

JavaScript assignments

Assignment 1: Sum of Two Numbers

Problem: Write a JavaScript program that takes two numbers as input from the user and displays their sum.

Assignment 2: Check if a Number is Even or Odd

Problem: Create a JavaScript program that takes a number as input from the user and determines whether the number is even or odd.

Assignment 3: Find the Largest Number

Problem: Write a JavaScript function that takes three numbers as input from the user and displays the largest number.

Assignment 4: Basic To-Do List

Problem: Create a basic to-do list using JavaScript. The user should be able to add tasks, and the tasks should be displayed below the input.

Assignment 5: Temperature Converter (Celsius to Fahrenheit)

Problem: Create a temperature converter that converts a given temperature from Celsius to Fahrenheit using JavaScript.

Formula: $\text{Fahrenheit} = (\text{Celsius} * 9/5) + 32$

Assignment 6: Countdown Timer

Problem: Write a simple countdown timer using JavaScript. The user should input the number of seconds, and the timer should count down and display the time remaining.

Assignment 7: Dynamic Color Changer

Problem: Create a webpage where the user can change the background color of the page by selecting a color from an input field.

Assignment 8: Simple Calculator

Problem: Build a simple calculator with HTML and JavaScript that can perform basic operations such as addition, subtraction, multiplication, and division.

Assignment 9: Digital Clock

Problem: Create a simple digital clock that displays the current time and updates every second.

Assignment 10: Tip Calculator

Objective: Create a tip calculator that allows users to input the bill amount and select a tip percentage. The app should calculate the total bill amount, including the tip.

Assignment 11: Create a Simple Quiz Application

Objective: Develop a multiple-choice quiz where users can select answers and submit the quiz. The system should show the score and which answers were correct or wrong.

Assignment 12: Stopwatch

Objective: Build a simple stopwatch that starts counting from 00:00 when the user clicks the "Start" button and stops when they click the "Stop" button. The user can also reset the time back to 00:00 by clicking "Reset."

Assignment 13: Light/Dark Mode Toggle

Objective: Build a simple web page that allows the user to toggle between light and dark modes. The page should switch between light and dark backgrounds and corresponding text colors when the user clicks a "Toggle Mode" button.

Assignment 14: Random Quote Generator

Objective: Create a random quote generator that displays a random quote from an array of quotes each time a button is clicked.

Assignment 15: Image Carousel

Objective: Create an image carousel that allows users to click "Next" and "Previous" buttons to navigate through a set of images.

