Navachethan.M – 1NT18IS099

Number and math function

Numer.html

```
<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta http-equiv="X-UA-Compatible" content="IE=edge">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>Document</title>
</head>
<body>
    <h1>Number Methods</h1>
    <button onclick="numfun()">toString</button>
    <button onclick="numfun2()">toExponential</button>
    <button onclick="numfun3()">toFixed</button>
    <button onclick="numfun4()">toPrecision</button>
    <button onclick="numfun5()">valueof</button>
    <button onclick="numfun6()">parseInt</button>
    <button onclick="numfun7()">parsefloat</button>
    <button ondblclick="numfun8()">Number</button>
    <p id="a1">entered value:</p>
    <p id="a2">entered value +2:</p>
    <p><b>toExponential</b></p>
    <p id="a3"></p>
    <p id="a4"></p>
    <p id="a5"></p>
    <p><b>toFixed</b></p>
    <p id="a6"></p>
    <p id="a7"></p>
    <p id="a8"></p>
    <p><b>toPrecision</b></p>
    <p id="a9"></p>
    <p id="a10"></p>
    <p id="a11"></p>
    <p><b>valueof</b></p>
    <p id="a12"></p>
    <p id="a13"></p>
    <p><b>parseInt</b></p>
    <p id="a14"></p>
    <p><b>parseFloat</b></p>
```

```
<p id="a15"></p>
<p><b>Number</b></p>
<p id="a16"></p>

<h1>Math Methods</h1>
<form>
    <label for="input1">pi value</label>
    <input type="button" value="Result" onclick="mathfun()"/>
    <input id="ans1"></br></br>

    <label for="input2"> Round</label>
    <input type="text" id="f1">
    <input type="button" value="Result" onclick="mathfun2()"/>
    <input id="ans2"></br></br>

    <label for="input3"> Ceil</label>
    <input type="text" id="f2">
    <input type="button" value="Result" onclick="mathfun3()"/>
    <input id="ans3"></br></br>

    <label for="input4"> Floor</label>
    <input type="text" id="f3">
    <input type="button" value="Result" onclick="mathfun4()"/>
    <input id="ans4"></br></br>

    <label for="input5"> Trunc</label>
    <input type="text" id="f4">
    <input type="button" value="Result" onclick="mathfun5()"/>
    <input id="ans5"></br></br>

    <label for="input6"> sign</label>
    <input type="text" id="f5">
    <input type="button" value="Result" onclick="mathfun6()"/>
    <input id="ans6"></br></br>

    <label for="input7"> pow</label>
    <input type="text" id="f6">
    <input type="text" id="f61">
    <input type="button" value="Result" onclick="mathfun7()"/>
    <input id="ans7"></br></br>

    <label for="input8"> sqrt</label>
    <input type="text" id="f7">
    <input type="button" value="Result" onclick="mathfun8()"/>
    <input id="ans8"></br></br>
```

```
        <label for="input9"> absolute</label>
        <input type="text" id="f8">
        <input type="button" value="Result" onclick="mathfun9()"/>
        <input id="ans9"></br></br>

        <label for="input10">sine </label>
        <input type="text" id="f9">
        <input type="button" value="Result" onclick="mathfun10()"/>
        <input id="ans10"></br></br>

        <label for="input11"> cosine</label>
        <input type="text" id="f10">
        <input type="button" value="Result" onclick="mathfun11()"/>
        <input id="ans11"></br></br>

        <label for="input12"> Random</label>
        <input type="button" value="Result" onclick="mathfun12()"/>
        <input id="ans12"></br></br>

        <label for="input13"> Min</label>
        <input type="text" id="f12">
        <input type="text" id="f121">
        <input type="button" value="Result" onclick="mathfun13()"/>
        <input id="ans13"></br></br>

        <label for="input14"> Max</label>
        <input type="text" id="f13">
        <input type="text" id="f131">
        <input type="button" value="Result" onclick="mathfun14()"/>
        <input id="ans14"></br></br>

        <label for="input15"> Log</label>
        <input type="text" id="f14">
        <input type="button" value="Result" onclick="mathfun15()"/>
        <input id="ans15"></br></br>
    </form>
    <script src="numer.js"></script>
</body>
</html>
```

Numer.js

```
function numfun(){
```

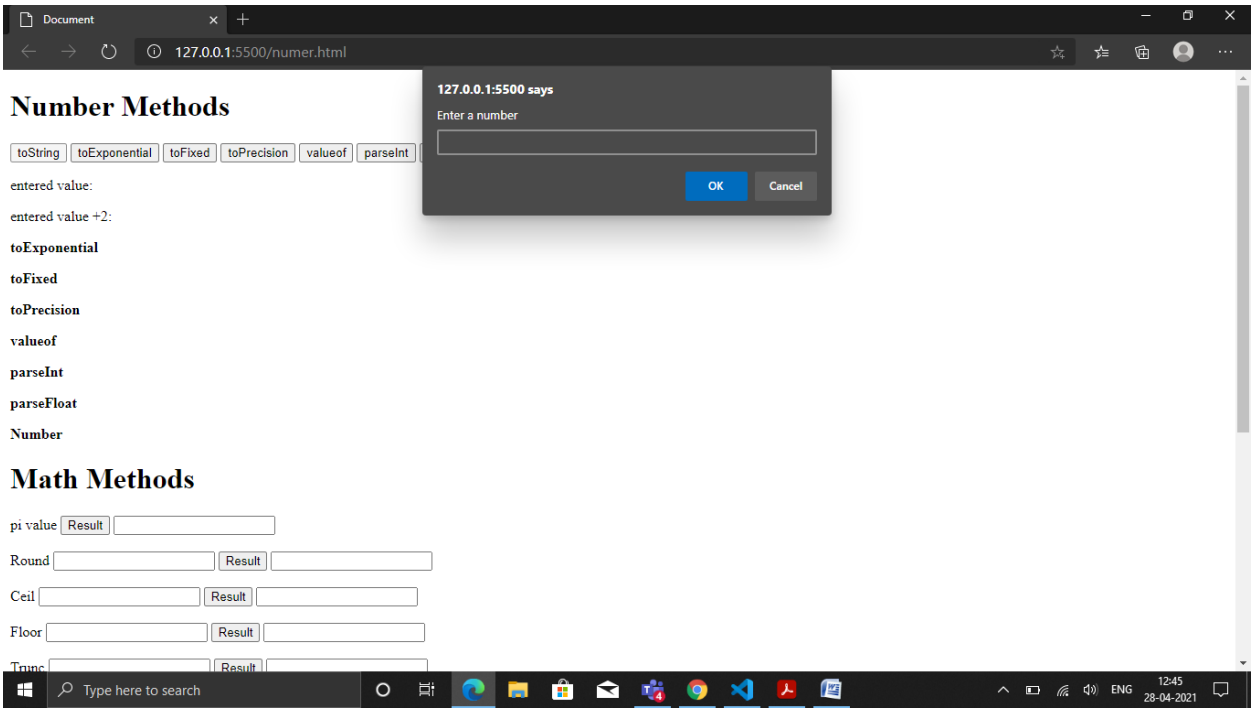
```
    let x = Number(prompt("Enter a number"));
    document.getElementById("a1").innerHTML = x.toString();
    document.getElementById("a2").innerHTML = (x+2).toString();
}

function numfun2(){
    let y = Number(prompt("Enter a number"));
    document.getElementById("a3").innerHTML = y.toExponential();
    document.getElementById("a4").innerHTML = y.toExponential(2);
    document.getElementById("a5").innerHTML = y.toExponential(4);
}

function numfun3(){
    let z = Number(prompt("Enter a number"));
    document.getElementById("a6").innerHTML = z.toFixed(0);
    document.getElementById("a7").innerHTML = z.toFixed(2);
    document.getElementById("a8").innerHTML = z.toFixed(4);
}

function numfun4(){
    let za = Number(prompt("Enter a number"));
    document.getElementById("a9").innerHTML = za.toPrecision();
    document.getElementById("a10").innerHTML = za.toPrecision(2);
    document.getElementById("a11").innerHTML = za.toPrecision(4);
}

function numfun5(){
    const x = Number(prompt("Enter a number"));
    document.getElementById("a12").innerHTML = x.valueOf();
    document.getElementById("a13").innerHTML = (x+2).valueOf();
}

function numfun6(){
    const y = Number(prompt("Enter a number"));
    document.getElementById("a14").innerHTML = parseInt(y);
}

function numfun7(){
    const z = Number(prompt("Enter a number"));
    document.getElementById("a15").innerHTML = parseFloat(z);

}

function numfun8(){
    const xz = Number(prompt("Enter a number"));
```

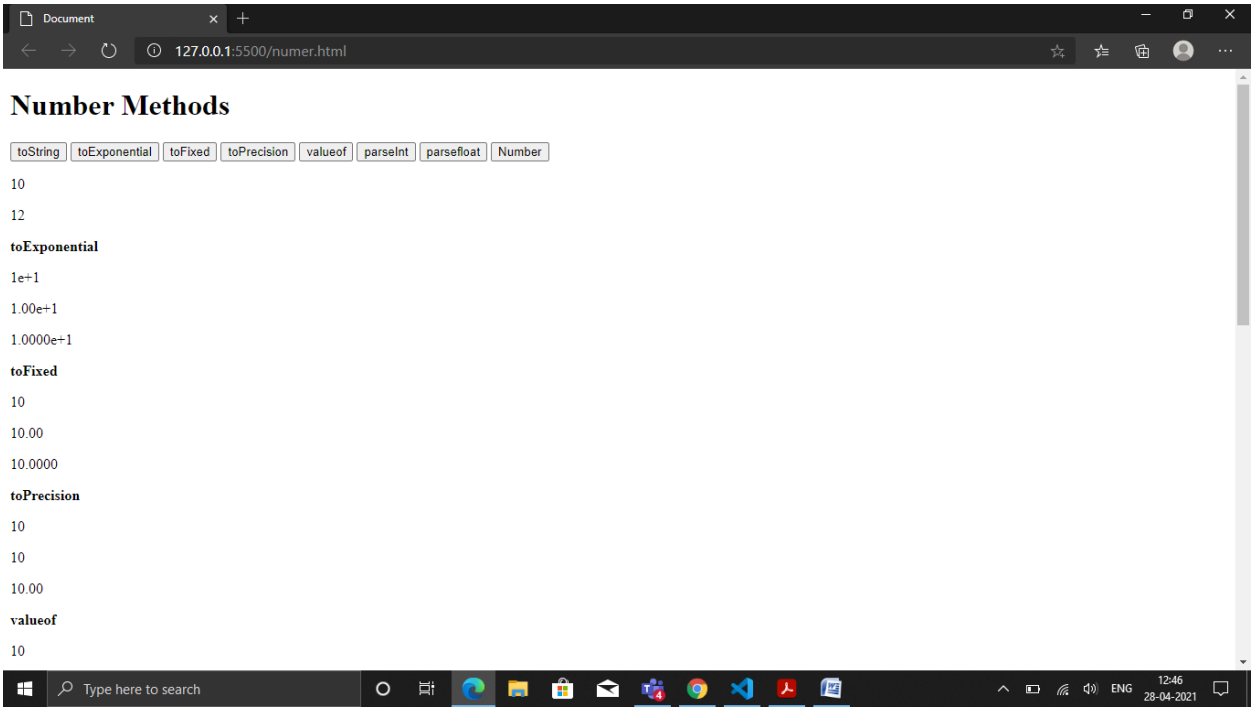
```
    document.getElementById("a16").innerHTML = Number(xz);
}

function mathfun(){
   let  a  = Math.PI;
   document.getElementById("ans1").value = a;
}

function mathfun2(){
    var a = Number( document.getElementById("f1").value);
   var b= Math.round(a);
    document.getElementById("ans2").value = b;
}

function mathfun3(){
    let c = Number( document.getElementById("f2").value);
   let d= Math.ceil(c);
    document.getElementById("ans3").value = d;
}

function mathfun4(){
    let e = Number( document.getElementById("f3").value);
   let f= Math.floor(e);
    document.getElementById("ans4").value = f;
}

function mathfun5(){
    var g = Number( document.getElementById("f4").value);
   var h= Math.trunc(g);
    document.getElementById("ans5").value = h;
}

function mathfun6(){
    var i = Number( document.getElementById("f5").value);
   var j= Math.sign(i);
    document.getElementById("ans6").value = j;
}

function mathfun7(){
    let k = Number( document.getElementById("f6").value);
    let k1 = Number(document.getElementById("f61").value);
   let l= Math.pow(k,k1);
    document.getElementById("ans7").value = l;
}
```

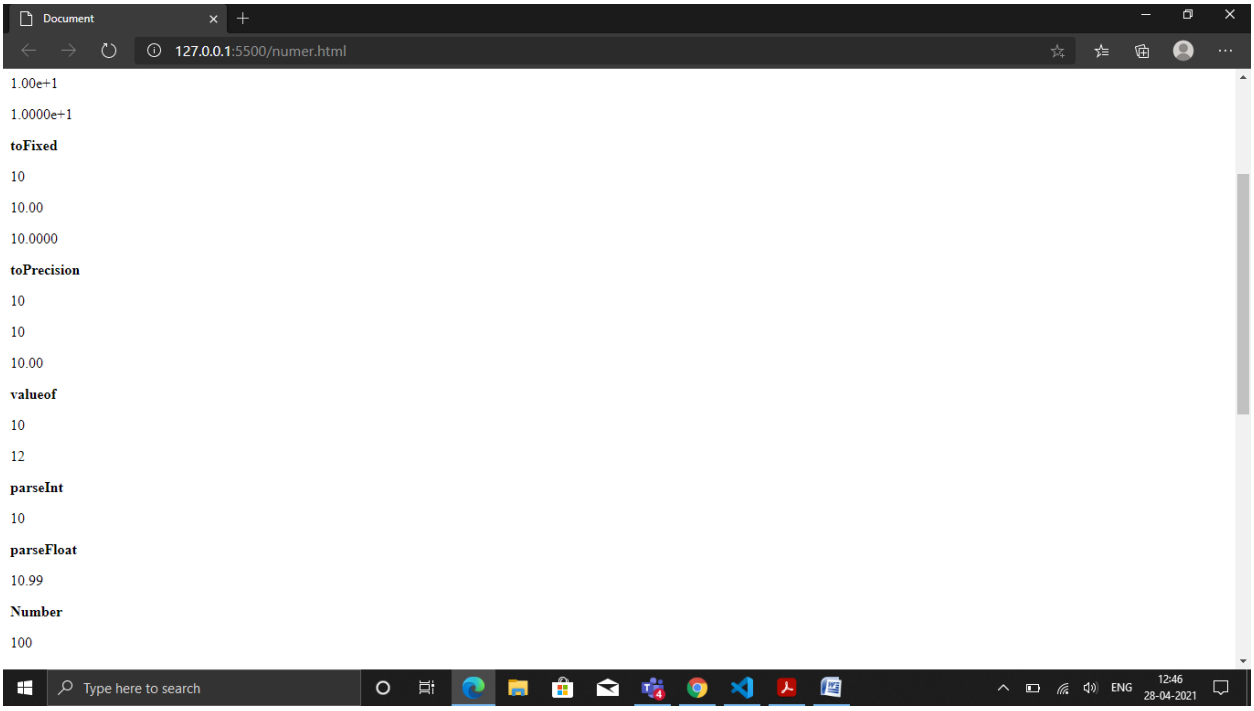
```
function mathfun8(){
    let m = Number( document.getElementById("f7").value);
   let n= Math.sqrt(m);
    document.getElementById("ans8").value = n;
}

function mathfun9(){
    var o = Number( document.getElementById("f8").value);
   var p= Math.abs(o);
    document.getElementById("ans9").value = p;
}

function mathfun10(){
    var q = Number( document.getElementById("f9").value);
   var r= Math.sin(q);
    document.getElementById("ans10").value = r;
}

function mathfun11(){
    let s = Number( document.getElementById("f10").value);
   let t= Math.cos(s);
    document.getElementById("ans11").value = t;
}

function mathfun12(){
   var v= Math.random();
    document.getElementById("ans12").value = v;
}

function mathfun13(){
    var w = Number( document.getElementById("f12").value);
    var w1 = Number( document.getElementById("f121").value);
   var x= Math.min(w,w1);
    document.getElementById("ans13").value = x;
}

function mathfun14(){
    let y = Number( document.getElementById("f13").value);
    let y1 = Number( document.getElementById("f131").value);
   let z= Math.max(y,y1);
    document.getElementById("ans14").value = z;
}

function mathfun15(){
    let ab = Number( document.getElementById("f14").value);
```

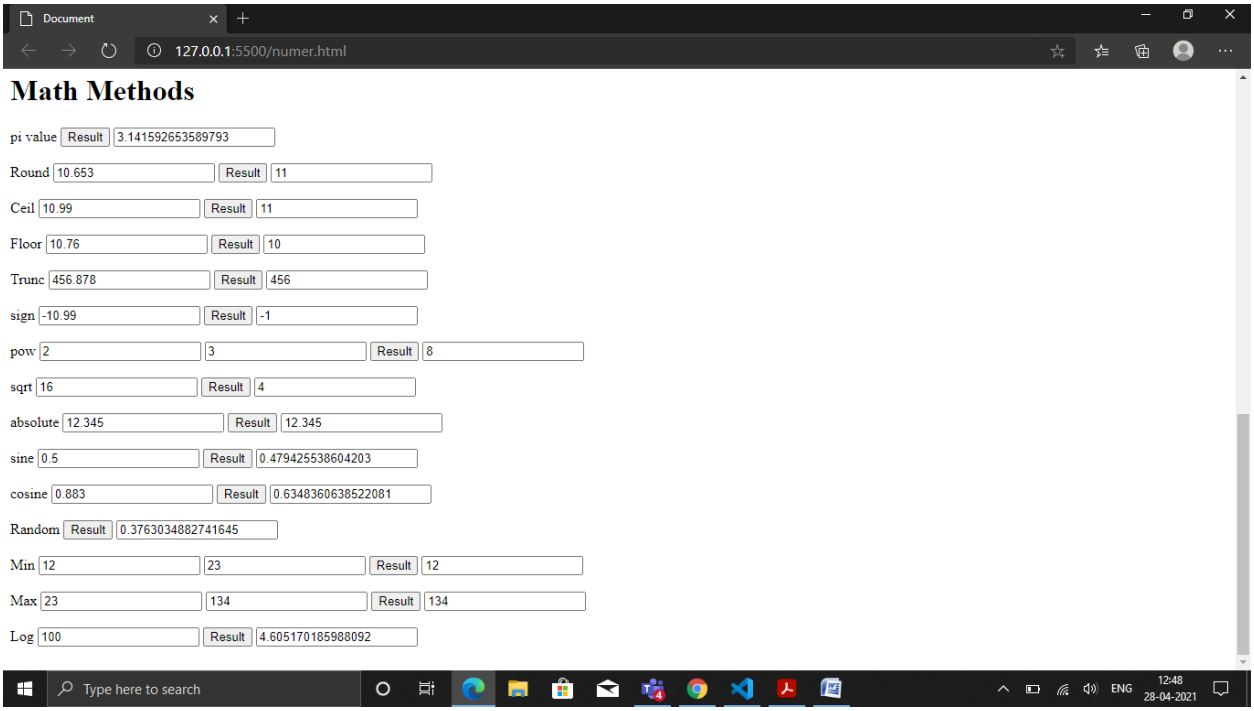
```
    let cd= Math.log(ab);
     document.getElementById("ans15").value = cd;
}
```

Output




Document
127.0.0.1:5500/numer.html
Number Methods
toString
toExponential
toFixed
toPrecision
valueof
parseInt
parsefloat
Number
10
12
toExponential
1e+1
1.00e+1
1.0000e+1
toFixed
10
10.00
10.0000
toPrecision
10
10
10.00
valueof
10
Type here to search
ENG
12:46
28-04-2021


Document
127.0.0.1:5500/numer.html
1.00e+1
1.0000e+1
toFixed
10
10.00
10.0000
toPrecision
10
10
10.00
valueof
10
12
parseInt
10
parseFloat
10.99
Number
100
Type here to search
ENG
12:46
28-04-2021


Document
127.0.0.1:5500/numer.html
Math Methods
pi value Result 3.141592653589793
Round 10.653 Result 11
Ceil 10.99 Result 11
Floor 10.76 Result 10
Trunc 456.878 Result 456
sign -10.99 Result -1
pow 2 3 Result 8
sqrt 16 Result 4
absolute 12.345 Result 12.345
sine 0.5 Result 0.479425538604203
cosine 0.883 Result 0.6348360638522081
Random Result 0.3763034882741645
Min 12 23 Result 12
Max 23 134 Result 134
Log 100 Result 4.605170185988092
Type here to search
ENG
12:48
28-04-2021