

1, Write a JavaScript program to find the largest of three numbers and display the result in the screen.

Largest.html

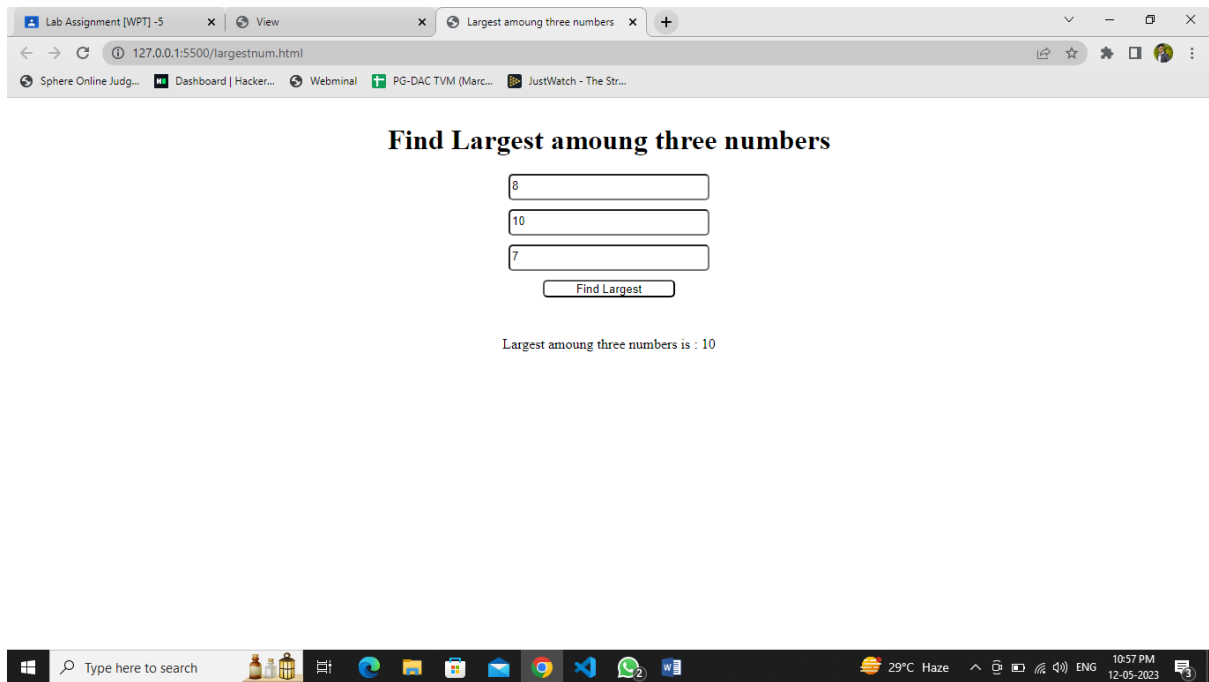
```
<!DOCTYPE html>
<html lang="en">
  <head>
    <meta charset="UTF-8" />
    <meta http-equiv="X-UA-Compatible" content="IE=edge" />
    <meta name="viewport" content="width=device-width, initial-scale=1.0" />
    <title>Largest among three numbers</title>
    <script src="largestnum.js"></script>
    <style>
      input {
        padding-bottom: 5px;
        margin-bottom: 10px;
        border: 1px rgba(255, 250, 240, 0.212) rgba(0, 0, 0, 0.26);
        border-radius: 5px;
        width: 220px;
        height: 20px;
        background: transparent;
      }
    </style>
  </head>
  <body>
    <div
      style="
        display: flex;
        justify-content: center;
        text-align: center;
        align-items: center;
        flex-direction: column;
      "
    >
      <h1 style="text-align: center; padding-bottom: 10px; margin-bottom:
10px">
        Find Largest among three numbers
      </h1>
      <input type="text" placeholder="Enter First number" id="num1" />
      <input type="text" placeholder="Enter Second number" id="num2" />
      <input type="text" placeholder="Enter Third number" id="num3" />
      <input
        style="cursor: pointer; width: 150px; height: 20px"
        type="button"
        value="Find Largest"
        onclick="findlargest()"
      />
    </div>
```

```
<br />
<div>
  <p id="display" style="height: 100px; text-align: center"></p>
</div>
</body>
</html>
```

Largest num.js

```
function findlargest() {
  let num1 = document.querySelector("#num1").value;
  let num2 = document.querySelector("#num2").value;
  let num3 = document.querySelector("#num3").value;

  if (parseInt(num1) > parseInt(num2) && parseInt(num1) > parseInt(num3))
  {
    document.querySelector("#display").innerHTML="Largest among three
numbers is : "+parseInt(num1)
    console.log("Largest element is " + parseInt(num1));
  }
  else if (parseInt(num2) > parseInt(num1) && parseInt(num2) >
parseInt(num3))
  {
    document.querySelector("#display").innerHTML="Largest among three
numbers is : "+parseInt(num2)
    console.log("Largest element is " + parseInt(num2));
  }
  else {
    document.querySelector("#display").innerHTML="Largest among three
numbers is : "+parseInt(num3)
    console.log("Largest element is " + parseInt(num3));
  }
}
```



2, Write a JavaScript program to find the square a number and display the result in the console.

Square.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>Find Square</title>
    <script src="square.js"></script>
    <style>
      input {
        padding-bottom: 5px;
        margin-bottom: 10px;
        border: 1px rgba(255, 250, 240, 0.212) rgba(0, 0, 0, 0.192);
        border-radius: 5px;
        width: 220px;
        height: 20px;
        background: transparent;
      }
    </style>
  </head>
  <body>
    <div>
```

```

        style="
            display: flex;
            justify-content: center;
            text-align: center;
            align-items: center;
            flex-direction: column;
            height: 300px;
        "
    >
    <h1 style="text-align: center; padding-bottom: 10px; margin-bottom:
10px">
        Find Square of number
    </h1>
    <input type="text" placeholder="Enter First number" id="num1" />
    <input
        style="cursor: pointer; width: 150px; height: 20px"
        type="button"
        value="Find Square"
        onclick="findSquare()"
    />

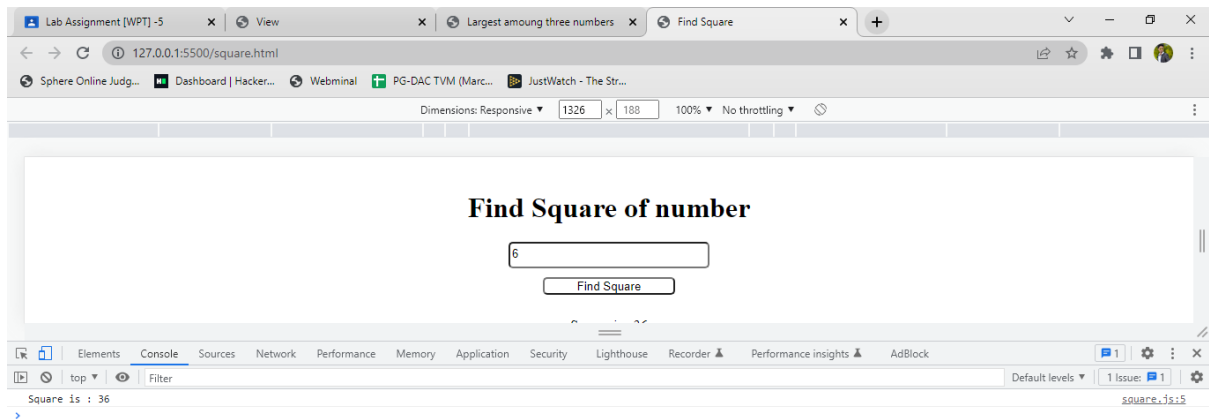
    <p id="display" style="height: 100px; text-align: center"></p>
</div>
</body>
</html>

```

```

function findSquare() {
    let num1 = document.querySelector("#num1").value;
    let sqr = parseInt(num1) * parseInt(num1)
    document.querySelector("#display").innerHTML = "Square is : " +
parseInt(sqr)
    console.log("Square is : " +parseInt(sqr))
}

```



- 3 (i) write a JS program to create a paragraph and create seven button [VIBGYOR] click on the first button violet above paragraph will show on violet colour. Do the same process on all buttons, and also set a reset button it reset to default colour
- (ii) Add two buttons on the above paragraph it will increase and decrease the size of content.
- Change color.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>Chnage color</title>
    <script src="changeColor.js"></script>
    <style>
      input {
        margin-right: 10px;
        padding: 5px;
        cursor: pointer;
        width: 150px;
        height: 40px;
        border: 1px rgba(255, 250, 240, 0.212) rgba(0, 0, 0, 0.26);
        border-radius: 5px;
      }
    </style>
  </head>
  <body>
```

```

<div
  style="
    display: flex;
    justify-content: center;
    flex-direction: column;
    height: 60vh;
  "
>
  <p style="text-align: center">
    The history of Java is very interesting. Java was originally designed
    for interactive television, but it was too advanced technology for the
    digital cable television industry at the time. The history of Java
    starts with the Green Team. Java team members (also known as Green
    Team), initiated this project to develop a language for digital
    devices
    such as set-top boxes, televisions, etc. However, it was best suited
    for
    internet programming. Later, Java technology was incorporated by
    Netscape. The principles for creating Java programming were "Simple,
    Robust, Portable, Platform-independent, Secured, High Performance,
    Multithreaded, Architecture Neutral, Object-Oriented, Interpreted, and
    Dynamic". Java was developed by James Gosling, who is known as the
    father of Java, in 1995. James Gosling and his team members started
    the
    project in the early '90s.
  </p>
  <br /><br />

  <div style="display: flex; justify-content: center">
    <input
      style="background-color: Violet"
      type="button"
      value="Violet"
      onclick="changecolor('Violet')"
    />
    <input
      style="background-color: Indigo"
      type="button"
      value="Indigo"
      onclick="changecolor('Indigo')"
    />
    <input
      style="background-color: Blue"
      type="button"
      value="Blue"
      onclick="changecolor('Blue')"
    />
  </div>
  <input

```

```

        style="background-color: green"
        type="button"
        value="Green"
        onclick="changecolor('Green')"
    />
    <input
        style="background-color: Yellow"
        type="button"
        value="Yellow"
        onclick="changecolor('Yellow')"
    />
    <input
        style="background-color: Orange"
        type="button"
        value="Orange"
        onclick="changecolor('Orange')"
    />
    <input
        style="background-color: Red"
        type="button"
        value="Red"
        onclick="changecolor('Red')"
    />
    <input type="button" value="Reset" onclick="changecolor('Black')" />
</div>
<br />
<div style="display: flex; justify-content: center">
    <input
        type="button"
        value="Increase Font"
        onclick="applyFont('21px')"
    />
    <input
        type="button"
        value="Decrease Font"
        onclick="applyFont('10px')"
    />
    <input type="button" value="Reset Font" onclick="applyFont('')" />
</div>
</div>
</body>
</html>

```

Change color.js

```

function changecolor(color) {
    let co = document.querySelector("p");

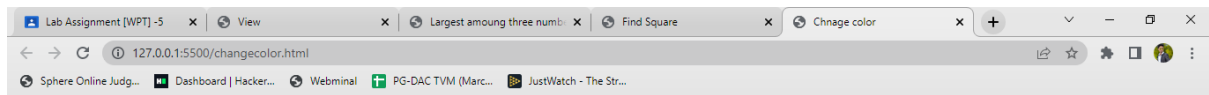
```

```

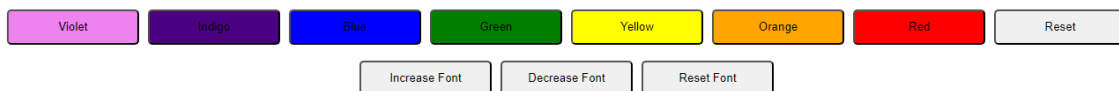
co.style.color=color;
}

function applyFont(p1) {
    let p = document.querySelector("p");
    p.style.fontSize=p1;
}

```



The history of Java is very interesting. Java was originally designed for interactive television, but it was too advanced technology for the digital cable television industry at the time. The history of Java starts with the Green Team. Java team members (also known as Green Team), initiated this project to develop a language for digital devices such as set-top boxes, televisions, etc. However, it was best suited for internet programming. Later, Java technology was incorporated by Netscape. The principles for creating Java programming were "Simple, Robust, Portable, Platform-independent, Secured, High Performance, Multithreaded, Architecture Neutral, Object-Oriented, Interpreted, and Dynamic". Java was developed by James Gosling, who is known as the father of Java, in 1995. James Gosling and his team members started the project in the early '90s.



4 (i) write a JS Program to select an image – and also create different buttons like Front View
back View, Side view ,top view etc.... Click on that button it will show the corresponding
views

(ii) Add a like or Dislike Button on the above Program, click on that button it will increase
the count.

View.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>View</title>
    <script src="viewside.js"></script>
    <link
      rel="stylesheet"

```



```

    href="https://cdnjs.cloudflare.com/ajax/libs/font-
awesome/4.7.0/css/font-awesome.min.css"
  />
<style>
  input {
    margin-right: 10px;
    padding: 5px;
    cursor: pointer;
    width: 150px;
    height: 40px;
    border: 1px rgba(255, 250, 240, 0.212) rgba(0, 0, 0, 0.26);
    border-radius: 5px;
  }
</style>
</head>
<body>
  <div
    style="
      height: 300px;
      display: flex;
      justify-content: center;
      align-items: center;
    "
  >
    
  </div>
  <br />
  <div
    style="
      height: 300px;
      display: flex;
      justify-content: center;
      align-items: center;
      flex-direction: column;
    "
  >
    <input type="button" value="Front View" onclick="changeView(1)" />
    <input type="button" value="Top View" onclick="changeView(2)" />
    <input type="button" value="Side View" onclick="changeView(3)" />
    <input type="button" value="Back View" onclick="changeView(4)" />
    <br />
    <br />
    <div style="display: flex; justify-content: flex-start">
      <span onclick="thumbsup()" style="margin-right: 5px"

```

```

        ><i class="fa fa-thumbs-up" style="font-size: 30px"></i>
    </span>
    <p style="margin-right: 100px" id="thumbup">0</p>
    <span onclick="thumbsdown()" style="margin-right: 5px"
        ><i class="fa fa-thumbs-down" style="font-size: 30px"></i>
    </span>
    <p id="thumbdown">0</p>
</div>
</div>
</body>
</html>

```

View.js

```

function changeView(p) {
    let v = document.querySelector("#imgid");
    if (p == 1)
    {
        v.setAttribute("src", "frontview.jpg");
    }
    else if (p == 2)
    {
        v.setAttribute("src", "topview.jpg");
    }
    else if (p == 3)
    {
        v.setAttribute("src", "Sideview.jpg");
    }
    else {
        v.setAttribute("src", "backview.jpg");
    }
}

function thumbsup() {
    let Counterinc = document.querySelector("#thumbup");
    let existingValue = Counterinc.innerHTML;
    let newValue = parseInt(existingValue) + 1;
    Counterinc.innerHTML = newValue;
}

function thumbsdown() {
    let Counterinc = document.querySelector("#thumbdown");
    let existingValue = Counterinc.innerHTML;
    let newValue = parseInt(existingValue) + 1;
    Counterinc.innerHTML = newValue;
}

```

