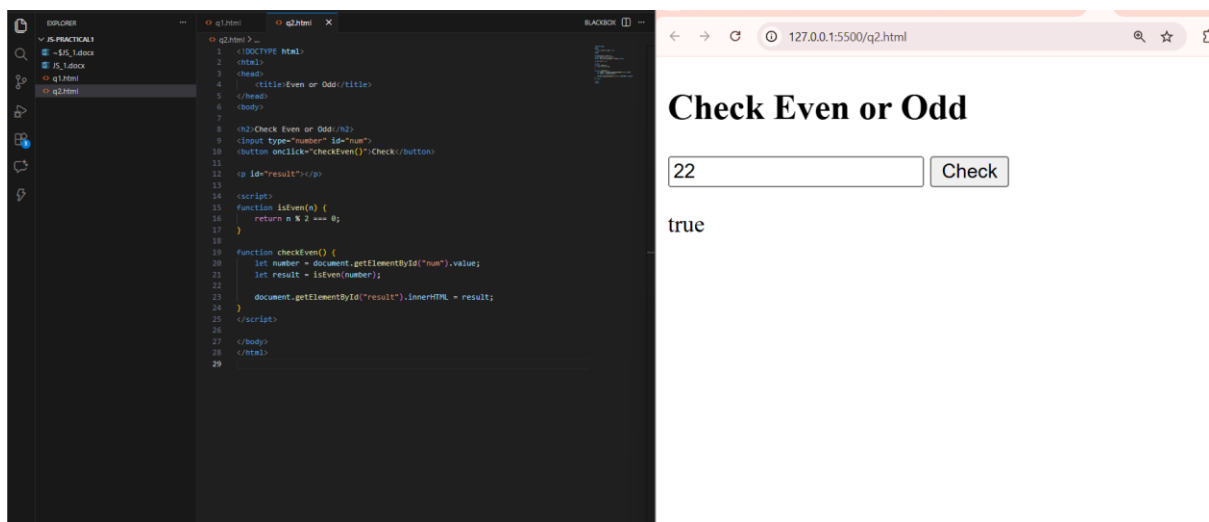
Write a program that takes a number and prints whether it is "Positive", "Negative", or "Zero"



The screenshot shows a web browser at 127.0.0.1:5500/q1.html. The page title is "Check Number". It features an input field with the value "12" and a "Check" button. Below the input, the text "Positive" is displayed. The background shows a code editor with the following HTML and JavaScript code:

```
1 <!DOCTYPE html>
2 <html>
3 <head>
4 <title>Positive Negative Zero</title>
5 </head>
6 <body>
7
8 <h2>Check Number</h2>
9 <input type="number" id="num">
10 <button onclick="checkNumber()">Check</button>
11
12 <p id="result"></p>
13
14 <script>
15 function checkNumber() {
16   let number = document.getElementById("num").value;
17
18   if (number > 0) {
19     document.getElementById("result").innerHTML = "Positive";
20   } else if (number < 0) {
21     document.getElementById("result").innerHTML = "Negative";
22   } else {
23     document.getElementById("result").innerHTML = "Zero";
24   }
25 }
26 </script>
27
28 </body>
29 </html>
```

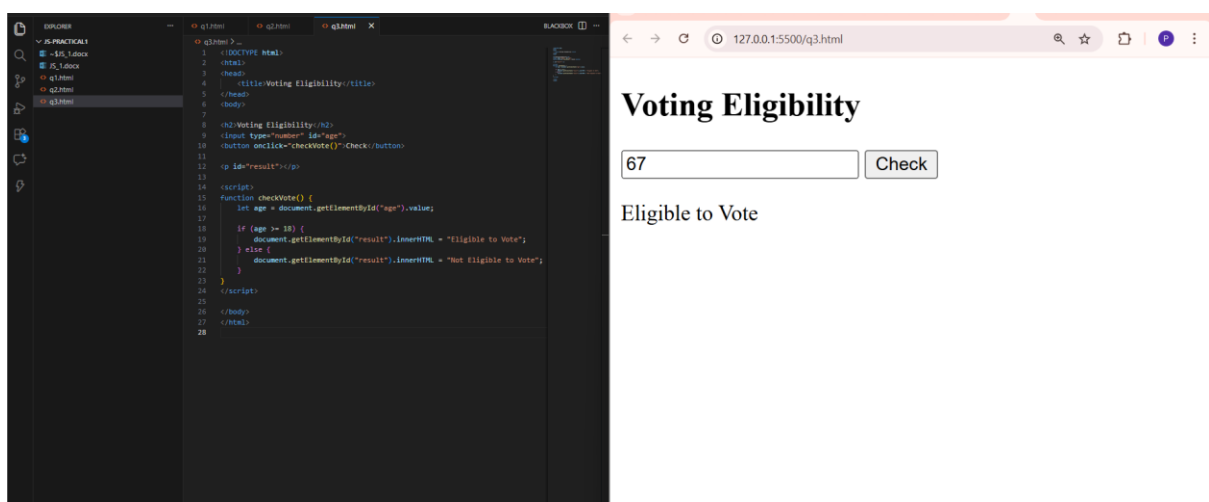
Create a function that accepts an integer and returns true if it's even and false if it's odd



The screenshot shows a web browser at 127.0.0.1:5500/q2.html. The page title is "Check Even or Odd". It features an input field with the value "22" and a "Check" button. Below the input, the text "true" is displayed. The background shows a code editor with the following HTML and JavaScript code:

```
1 <!DOCTYPE html>
2 <html>
3 <head>
4 <title>Even or Odd</title>
5 </head>
6 <body>
7
8 <h2>Check Even or Odd</h2>
9 <input type="number" id="num">
10 <button onclick="checkEven()">Check</button>
11
12 <p id="result"></p>
13
14 <script>
15 function isEven(n) {
16   return n % 2 === 0;
17 }
18
19 function checkEven() {
20   let number = document.getElementById("num").value;
21   let result = isEven(number);
22   document.getElementById("result").innerHTML = result;
23 }
24 </script>
25
26 </body>
27 </html>
```

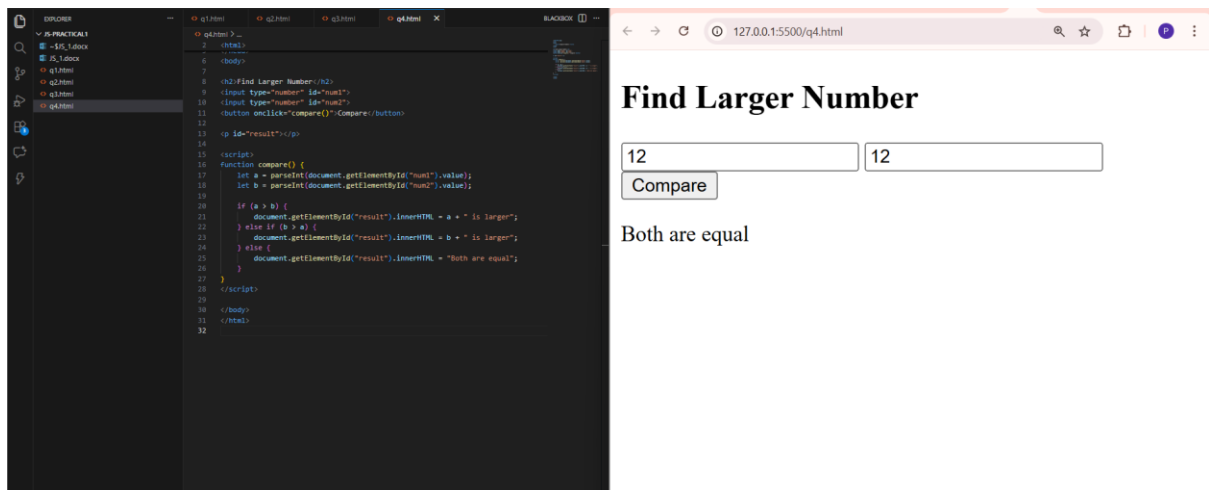
Write a script that checks if a person's age is 18 or older to determine if they are "Eligible to Vote"



The screenshot shows a web browser at 127.0.0.1:5500/q3.html. The page title is "Voting Eligibility". It features an input field with the value "67" and a "Check" button. Below the input, the text "Eligible to Vote" is displayed. The background shows a code editor with the following HTML and JavaScript code:

```
1 <!DOCTYPE html>
2 <html>
3 <head>
4 <title>Voting Eligibility</title>
5 </head>
6 <body>
7
8 <h2>Voting Eligibility</h2>
9 <input type="number" id="age">
10 <button onclick="checkVote()">Check</button>
11
12 <p id="result"></p>
13
14 <script>
15 function checkVote() {
16   let age = document.getElementById("age").value;
17
18   if (age >= 18) {
19     document.getElementById("result").innerHTML = "Eligible to Vote";
20   } else {
21     document.getElementById("result").innerHTML = "Not Eligible to Vote";
22   }
23 }
24 </script>
25
26 </body>
27 </html>
```

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

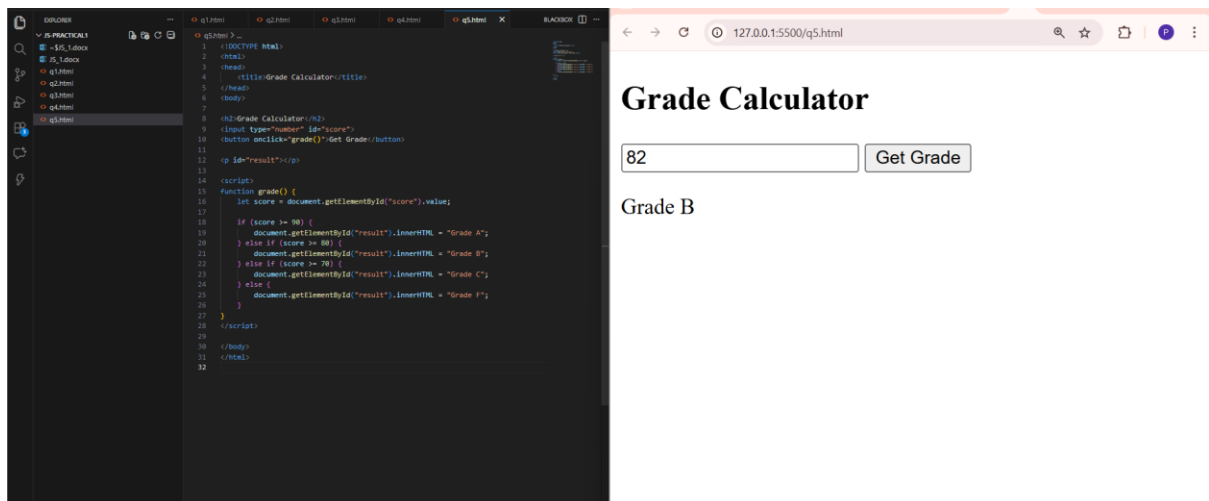


The screenshot shows a VS Code editor on the left with a file named `q4.html` open. The code is a JavaScript program that compares two numbers entered in a web form. The code is as follows:

```
1 <html>
2 <head>
3 <title>Find Larger Number</title>
4 </head>
5 <body>
6 <div>
7 <div>
8 <h2>Find Larger Number</h2>
9 <input type="number" id="num1">
10 <input type="number" id="num2">
11 <button onclick="compare()">Compare</button>
12 </div>
13 <div id="result"></div>
14 </div>
15 </body>
16 </html>
17
18 <script>
19 function compare() {
20   let a = parseInt(document.getElementById("num1").value);
21   let b = parseInt(document.getElementById("num2").value);
22
23   if (a > b) {
24     document.getElementById("result").innerHTML = a + " is larger";
25   } else if (b > a) {
26     document.getElementById("result").innerHTML = b + " is larger";
27   } else {
28     document.getElementById("result").innerHTML = "Both are equal";
29   }
30 }
31 </script>
32
```

The web browser on the right shows the page `127.0.0.1:5500/q4.html`. The title is "Find Larger Number". There are two input fields, both containing the number "12". Below the inputs is a "Compare" button. The output area below the button displays "Both are equal".

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).

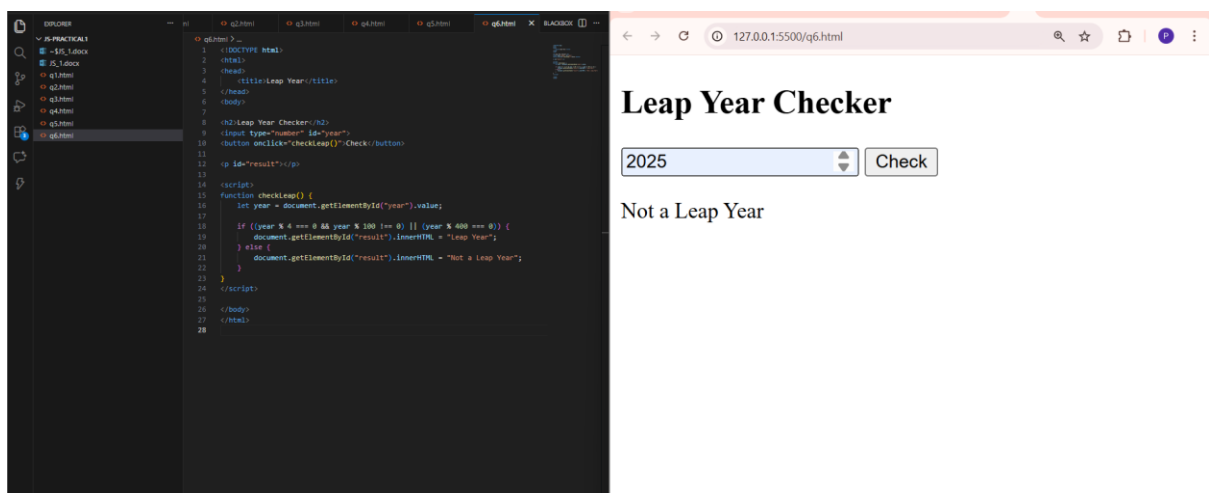


The screenshot shows a VS Code editor on the left with a file named `q5.html` open. The code is a JavaScript program that calculates a letter grade based on a numerical score. The code is as follows:

```
1 <DOCTYPE html>
2 <html>
3 <head>
4 <title>Grade Calculator</title>
5 </head>
6 <body>
7 <div>
8 <h2>Grade Calculator</h2>
9 <input type="number" id="score">
10 <button onclick="grade()">Get Grade</button>
11 </div>
12 <div id="result"></div>
13 </body>
14 </html>
15
16 <script>
17 function grade() {
18   let score = document.getElementById("score").value;
19
20   if (score >= 90) {
21     document.getElementById("result").innerHTML = "Grade A";
22   } else if (score >= 80) {
23     document.getElementById("result").innerHTML = "Grade B";
24   } else if (score >= 70) {
25     document.getElementById("result").innerHTML = "Grade C";
26   } else {
27     document.getElementById("result").innerHTML = "Grade F";
28   }
29 }
30 </script>
31 </body>
32 </html>
33
```

The web browser on the right shows the page `127.0.0.1:5500/q5.html`. The title is "Grade Calculator". There is an input field containing the number "82" and a "Get Grade" button. The output area below the button displays "Grade B".

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



The screenshot shows a VS Code editor on the left with a file named `q6.html` open. The code is a JavaScript program that checks if a given year is a leap year. The code is as follows:

```
1 <DOCTYPE html>
2 <html>
3 <head>
4 <title>Leap Year</title>
5 </head>
6 <body>
7 <div>
8 <h2>Leap Year Checker</h2>
9 <input type="number" id="year">
10 <button onclick="checkLeap()">Check</button>
11 </div>
12 <div id="result"></div>
13 </body>
14 </html>
15
16 <script>
17 function checkLeap() {
18   let year = document.getElementById("year").value;
19
20   if ((year % 4 === 0 && year % 100 !== 0) || (year % 400 === 0)) {
21     document.getElementById("result").innerHTML = "Leap Year";
22   } else {
23     document.getElementById("result").innerHTML = "Not a Leap Year";
24   }
25 }
26 </script>
27 </body>
28 </html>
29
```

The web browser on the right shows the page `127.0.0.1:5500/q6.html`. The title is "Leap Year Checker". There is an input field containing the number "2025" and a "Check" button. The output area below the button displays "Not a Leap Year".

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

The image shows a VS Code editor on the left with a file explorer on the left sidebar. The editor is open to a file named `q7.html`. The code is an HTML document with a title "Simple Calculator" and a body containing two input fields for numbers (40 and 60), a dropdown for the operator (+), and a "Calculate" button. Below the inputs, the result "100" is displayed. The code uses a switch statement to perform the calculation based on the operator.

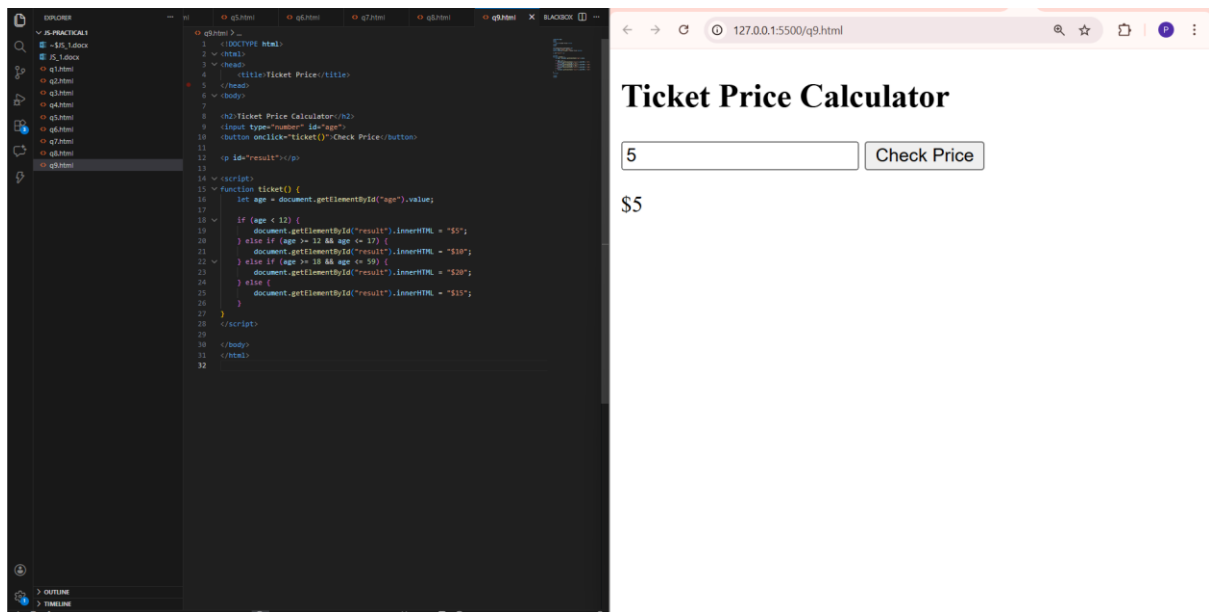
```
1 <!DOCTYPE html>
2 <html>
3 <head>
4 <title>Simple Calculator</title>
5 </head>
6 <body>
7
8 <h2>Calculator</h2>
9 <input type="number" id="num1">
10 <input type="number" id="num2">
11 <input type="text" id="operator" placeholder="+ * / -">
12 <button onclick="calculate()">Calculate</button>
13
14 <p id="result"></p>
15
16 <script>
17 function calculate() {
18   let a = parseInt(document.getElementById("num1").value);
19   let b = parseInt(document.getElementById("num2").value);
20   let op = document.getElementById("operator").value;
21   let result;
22
23   switch (op) {
24     case "+":
25       result = a + b;
26       break;
27     case "-":
28       result = a - b;
29       break;
30     case "*":
31       result = a * b;
32       break;
33     case "/":
34       result = a / b;
35       break;
36     default:
37       result = "Invalid Operator";
38   }
39   document.getElementById("result").innerHTML = result;
40 }
41 </script>
42 </body>
43 </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.

The image shows a VS Code editor on the left with a file explorer on the left sidebar. The editor is open to a file named `q8.html`. The code is an HTML document with a title "FizzBuzz" and a body containing an input field for a number (9) and a "Check" button. Below the inputs, the result "Fizz" is displayed. The code uses a conditional statement to check if the number is a multiple of 3, 5, or both.

```
1 <!DOCTYPE html>
2 <html>
3 <head>
4 <title>FizzBuzz</title>
5
6 <h2>FizzBuzz</h2>
7 <input type="number" id="num">
8 <button onclick="fizzbuzz()">Check</button>
9
10 <p id="result"></p>
11
12 <script>
13 function fizzbuzz() {
14   let number = document.getElementById("num").value;
15
16   if (number % 3 === 0 && number % 5 === 0) {
17     document.getElementById("result").innerHTML = "FizzBuzz";
18   } else if (number % 3 === 0) {
19     document.getElementById("result").innerHTML = "Fizz";
20   } else if (number % 5 === 0) {
21     document.getElementById("result").innerHTML = "Buzz";
22   } else {
23     document.getElementById("result").innerHTML = "Not a multiple of 3 or 5";
24   }
25 }
26 </script>
27
28 </body>
29 </html>
```

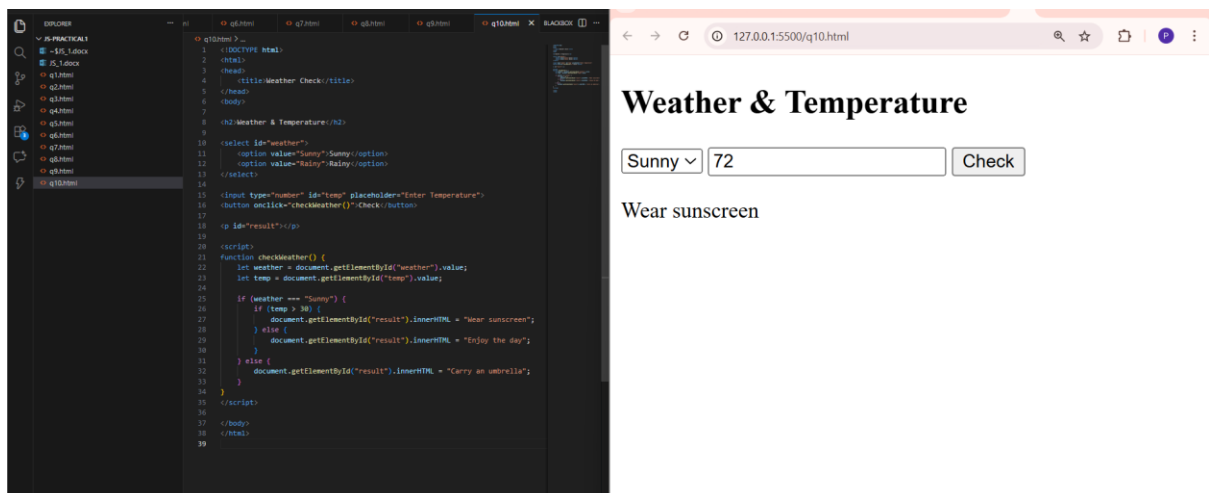
Calculate a ticket price based on age: under 12 pays \$5, 12-17 pays \$10, 18-59 pays \$20, and 60+ pays \$15.



The screenshot shows a web browser at 127.0.0.1:5500/q9.html displaying a "Ticket Price Calculator". The form has an input field for age with the value "5" and a "Check Price" button. Below the input, the calculated price "\$5" is displayed. The VS Code editor on the left shows the HTML and JavaScript code for this application.

```
1 <!DOCTYPE html>
2 <html>
3 <head>
4 <title>Ticket Price</title>
5 </head>
6 <body>
7
8 <h2>Ticket Price Calculator</h2>
9 <input type="number" id="age">
10 <button onclick="ticket()">Check Price</button>
11
12 <p id="result"></p>
13
14 <script>
15 function ticket() {
16   let age = document.getElementById("age").value;
17
18   if (age < 12) {
19     document.getElementById("result").innerHTML = "$5";
20   } else if (age >= 12 && age <= 17) {
21     document.getElementById("result").innerHTML = "$10";
22   } else if (age >= 18 && age <= 59) {
23     document.getElementById("result").innerHTML = "$20";
24   } else {
25     document.getElementById("result").innerHTML = "$15";
26   }
27 }
28 </script>
29
30 </body>
31 </html>
```

. 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".



The screenshot shows a web browser at 127.0.0.1:5500/q10.html displaying a "Weather & Temperature" checker. The form has a dropdown menu for weather with "Sunny" selected, an input field for temperature with the value "72", and a "Check" button. Below the input, the text "Wear sunscreen" is displayed. The VS Code editor on the left shows the HTML and JavaScript code for this application.

```
1 <!DOCTYPE html>
2 <html>
3 <head>
4 <title>Weather Check</title>
5 </head>
6 <body>
7
8 <h2>Weather & Temperature</h2>
9
10 <select id="weather">
11 <option value="Sunny">Sunny</option>
12 <option value="Rainy">Rainy</option>
13 </select>
14
15 <input type="number" id="temp" placeholder="Enter Temperature">
16 <button onclick="checkWeather()">Check</button>
17
18 <p id="result"></p>
19
20 <script>
21 function checkWeather() {
22   let weather = document.getElementById("weather").value;
23   let temp = document.getElementById("temp").value;
24
25   if (weather === "Sunny") {
26     if (temp > 30) {
27       document.getElementById("result").innerHTML = "Wear sunscreen";
28     } else {
29       document.getElementById("result").innerHTML = "Enjoy the day";
30     }
31   } else {
32     document.getElementById("result").innerHTML = "Carry an umbrella";
33   }
34 }
35 </script>
36
37 </body>
38 </html>
```

```
PS E:\VCA\SDP\FullStack\JS-Practical> git init
>
Initialized empty Git repository in E:\VCA\SDP\FullStack\JS-Practical\.git\
PS E:\VCA\SDP\FullStack\JS-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
    q10.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\SDP\FullStack\JS-Practical> git add .
>
PS E:\VCA\SDP\FullStack\JS-Practical> git commit -m "first commit"
>
[master (root-commit) 3cae516] first commit
12 files changed, 318 insertions(+)
create mode 100644 JS_1.docx
create mode 100644 q1.html
create mode 100644 q10.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\SDP\FullStack\JS-Practical> git remote add origin https://github.com/MorePrajita/JS_Practical.git
PS E:\VCA\SDP\FullStack\JS-Practical> git branch -m main
> git push -u origin main
>
Info: please complete authentication in your browser...
Enumerating objects: 16, done.
Counting objects: 16 (16/16), done.
Delta compression using up to 12 threads
Compressing objects: 100% (15/15), done.
Writing objects: 100% (16/16), 2.85 KiB | 71.48 KiB/s, done.
Total 16 (delta 8), reused 8 (delta 8), pushed 8 (from 0)
remote: Resolving deltas: 100% (8/8), done.
To https://github.com/MorePrajita/JS_Practical.git
 * [new branch] main -> main
branch 'main' set up to track 'origin/main'.
PS E:\VCA\SDP\FullStack\JS-Practical>
```

github.com/MorePrajita/Js_Practical

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File	Commit	Time
JS_1.docx	First commit	9 minutes ago
q1.html	First commit	9 minutes ago
q10.html	First commit	9 minutes ago
q2.html	First commit	9 minutes ago
q3.html	First commit	9 minutes ago
q4.html	First commit	9 minutes ago
q5.html	First commit	9 minutes ago
q6.html	First commit	9 minutes ago
q7.html	First commit	9 minutes ago
q8.html	First commit	9 minutes ago
q9.html	First commit	9 minutes ago
~\$JS_1.docx	First commit	9 minutes ago

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