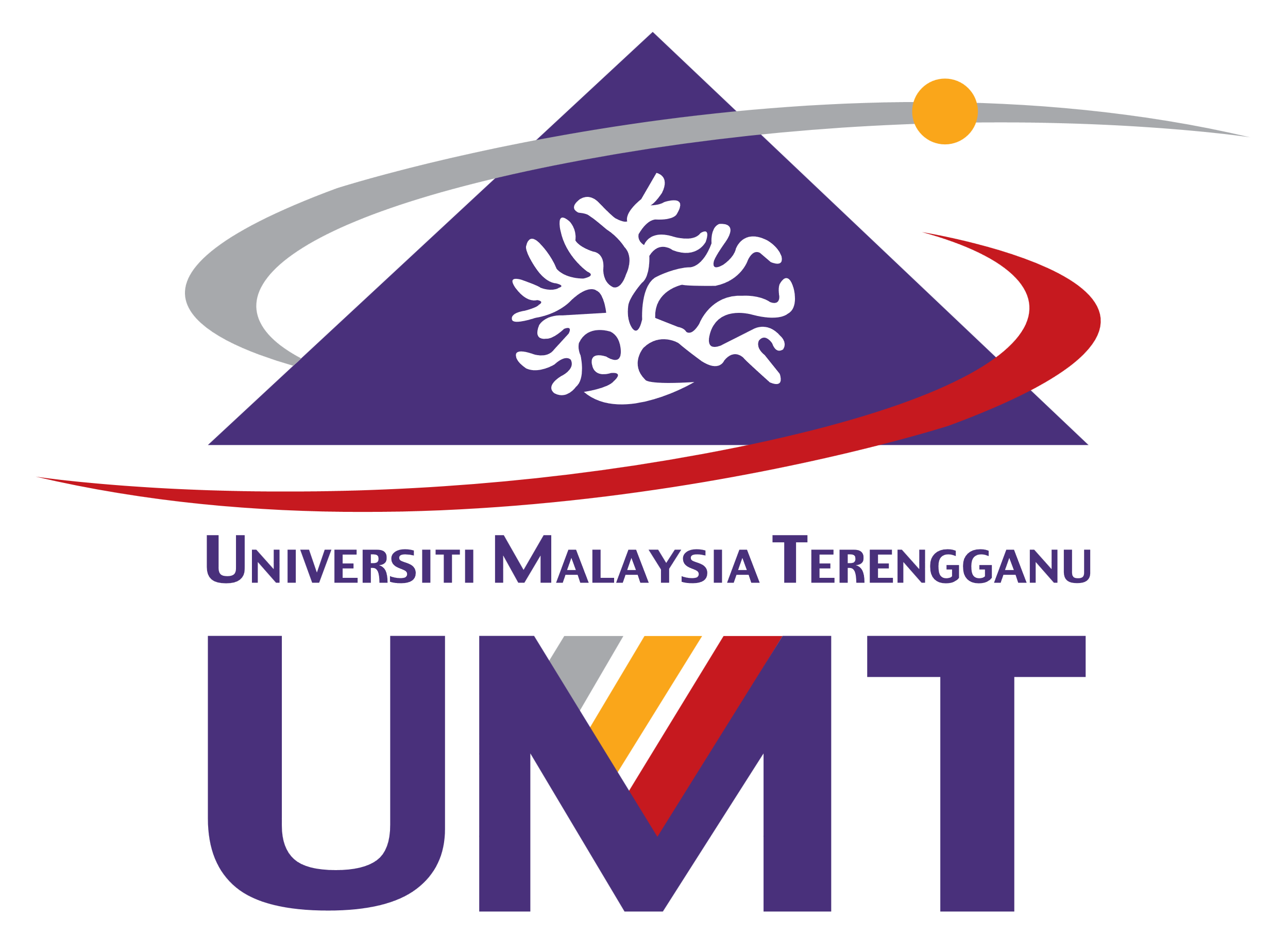
****

**UNIVERSITI MALAYSIA TERENGGANU**

**FACULTY OF OCEAN ENGINEERING TECHNOLOGY & INFORMATICS**

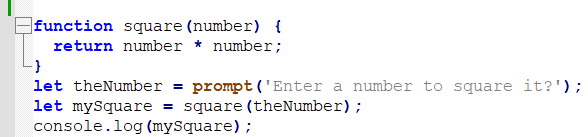
**LAB REPORT 3**

**CSM3103**

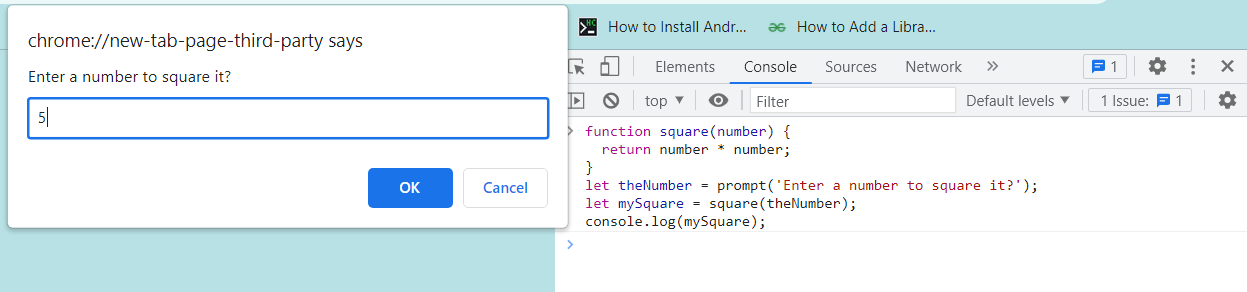
|  |  |
| --- | --- |
| **Name:** | **NIK FATNIN ALANI BINTI NIK ABD RAHMAN** |
| **Matric Num:** | **S61438** |
| **Semester:** | **II 2022/2023** |
| **Lab:** | **MP1** |
| **Prepared for:** | Dr. Rabiei Bin Mamat |

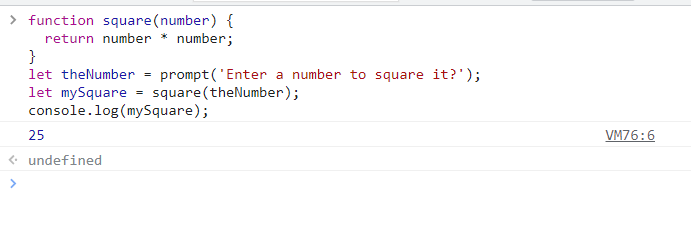
**TASK1**

1. **Write a function to find the square of a given number**

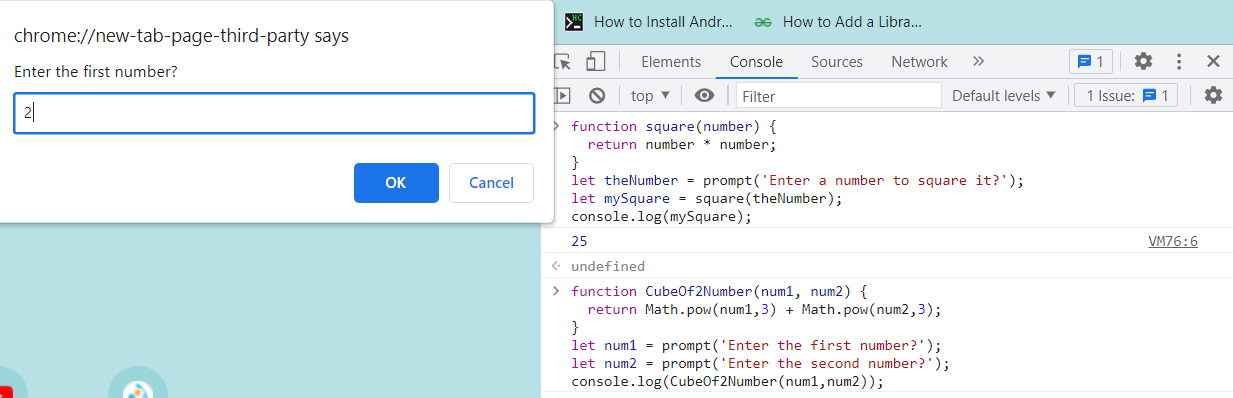
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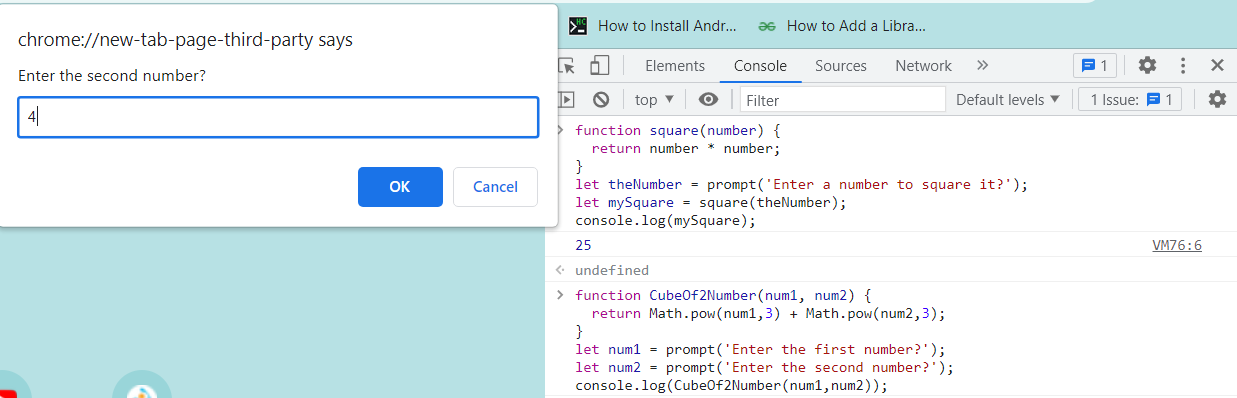
**OUTPUT:**

****

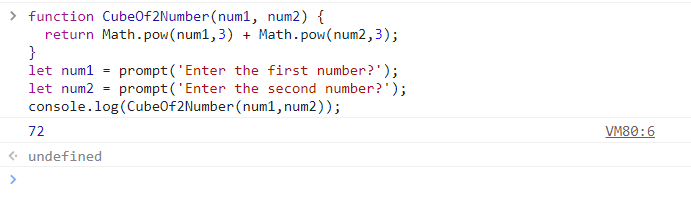
****

**2. Write a function to find sum of cubes of two numbers**

****

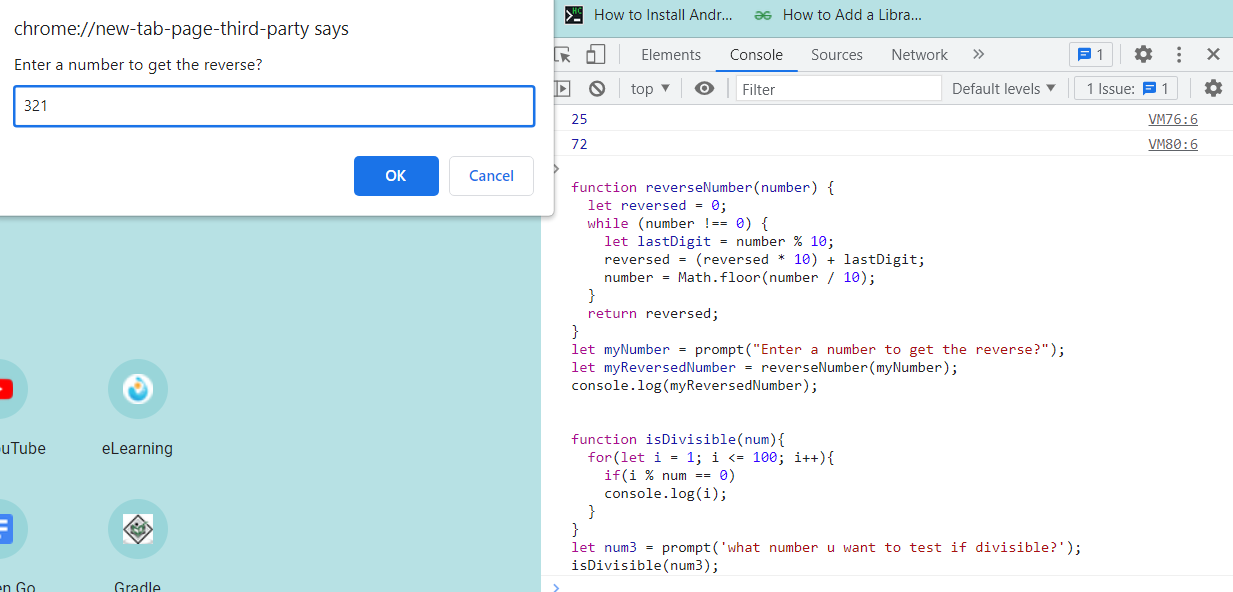
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**OUTPUT:**

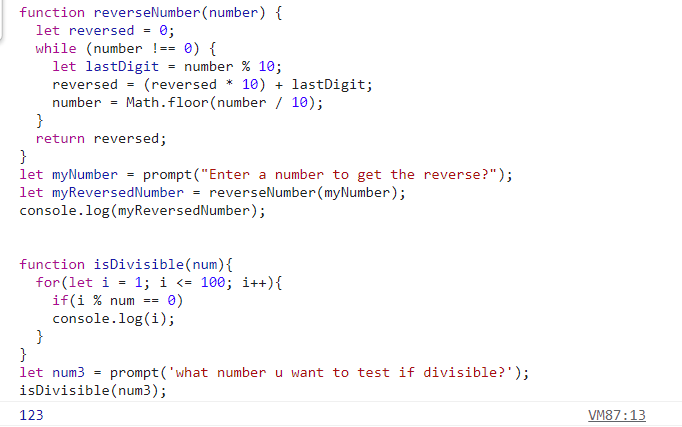
****

**3.** **Write a function to reverse a number**

**[ Hint n =12345 output : 54321 ]**

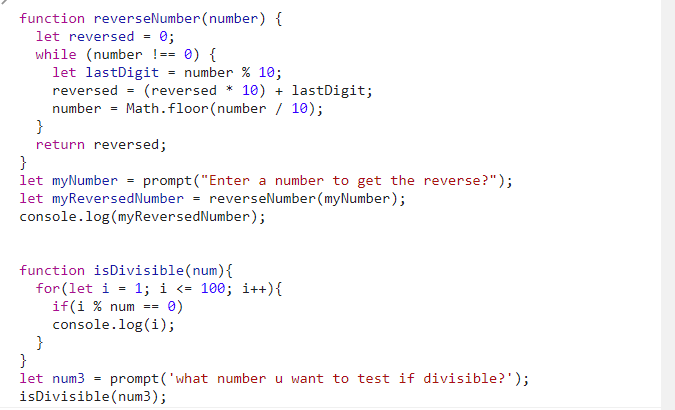
****

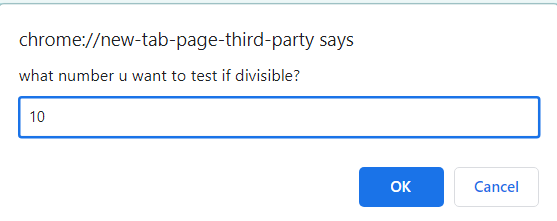
**OUTPUT:**

****

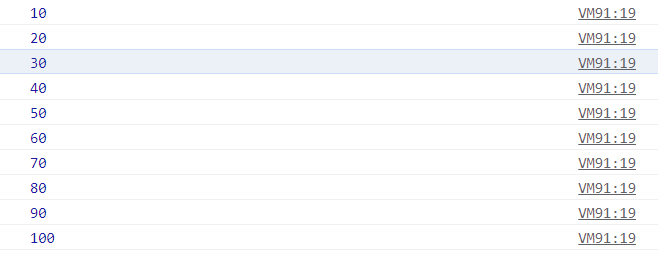
**4.** **Write a function to print all numbers between 1 and 100 which is divisible by**

**given number z**

****

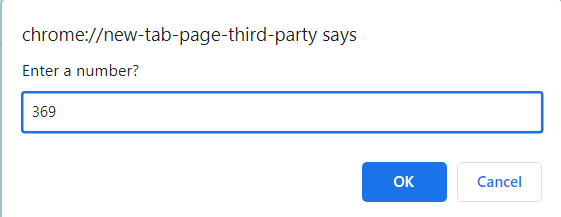
****

**OUTPUT:**

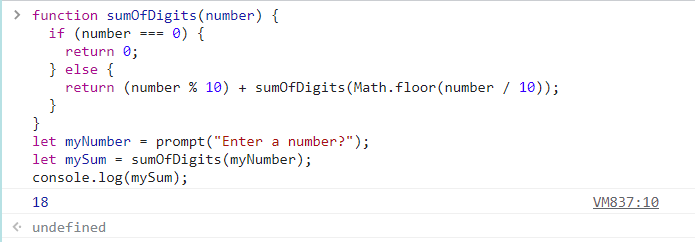
****

**TASK2**

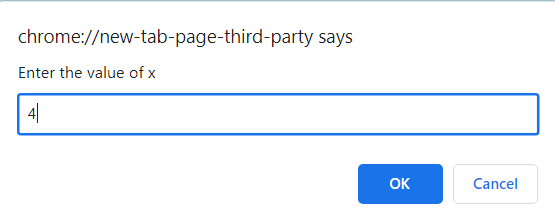
**1.** **Write a JavaScript function to find sum of digits of a number**

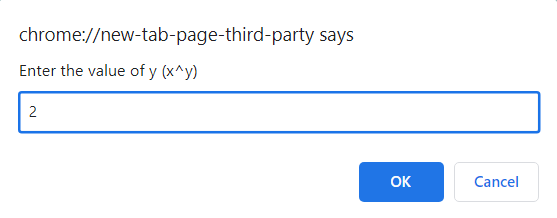
****

**OUTPUT:**

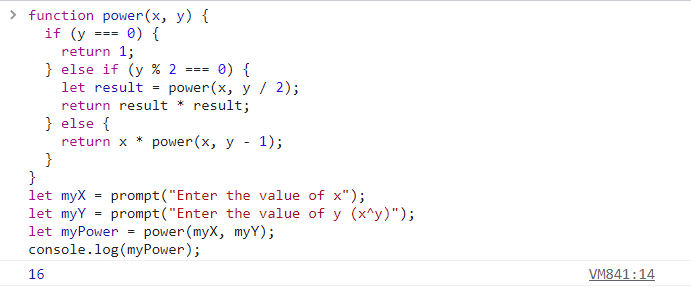
****

**2.** **Write a JavaScript program to compute x raise to the power y using recursion**

****

****

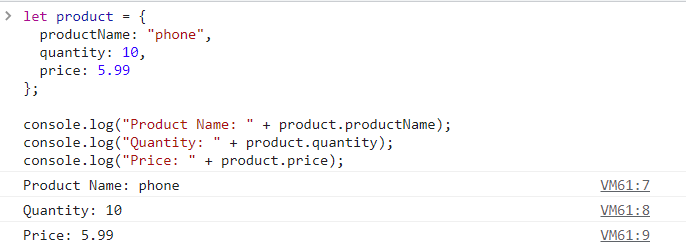
**OUTPUT:**

****

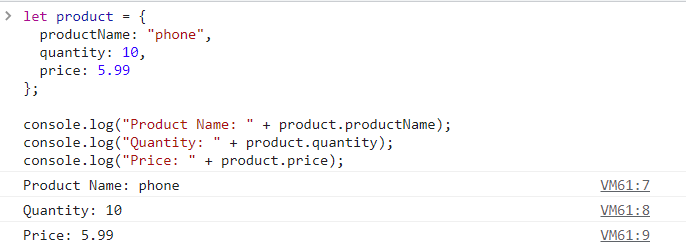
**TASK3**

**1. Write a JavaScript program to create object product**

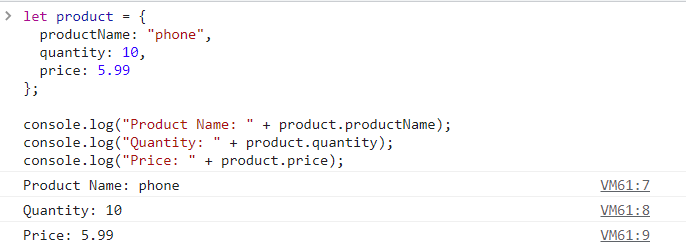
**a) Add the property Product Name, Quantity and price.**

****

**b) Access all the properties and display them.**

****

**OUTPUT:**

****

**2. Write a JavaScript program to create object book**

**a)** **Add the property book name, author name**

****

**b)** **Add the prototype property price .**

****

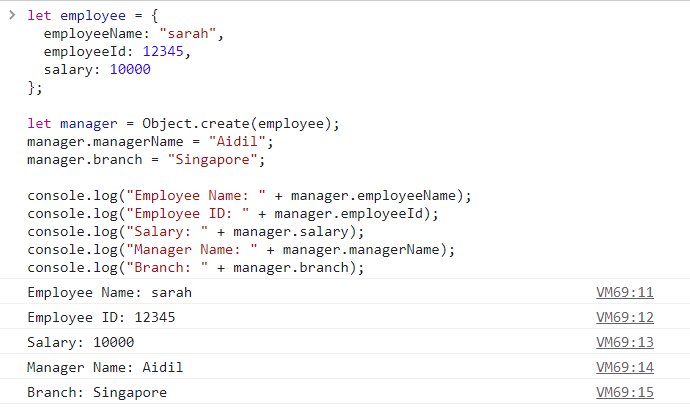
**c) Display all the properties.**

****

**output:**

****

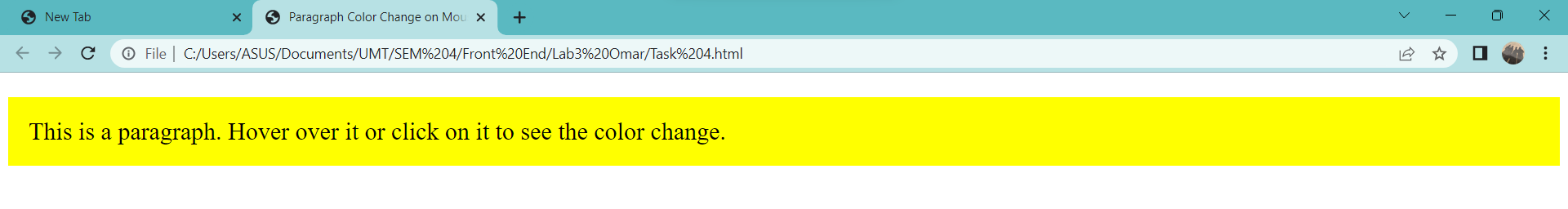
**3. Write a JavaScript program to create Parent object employee (Property : Employee Name , Employee Id , Salary) and Child object Manager (Property : Manager Name , Branch). Inherit all the properties of employee and display all the properties.**

****

**TASK4**

1. **Create a HTML page with <p> paragraph. Change the paragraph color according to the following mouse events**

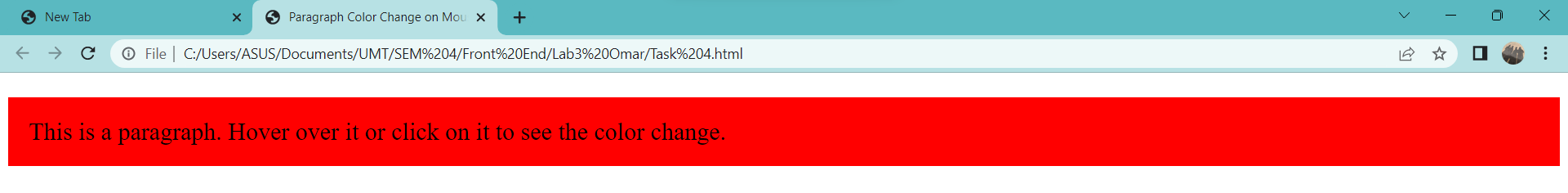
**a. Onclick, yellow background**

****

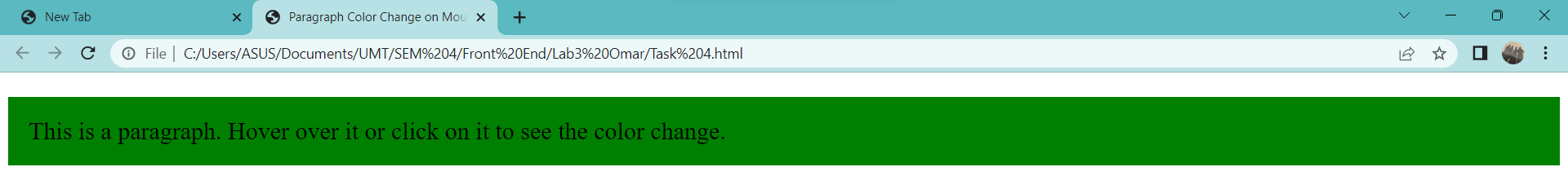
**b. ondblclick, blue background**

****

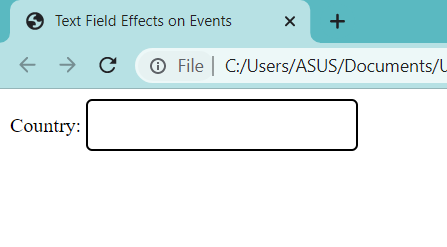
**c. onmouseover , red background**

****

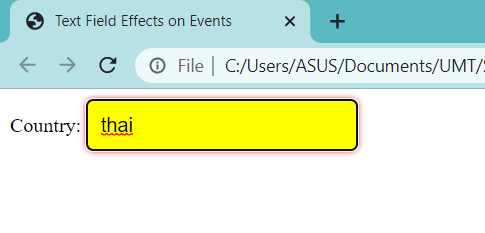
**d. onmouseout, green background**

****

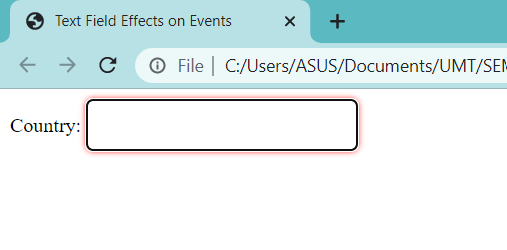
1. **Create a HTML page with textfield. Show some effects on the textfield when the following events occurred:**

****

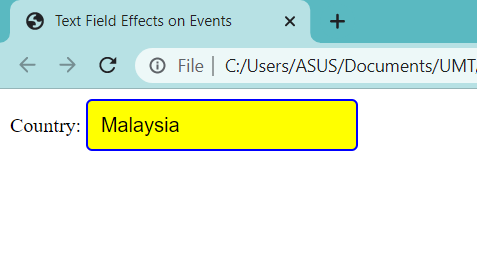
1. **Onchange**

****

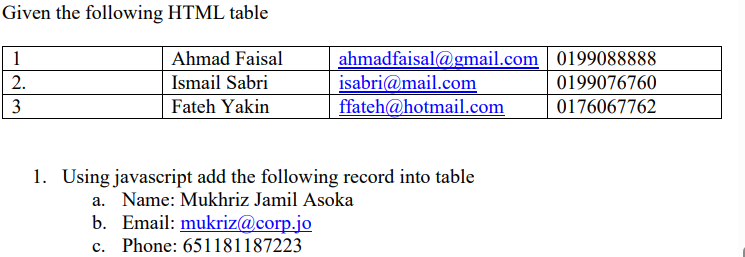
1. **Onfocus**



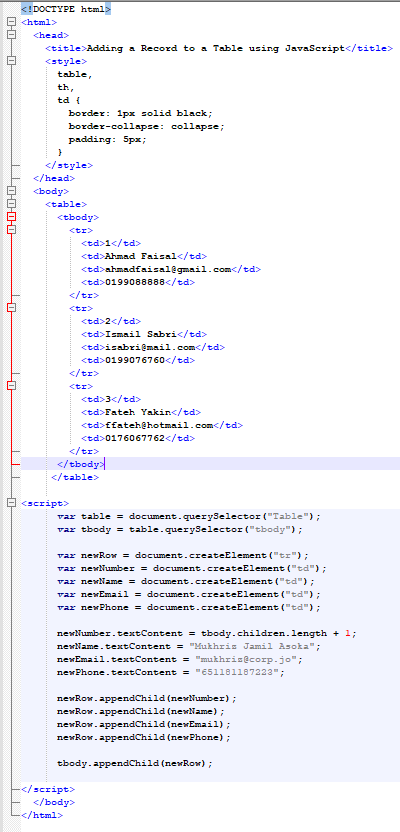
1. **onblur**

****

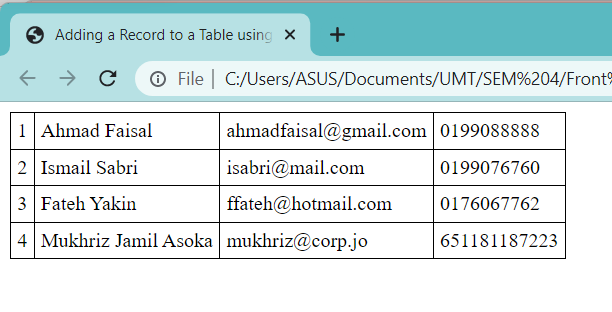
**TASK5**

****

**CODING:**

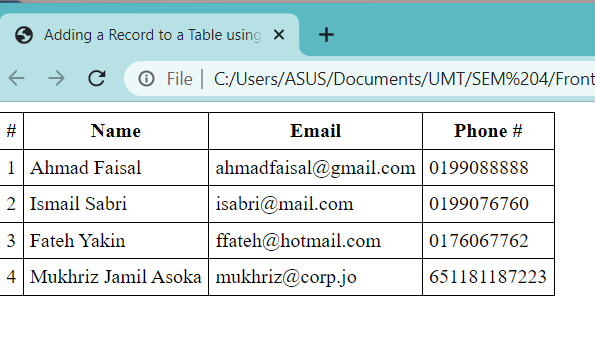
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**OUTPUT:**

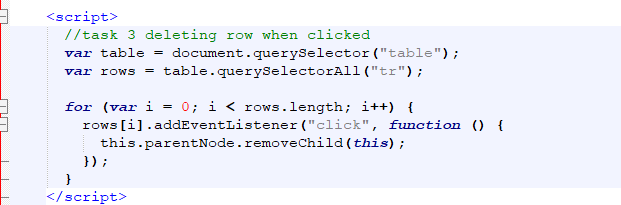
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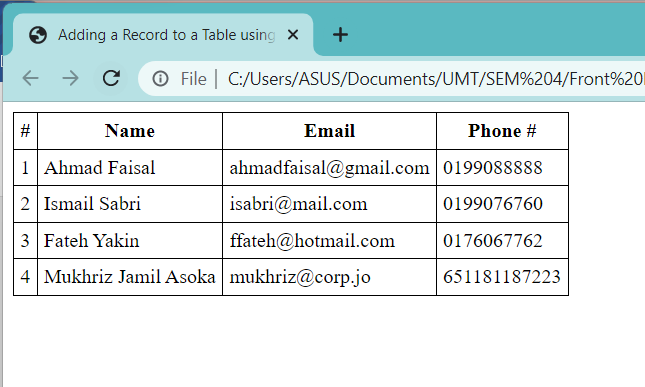
**2)** **Using javascript add the table header as follow: a. #, Name, Email, Phone #**

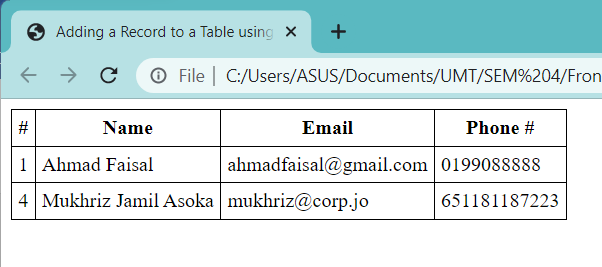
****

****

**3) Using javascript, delete any row from table when clicked on that row**

****

****

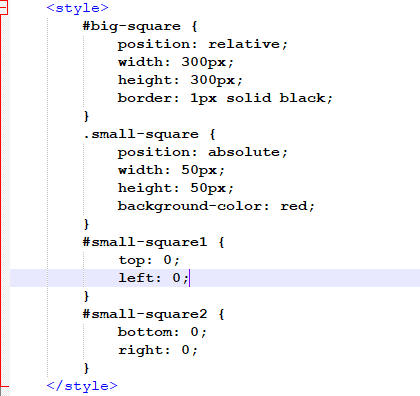
****

**TASK6**

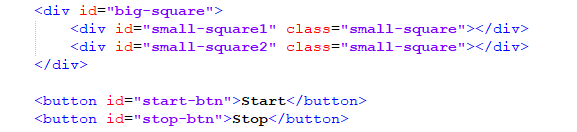
Write a JavaScript program to move two small squares inside one big square in a random manner. User should be able to start and stop this animationusing button based events

**Math.floor(Math.random() \* Math.floor(max)) will give you a random number that is less than max value**

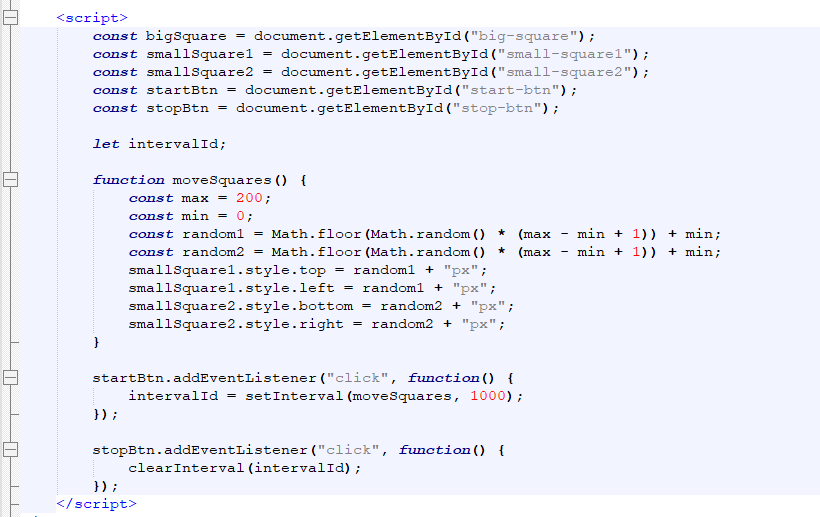
**CSS**

****

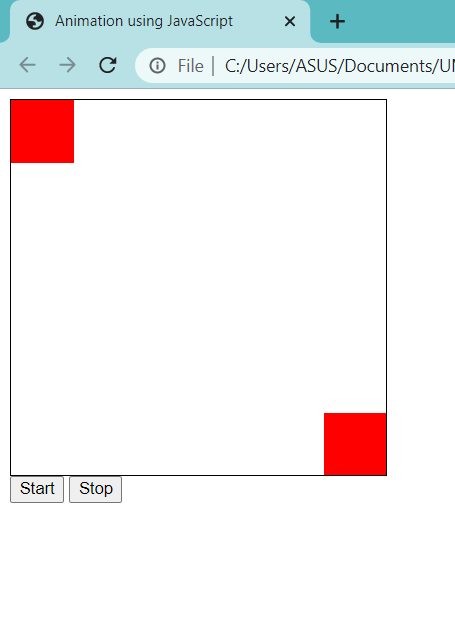
**HTML**

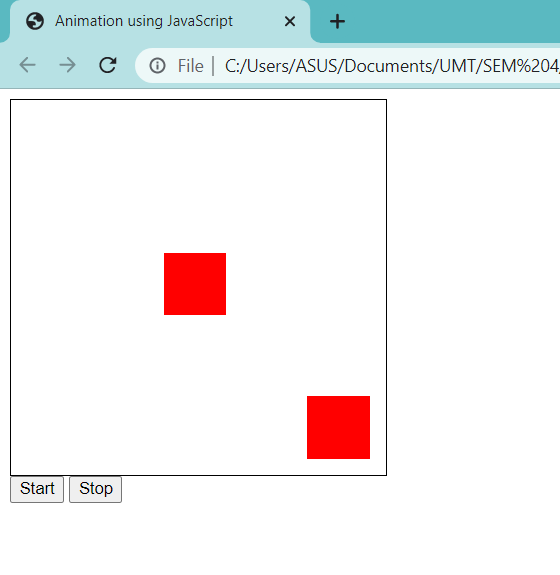
****

**JS**

****

**OUTPUT :**

****

****

**LINK GITHUB:**

[**https://github.com/FatninAlani/Lab3.git**](https://github.com/FatninAlani/Lab3.git)