

## SHRI VILEPARLE KELAVANI MANDAL'S DWARKADAS J. SANGHVI COLLEGE OF ENGINEERING



(Autonomous College Affiliated to the University of Mumbai)
NAAC ACCREDITED with "A" GRADE (CGPA: 3.18)

#### DEPARTMENT OF INFORMATION TECHNOLOGY

Course: Web Programming Lab Academic Year: 2020 -21

Course Code: DJ19ITL405 Semester: IV

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#### **EXPERIMENT NO.4**

# Aim: JavaScript

# a) Programs based on objects in JavaScript.

- 1. Collect information from the user and store in a variable for later user.
  - Create a basic page in html.
  - Using a prompt box, prompt the user to supply his or her name.
  - Save the name in a variable.
  - Then, using a document.write() statement, use the information stored in variables to display Hello username! in big, bold letters, i.e. surrounded by <h1> tags. username should, of course, be what the user actually typed into the prompt box.
  - Using the same variable, also display Hello username! in an alert message on the same page.
- 2. Display the following items in the page using only one or more document.write() statements:
  - Information about the web browser that the user is viewing this page with (hint: use the navigator.appName property).
  - The height and width of the user's monitor, i.e. the resolution(hint: use window.screen.availHeight and window.screen.availWidth)
  - The date that the page was created or last modified (hint: use the document.lastModified property).
- 3. String Manipulation(First read inbuilt methods of string object)
  - Create a function ucFirst(str) which returns str with uppercased first character.
  - Display the result using alert box. (Hint: Use CharAt)
  - For example: ucFirst(john) == "John"

### b) Program to design a calculator using JavaScript.

#### THEORY:

**Document object:** represents the HTML document that is displayed in that window **Document.write():** 

- The write() method writes directly to an open (HTML) document stream.
- The write() method deletes all existing HTML when used on a loaded document.



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# document.getElementById():

- The getElementById() method returns an element with a specified value.
- The getElementById() method returns null if the element does not exist.
- The getElementById() method is one of the most common methods in the HTML DOM. It is used almost every time you want to read or edit an HTML element

### The window object represents an open window in a browser.

### Alert():

- window. alert() instructs the browser to display a dialog with an optional message, and to wait until the user dismisses the dialog.
- The alert box takes the focus away from the current window, and forces the user to read the message.

## **Navigator:**

- The navigator object is used for browser detection.
- It can be used to get browser information such as appName, appCodeName, userAgent etc.

### availWidth/ availHeight

- The availWidth property returns the width of the user's screen.
- The availHeight property returns the Height of the user's screen.
- The availWidth/ availHeight property returns the width in pixels

### **Implementation: 4a 1)**

← → C ① File   C;/Users/SHREE%20RAM/Desktop/wp/EXP4A.html		☆ ★ ≒	ı 🗖 🚺 :
exp 4 a 60003200076	This page says enter urname		
Submit	nilesh		
	OK Cancel		



← → C ① File | C:/Users/SHREE%20RAM/Desktop/wp/EXP4A.html

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Hello nilesh

```
<html>
<head></head>
<body>
<div align="centre">
<h1> exp 4 a 60003200076</h1>
<input type="submit" onclick="pri()">
</div>
</div>
</body>
<script>
function pri()
{
let name=prompt("enter u r name");
alert("hello "+name+"!");
document.write("<h1>Hello "+name+" </h1>");
}
</script>
</html>
```



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browser: Netscape height of monitor:728 width of monitor:1366 last modified:05/08/2022:01:56:43

```
<html>
<head></head>
<body>
<div align="centre">
<h1> exp 4 b 60003200076</h1>
<input type="submit" onclick="info()">
</div>
</body>
<script>
function info()
{
    document.write("browser : "+ navigator.appName +"<br/>:"+window.screen.availHeight+"<br/>infield :"+document.lastModified)
}
</script>
</
```



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4a 3)		
← → C ⑤ File   C;/Users/SHREE%20RAM/Desktop/wp/EXP4C.html		£ ☆ □ N :
exp 4 c 60003200076	This page says enter ur name  nilesh  OK Cancel	
← → C ① File   C;/Users/SHREE%20RAM/Desktop/wp/EXP4C.html		e ★ <b>□</b> N :
exp 4 c 60003200076	This page says hello Nilesh	

```
chtml>
<head></head>
<body>
<div align="centre">
<h1> exp 4 c 60003200076</h1>
<input type="submit" onclick="caps()">
</div>
</div>
</body>
<script>
function caps()
{
    let c=prompt("enter u r name");
    let capsc=c.charAt(0).toUpperCase();
    let i;
    for(i=1;i<c.length;i++)
    capsc=capsc+c[i];
    alert("hello "+capsc);
    }
    </script>
</html>
```

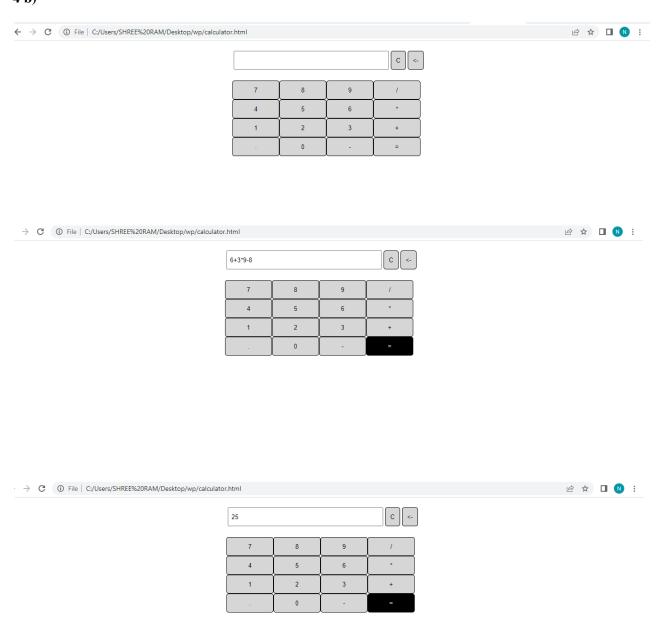


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4 b)



```
<DOCTYPE! html>
<title>Caclculator</title>
<head>
<style>
.container {
position: center;
padding: 10px;
width: 450px;
height: 400px;
}
```

```
.res{
   height:40px;
   width: 330px;
.keys {
display: grid;
grid-template-columns: repeat(4, 100px);
padding: 10px;
margin:10px;
.button {
background-color: rgb(214, 214, 214);
height: 40px;
padding: 10px;
border-radius: 5px;
border:0.1px solid black;
.button:hover{
   background-color: black;
   color: white;
.button:active{
   border-radius: 15px;
<div class="container">
<input type='text' id='result' class ='res' value=" ">
<input type='button' value = 'C' onclick="clearScreen()" class="button">
<input type='button' value = '<-' onclick="back()" class="button">
<div class="keys">
<input type="button" value="7" class="button" onClick="display('7')">
<input type="button" value="8" class="button" onClick="display('8')">
<input type="button" value="9" class="button" onClick="display('9')">
<input type="button" value="/" class="button" onClick="displayo('/')">
<input type="button" value="4" class="button" onClick="display('4')">
<input type="button" value="5" class="button" onClick="display('5')">
<input type="button" value="6" class="button" onClick="display('6')">
<input type="button" value="*" class="button" onClick="displayo('*')">
<input type="button" value="1" class="button" onClick="display('1')">
<input type="button" value="2" class="button" onClick="display('2')">
<input type="button" value="3" class="button" onClick="display('3')">
<input type="button" value="+" class="button" onClick="displayo('+')">
<input type="button" value="." class="button" onClick="displayo('.')">
<input type="button" value="0" class="button" onClick="display('0')">
<input type="button" value="-" class="button" onClick="displayo('-')">
<input type="button" value= "=" class="button" onClick="solve()">
</div>
</div>
<script>
function displayo(val){
let x=document.getElementById('result').value;
let last=x.length-1;
```

```
let op=['*','+','-','/',' ','.'];
let i,counter=0;
for(i=0;i<op.length;i++)</pre>
if(x[last]==op[i] )
counter++;
if(counter==0 && last>-1)
document.getElementById('result').value += val;
return val;
function display(val){
document.getElementById('result').value += val;
return val;
function solve(){
let x = document.getElementById('result').value;
let y = eval(x);
document.getElementById('result').value = " "+y;
return y;
function clearScreen(){
document.getElementById('result').value = ' ';
function back(){
let x = document.getElementById('result').value;
let last=x.length-1;
let y= x.slice(0,last);
if(x[last]!=' ')
document.getElementById('result').value = y;
</script>
```