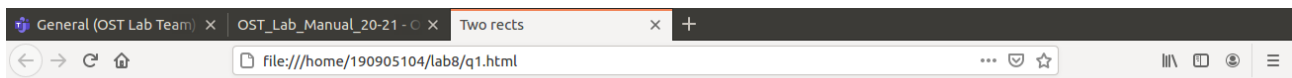


Week 8

1) Two rectangles

```
<!DOCTYPE html>
<html>
<head>
<title>Two rects</title>
</head>
<body>
<canvas id="myCanvas" width="200" height="300" style="">
<script type="text/javascript">
var c = document.getElementById("myCanvas");
var ctx = c.getContext("2d");
ctx.fillStyle = "green";
ctx.fillRect(20, 20, 125, 200);
var d = document.getElementById("myCanvas");
var dtx = d.getContext("2d");
dtx.fillStyle = "orange";
ctx.rotate(40 * Math.PI / 180);
dtx.fillRect(80, -20, 125, 200);
</script>
</body>
</html>
```



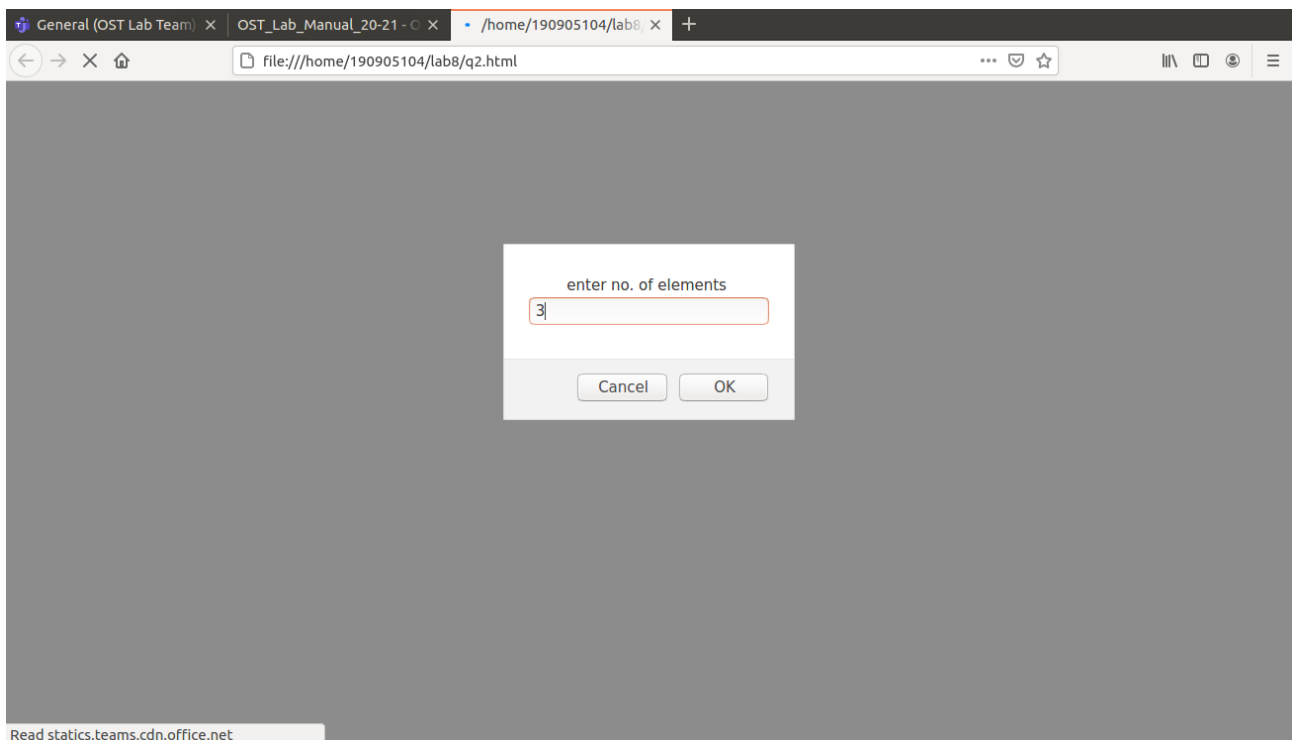
2) Sum and product of array

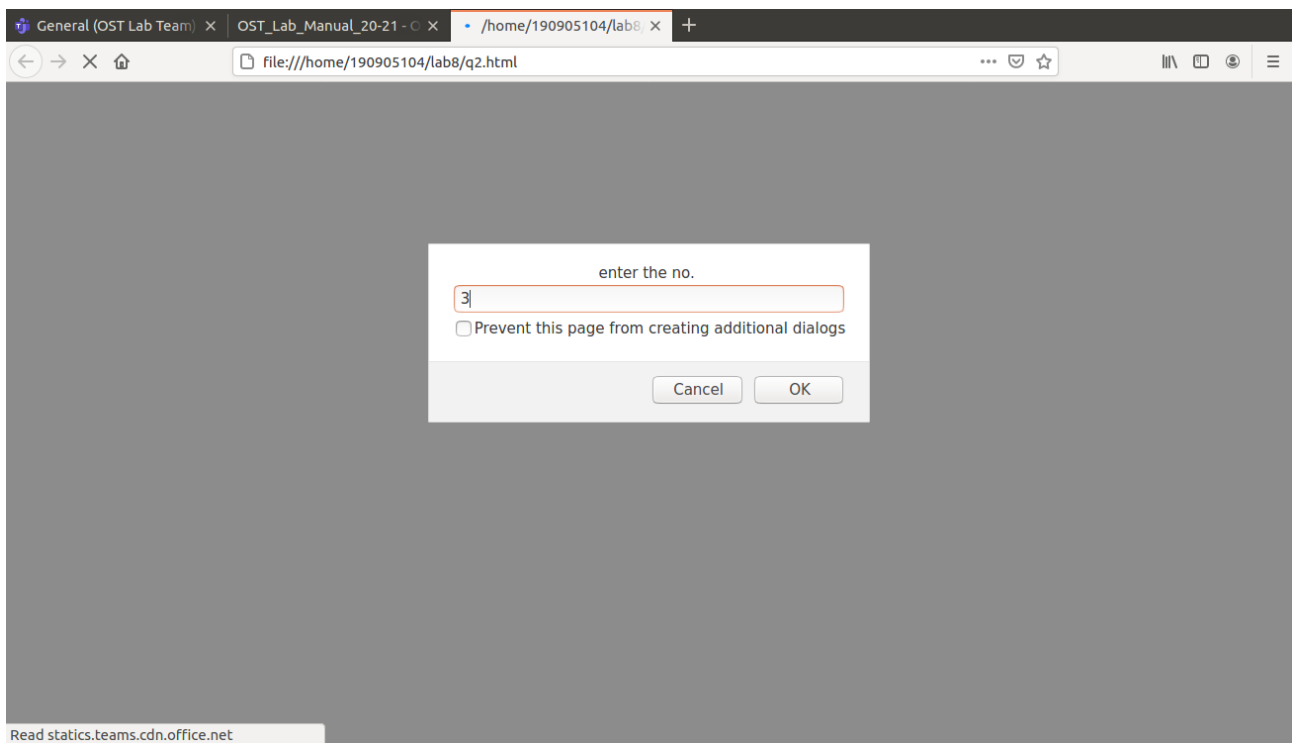
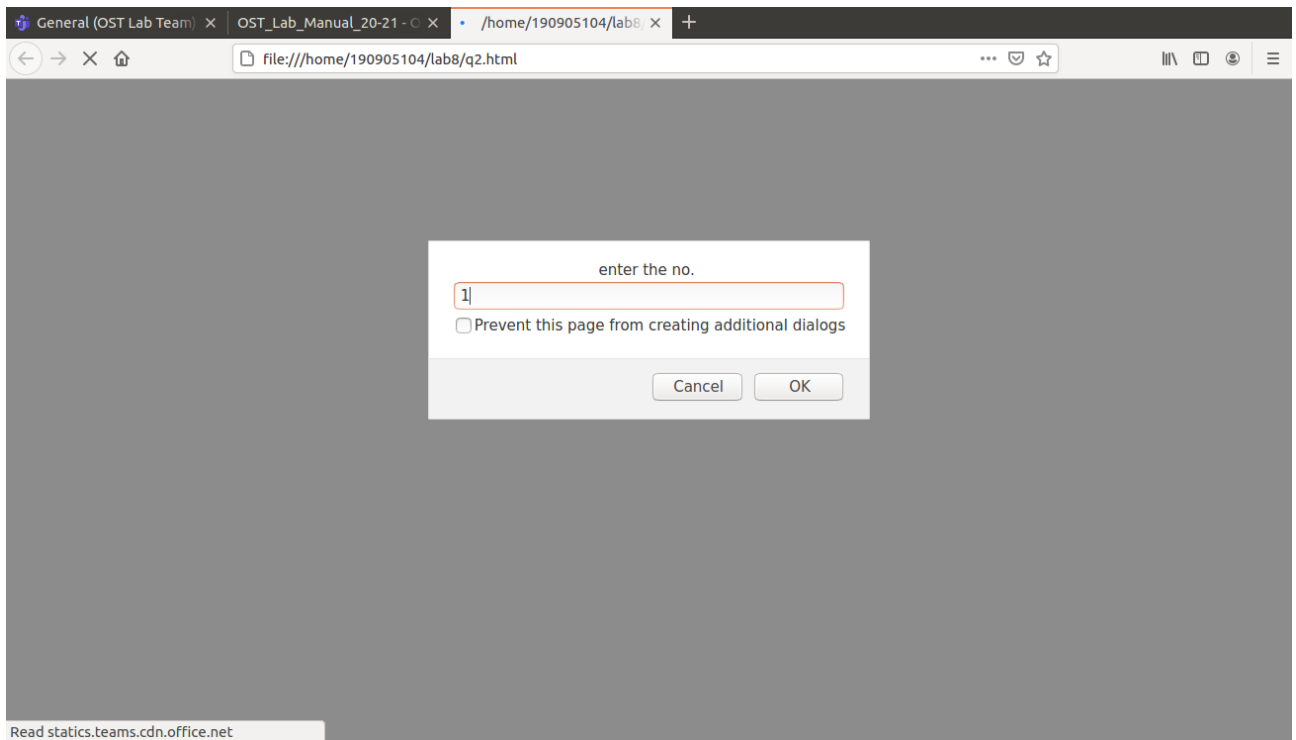
```
<!DOCTYPE html>
<head>

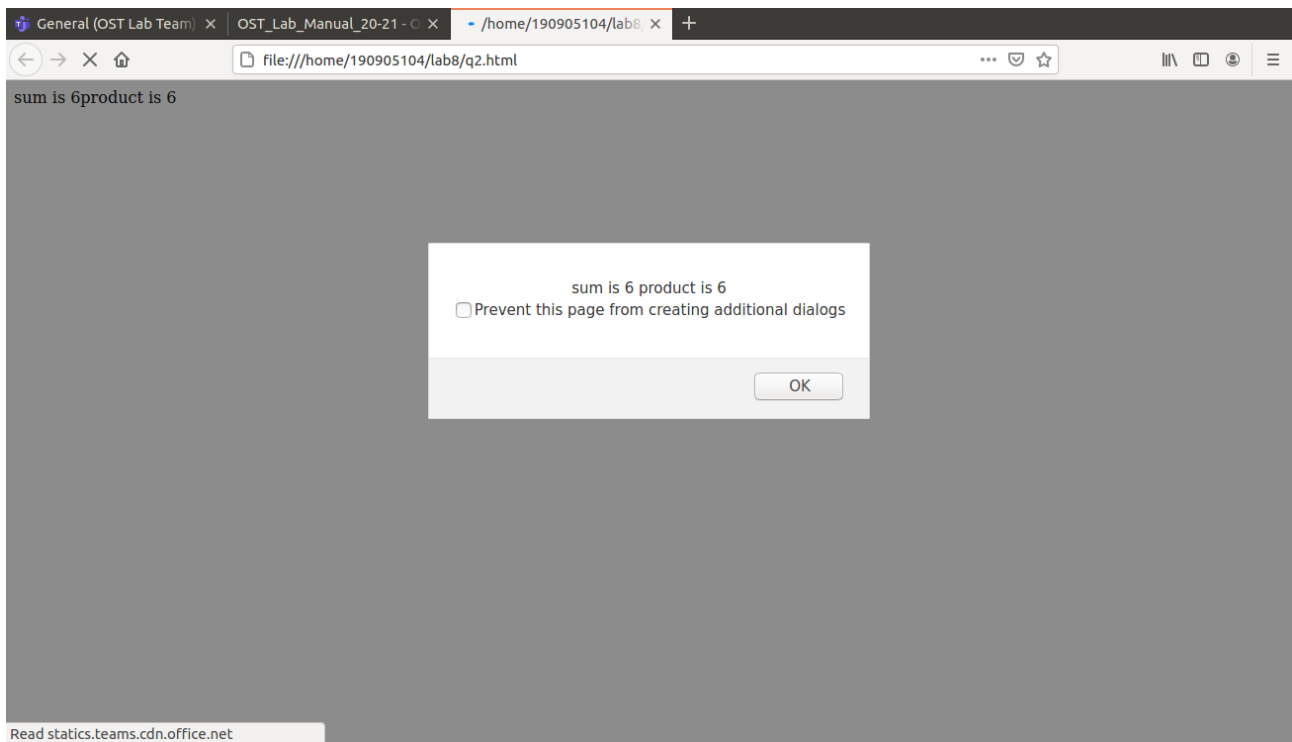
</head>

<body>
  <div id="sum"></div>
  <script type="text/javascript">
    var sum = 0;
    var num = prompt("enter no. of elements ");
    var arr = Array();
    var n;
    var product = 1;
    for(var i = 0; i < num; i = i + 1){
      n = prompt("enter the no. ");
      sum += parseInt(n);
      product *= n;
    }

    document.getElementById("sum").innerHTML = "sum is " +sum + "product is " +
product;
    alert("sum is " + sum + " product is " + product);
  </script>
</body>
```







3) Sort

```
<!DOCTYPE html>
```

```
<head>
```

```
</head>
```

```
<body>
```

```
    <div id="sum"></div>
```

```
    <script type="text/javascript">
```

```
        var a = parseInt(prompt("Enter first number"));
```

```
        var b = parseInt(prompt("Enter second number"));
```

```
        var c = parseInt(prompt("Enter third number"));
```

```
        var max, min;
```

```
        if(a > b)
```

```
        {
```

```
            if(a > c)
```

```
            {
```

```
                max = a;
```

```
            }
```

```
        else
```

```
        {
```

```
            max = c;
```

```
        }
```

```
    }
```

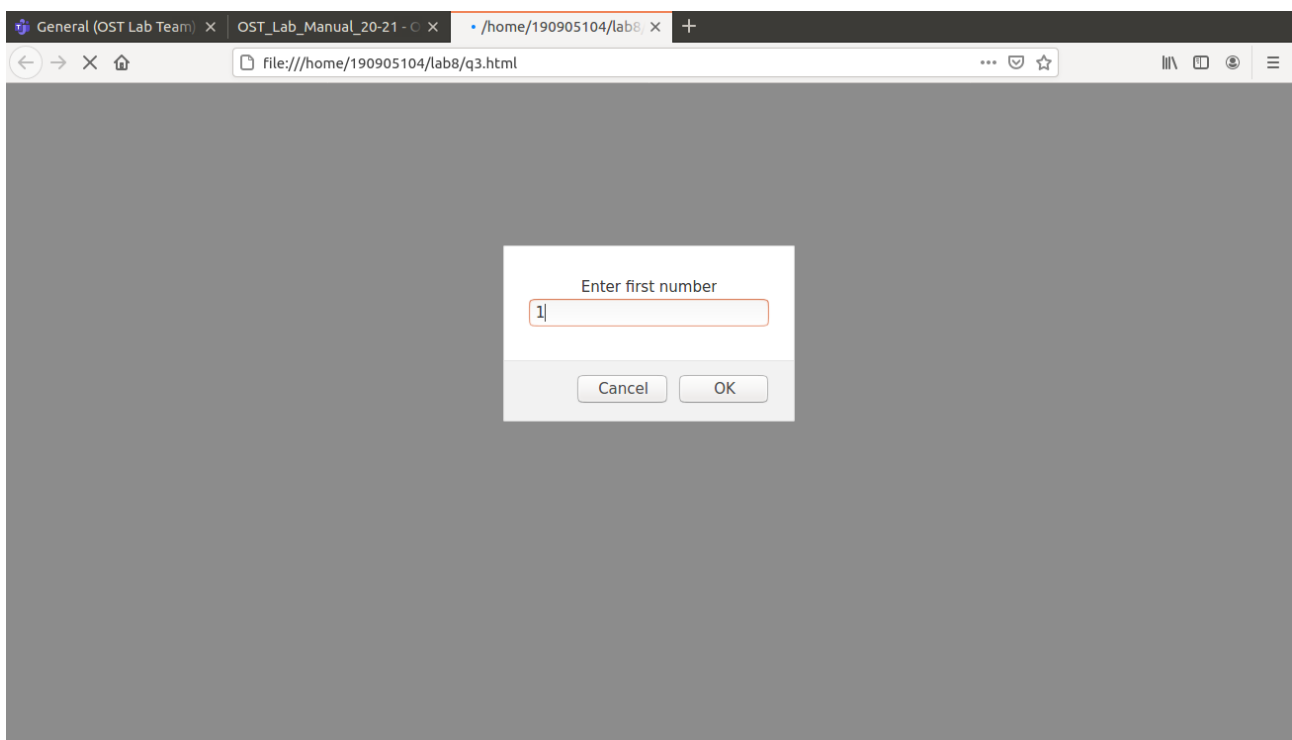
```
    else if( b > a)
```

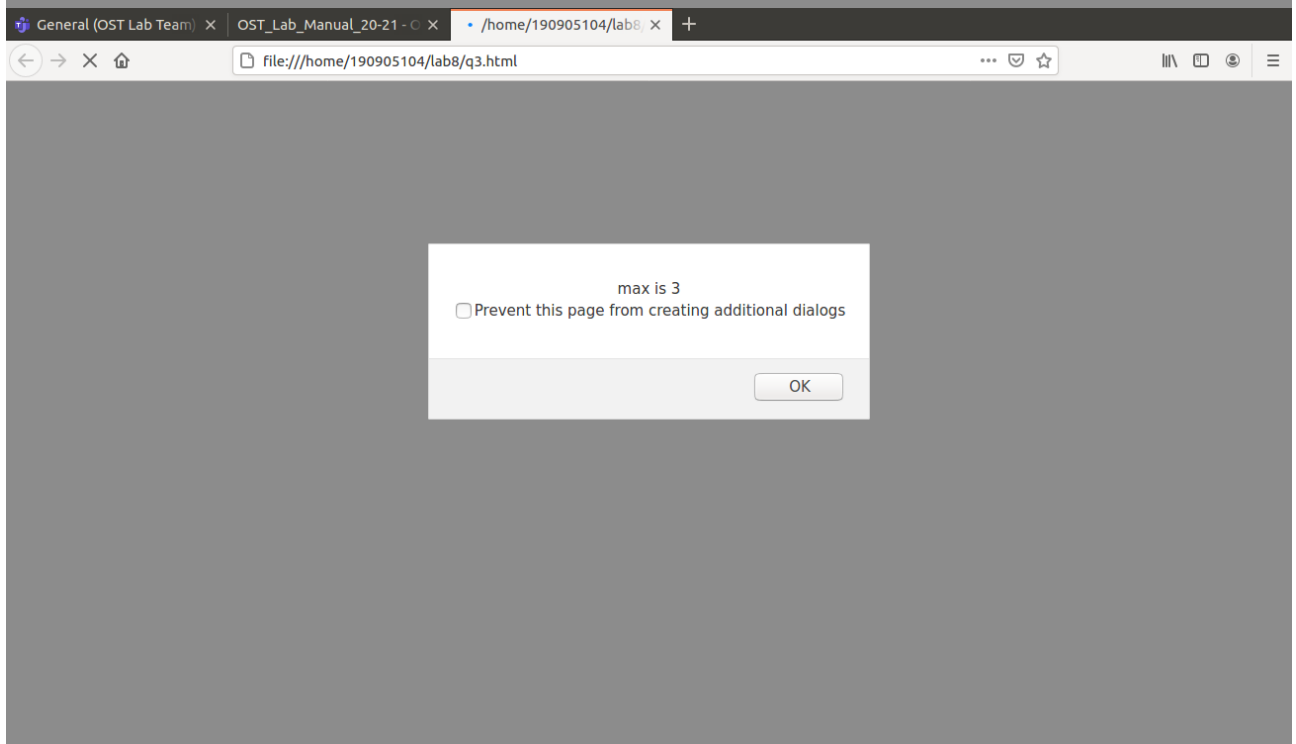
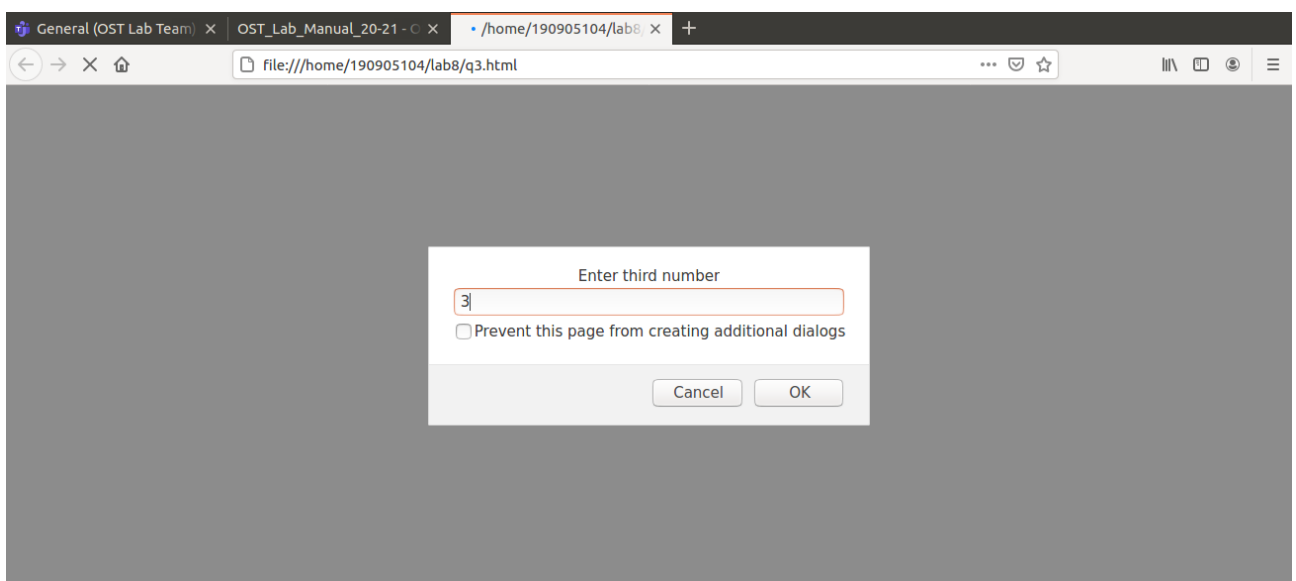
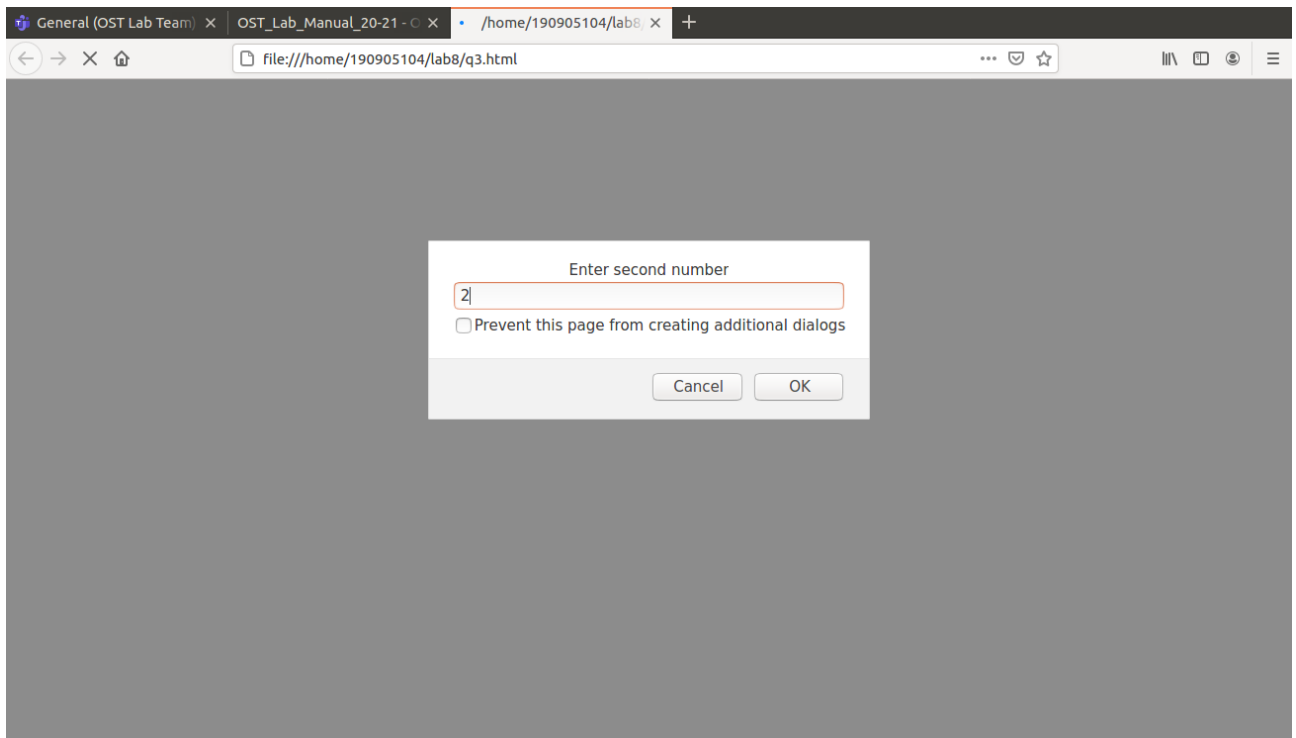
```
    {
```

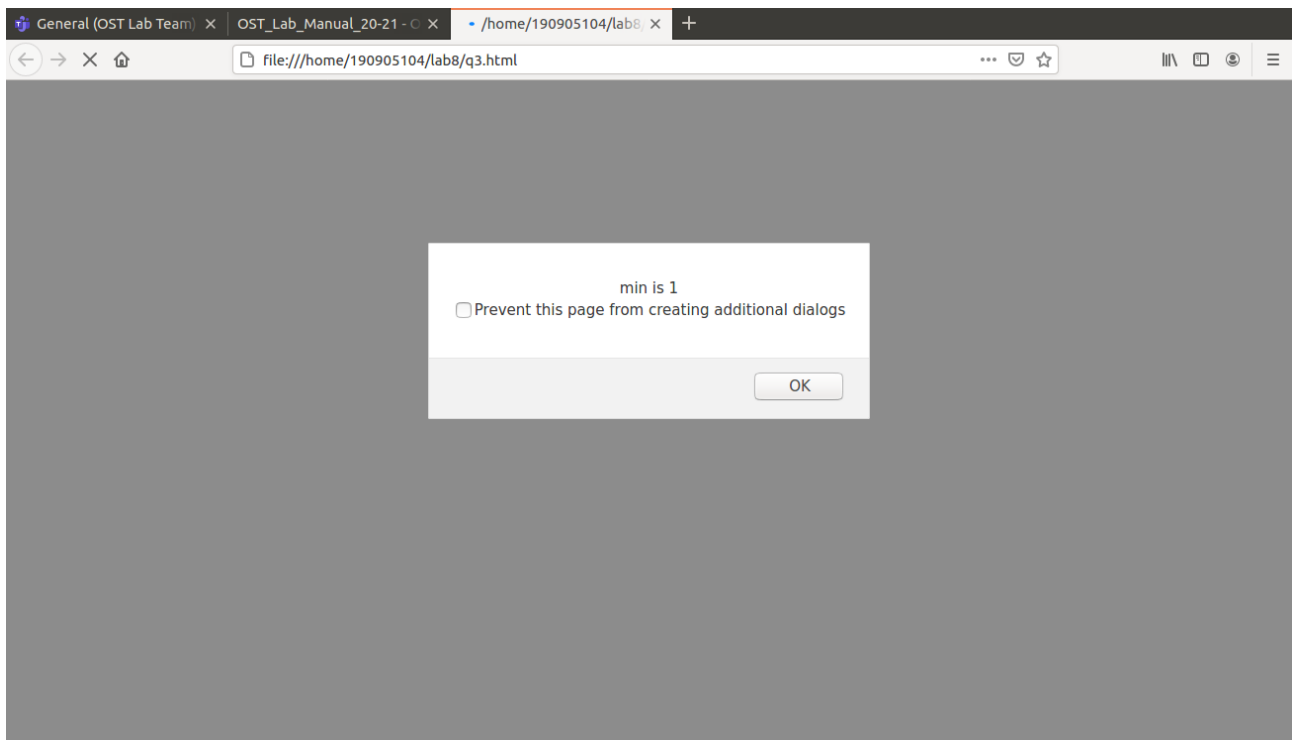
```
        if(b > c)
```

```
        {
```

```
        max = b;
    }
    else
    {
        max = c;
    }
}
alert("max is " + max);if(a > b && c > b)
{
    min = b;
}
else if(b > a && c > a)
{
    min = a;
}
else
{
    min = c;
}
alert("min is " + min);
</script>
</body>
```







4) Take input and print it

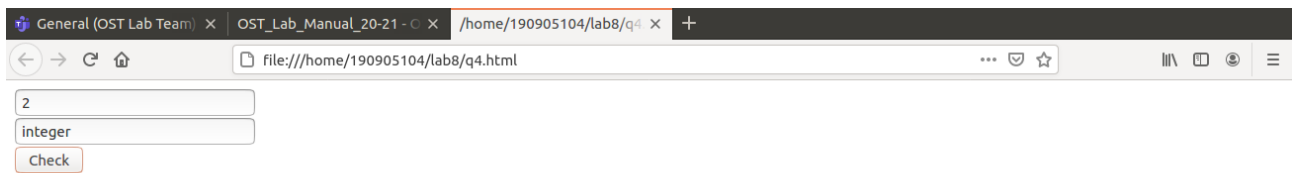
```
<!DOCTYPE html>
<html>
<head>

</head>

<body>
  <div id="sum"></div>
  <script type="text/javascript">

    function checkInput() {
      var input = document.getElementById("inp").value;
      var output = document.getElementById("out")
      if (input.match(/(true)|(false)/g)) output.setAttribute("value" ,"boolean");
      else if (input.match(/[A-z]/g)) output.setAttribute("value" ,"string");
      else output.setAttribute("value" ,"integer");
    }
  </script>
  <input type="text" name="in" id="inp" placeholder="Enter something..."><br>
  <input type="text" name="out" id="out"><br>
  <button onclick="checkInput()">Check</button>

</body>
</html>
```



5) Smiley face

```
<!DOCTYPE html>
<html>
<head>
  <title></title>
</head>
<body>
  <canvas id="mycanvas" height = "500" width="500">
    <script type="text/javascript">
      var c = document.getElementById("mycanvas");
      var ctx = c.getContext("2d");
      ctx.beginPath();
      ctx.arc(100, 75, 50, 0, 2 * Math.PI);
      ctx.stroke();
      ctx.fillStyle = "yellow";
      ctx.fill();

      var d = document.getElementById("mycanvas");
      var dtx = c.getContext("2d");
      dtx.beginPath();
      dtx.arc(75, 55, 10, 0, 2 * Math.PI);
      dtx.stroke();
      dtx.fillStyle = "black";
      dtx.fill();

      var e = document.getElementById("mycanvas");
      var etx = c.getContext("2d");
      etx.beginPath();
      etx.arc(125, 55, 10, 0, 2 * Math.PI);
      etx.stroke();
```



```

    etx.fillStyle = "black";
    etx.fill();

    var f = document.getElementById("mycanvas");
    var ftx = f.getContext("2d");
    ftx.beginPath();
    ftx.arc(100, 75, 40, 0, 1 * Math.PI);
    ftx.stroke();
</script>

</body>
</html>

```



6) Add and delete items from array

```

<!DOCTYPE html>
<html>
<head>
    <title></title>
</head>
<body>
    <div id="sum"></div>
    <button onclick="Insert()">Insert</button>
    <button onclick="Delete()">Delete</button>
    <button onclick="Display()">Display</button>
    <div id="disp"></div>

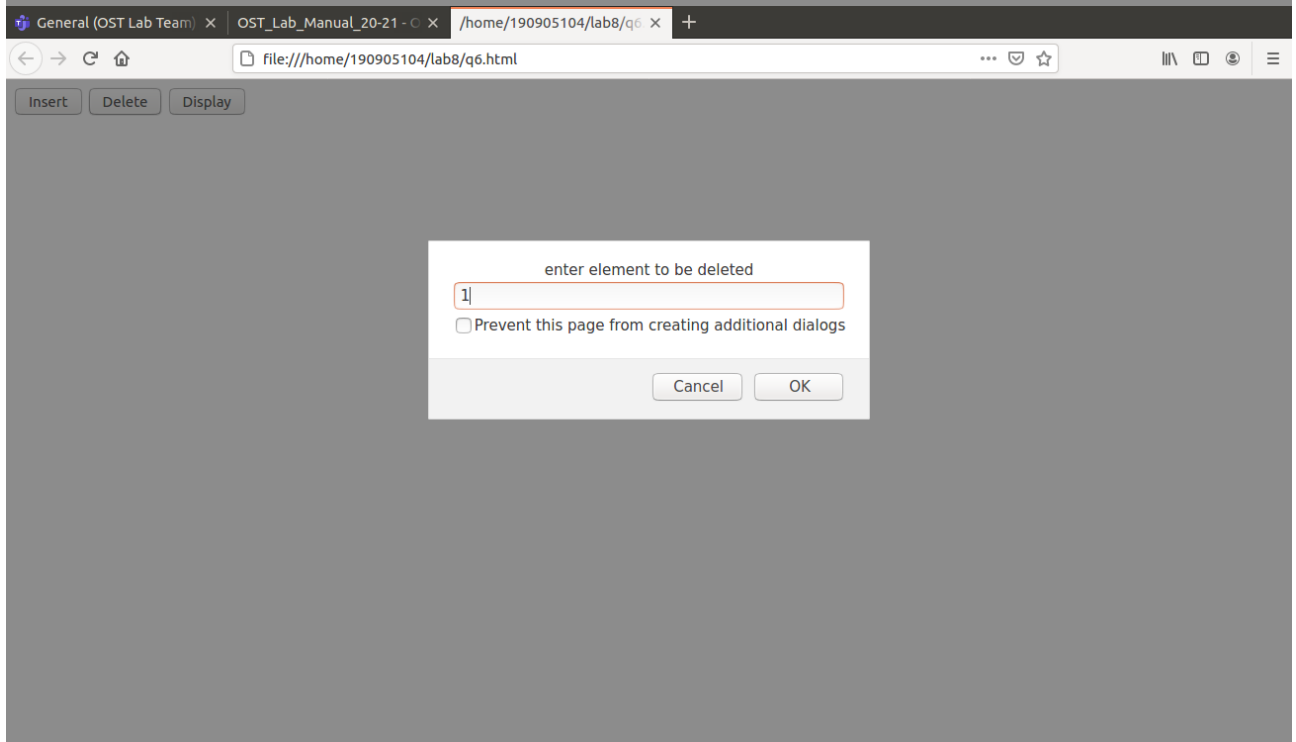
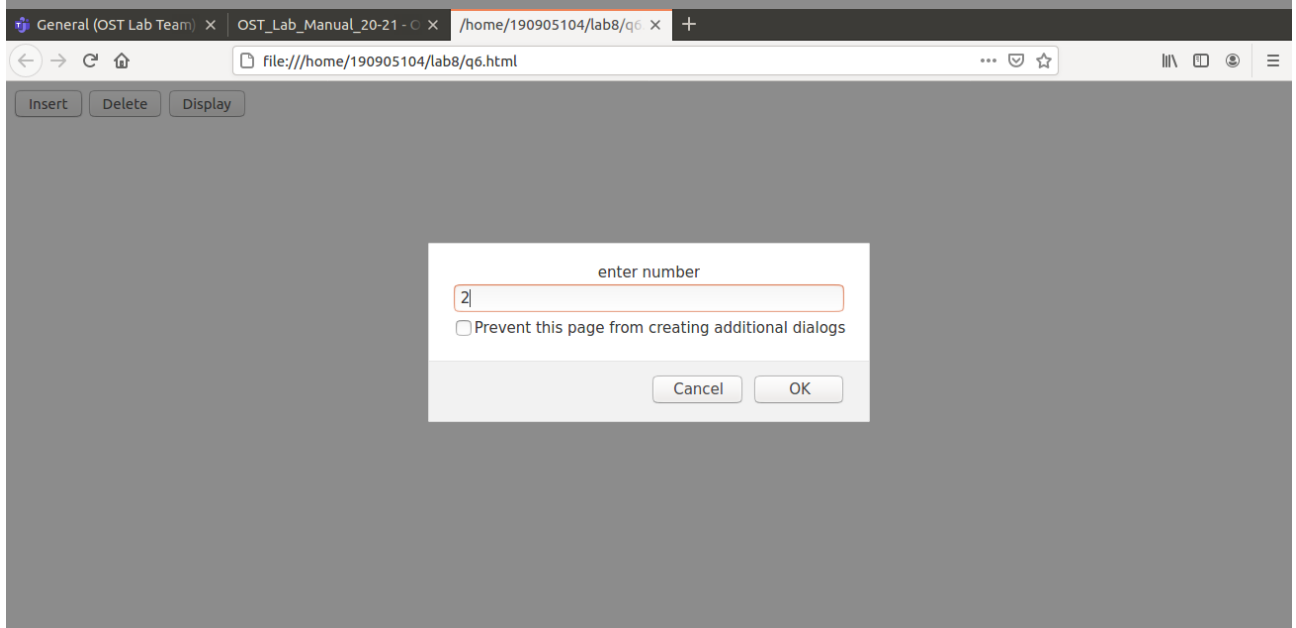
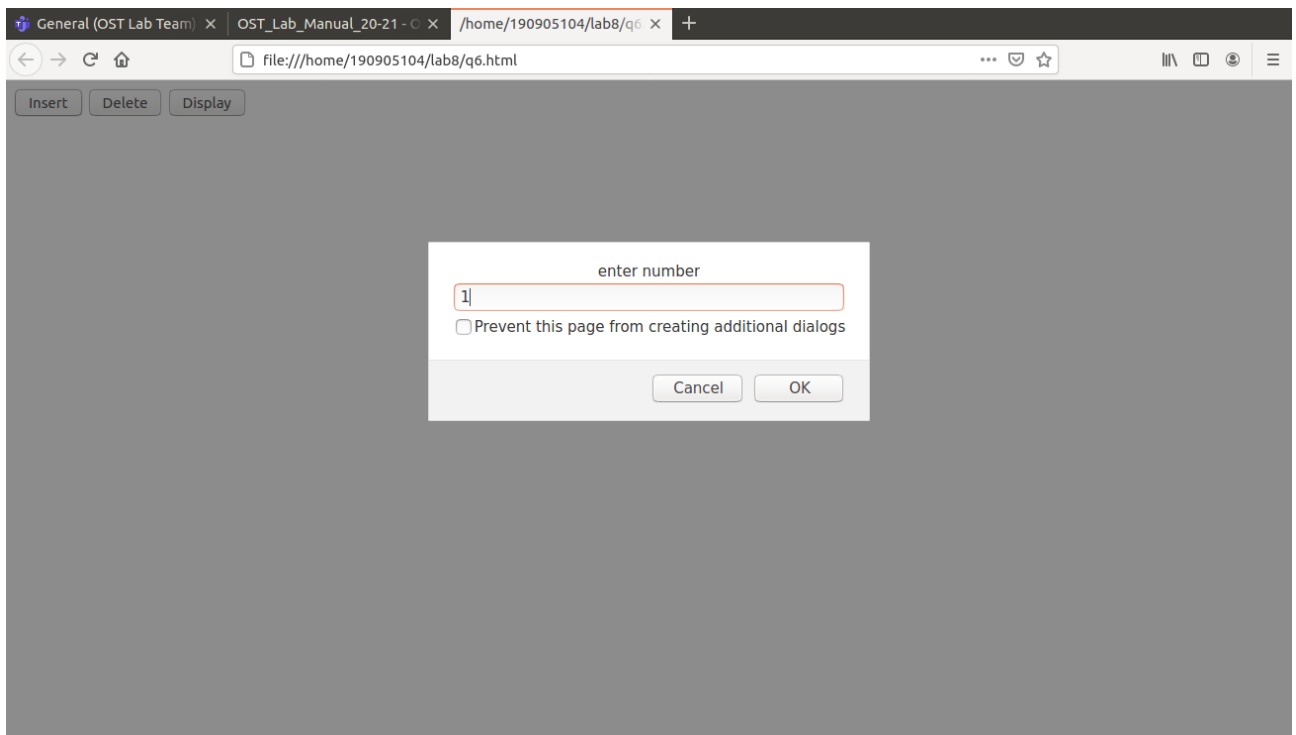
    <script>
        var sum = 0;
        var arr = Array();

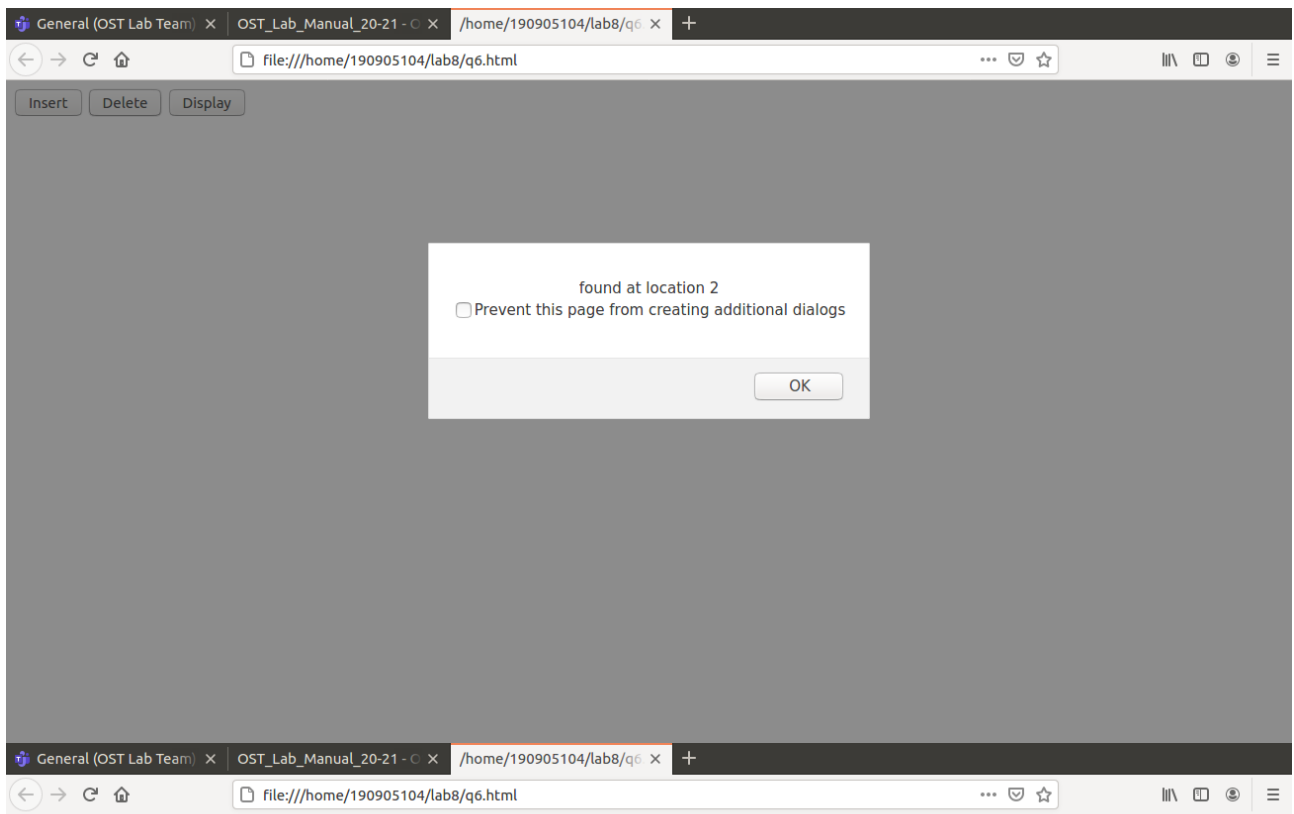
```

```
var n;  
var i = 0;  
function Insert()  
{  
    var x = prompt("enter number");  
    arr[i++] = x;  
}  
function Delete()  
{  
    var ele = prompt("enter element to be deleted");  
    for(var j = 0; j < arr.length; j = j+1)  
    {  
        if(ele == arr[j])  
        {  
            arr[j] = " ";  
            alert("found at location " +  
                (j+1));  
            break;  
        }  
    }  
}  
function Display()  
{  
    for(var j = 0; j < arr.length; j = j+1)  
    {  
        document.write(arr[j]);  
        console.log(arr[j]);  
    }  
}  
</script>
```

</body>

</html>





null 2

7) Grade calculator

```
<!DOCTYPE html>
```

```
<html>
```

```
<head>
```

```
    <title></title>
```

```
</head>
```

```
<body>
```

```
    <script type="text/javascript">
```

```
        function calc(){
```

```
            var sum = 0;
```

```

        for(var i = 1; i <= 4; i++){
            sum += parseInt(document.getElementById('m'+i).value);
        }

        var avg = sum/4;
        var grade = "";
        if (avg < 60) grade = 'Fail';
        else if (avg < 70 && avg > 60) grade = 'D';
        else if (avg < 80 && avg > 70) grade = 'C';
        else if (avg < 90 && avg > 80) grade = 'B';
        else grade = 'A';
        alert(grade);
    }
</script>

```

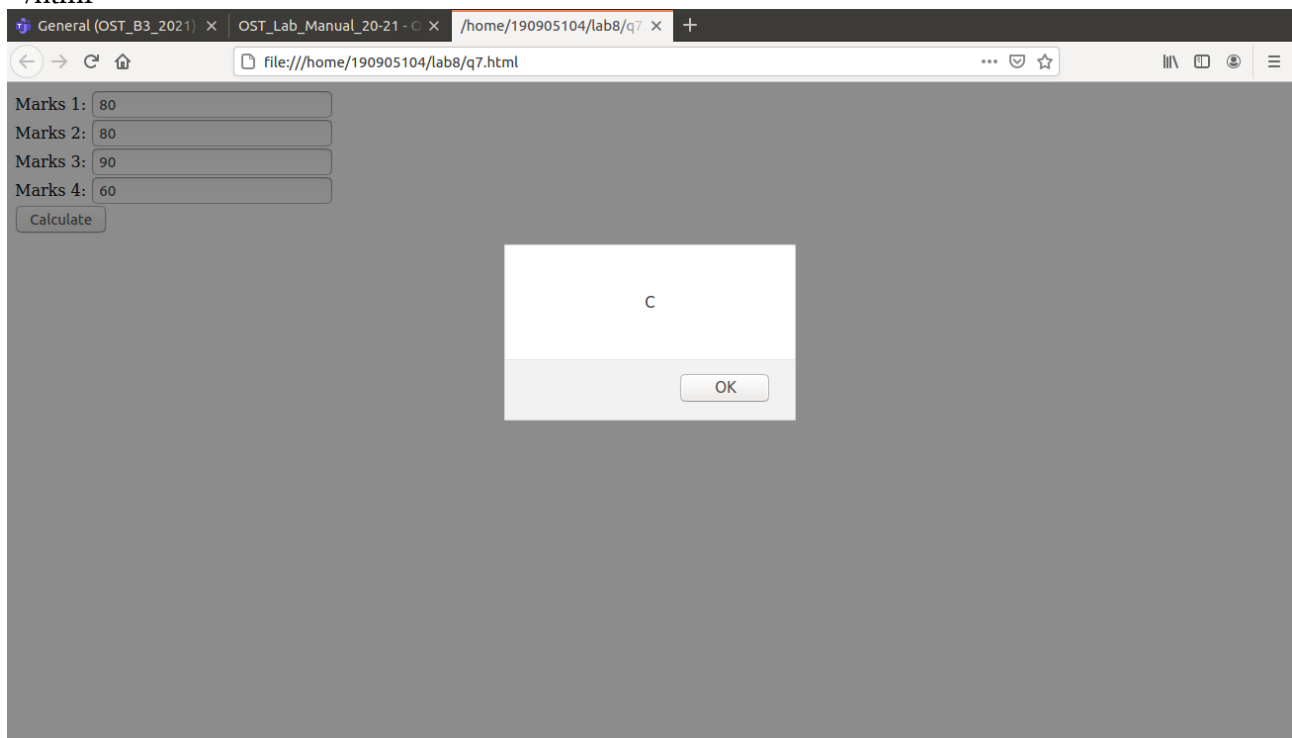
```

Marks 1: <input type="text" name="m1" id="m1"><br>
Marks 2: <input type="text" name="m2" id="m2"><br>
Marks 3: <input type="text" name="m3" id="m3"><br>
Marks 4: <input type="text" name="m4" id="m4"><br>
<button onclick="calc()">Calculate</button>

```

</body>

</html>



8) Color radio buttons

```

<!DOCTYPE html>
<html>
<head>
    <title></title>
</head>

```

```

<body>
  <script type="text/javascript">
    function change(){
      var canv = document.getElementById('myCanvas');

      if (document.getElementById('red').checked)
        canv.style['background-color'] = "red";
      else if (document.getElementById('blue').checked)
        canv.style['background-color'] = "blue";
      else if (document.getElementById('green').checked)
        canv.style['background-color'] = "green";
    }
  </script>

  <input type="radio" name="color" value="red" onchange="change()" id="red">Red <br>
  <input type="radio" name="color" value="blue" onchange="change()" id="blue">Blue <br>
  <input type="radio" name="color" value="green" onchange="change()" id="green">Green
<br>
  <canvas id="myCanvas" width="200" height="100"></canvas>
</body>
</html>

```





9) Validation

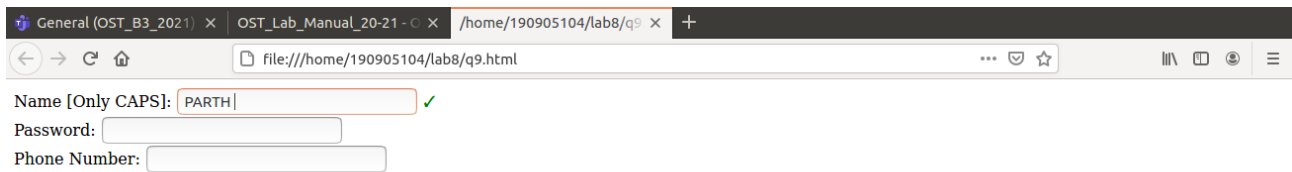
```
<!DOCTYPE html>
<html>
<head>
  <title></title>
</head>
<body>
  <script type="text/javascript">
    function check_name(){
      var name = document.getElementById('name').value;
      if (name.match(/[a-z]/g)) {
        document.getElementById('namesp').style.color = "red";
        document.getElementById('namesp').innerHTML = ' ✖ ';
      }
      else {
        document.getElementById('namesp').style.color = "green";
        document.getElementById('namesp').innerHTML = ' ✔ ';
      }
    }

    function check_number() {
      var phone = document.getElementById('pnum').value;
      if (phone.length != 10) {
        document.getElementById('psp').style.color = "red";
        document.getElementById('psp').innerHTML = ' ✖ ';
      }
      else {
        document.getElementById('psp').style.color = "green";
        document.getElementById('psp').innerHTML = ' ✔ ';
      }
    }
  </script>

```

```
}  
</script>
```

```
    Name [Only CAPS]: <input type="text" name="name" onkeyup="check_name()"
id="name"><span id="namesp"></span><br>
    Password: <input type="password" name="pswd"><br>
    Phone Number: <input type="text" name="pnum" onkeyup="check_number()"
id="pnum"><span id="psp"></span>
</body>
</html>
```



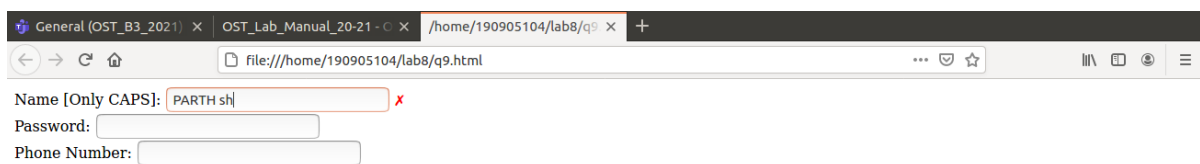
General (OST_B3_2021) x OST_Lab_Manual_20-21 - C x /home/190905104/lab8/q9 x +

file:///home/190905104/lab8/q9.html

Name [Only CAPS]: PARTH ✓

Password:

Phone Number:



General (OST_B3_2021) x OST_Lab_Manual_20-21 - C x /home/190905104/lab8/q9 x +

file:///home/190905104/lab8/q9.html

Name [Only CAPS]: PARTH sh ✗

Password:

Phone Number:

General (OST_B3_2021) x OST_Lab_Manual_20-21 - x /home/190905104/lab8/q9 x +

file:///home/190905104/lab8/q9.html

Name [Only CAPS]: PARTH ✓

Password: *****

Phone Number: 23456 ✗

General (OST_B3_2021) x OST_Lab_Manual_20-21 - x /home/190905104/lab8/q9 x +

file:///home/190905104/lab8/q9.html

Name [Only CAPS]: PARTH ✓

Password: *****

Phone Number: 2345612345 ✓

10) Quiz

```
<!DOCTYPE html>
<html>
<head>
  <title></title>
</head>
<body>
  <h1>Online Quiz</h1>
  <script type="text/javascript">
    function calculate_score() {
      var score = 0;
      if (document.getElementById("q12").checked) score += 1;
      if (document.getElementById("q22").checked) score += 1;
      if (document.getElementById("q31").checked) score += 1;
      document.getElementById('Score').innerHTML = " "+score;
    }
  </script>
  How many hours in a day?<br>
  <input type="radio" name="q1" id="q11">12<br>
  <input type="radio" name="q1" id="q12">24<br>
  <input type="radio" name="q1" id="q13">0<br>
  <br>
  How many labs do CSE have?<br>
  <input type="radio" name="q2" id="q21">0<br>
  <input type="radio" name="q2" id="q22">4<br>
  <input type="radio" name="q2" id="q23">6<br>
  <br>
  Which semester is going on?<br>
  <input type="radio" name="q3" id="q31">3rd<br>
  <input type="radio" name="q3" id="q32">4th<br>
  <br>
  <button onclick="calculate_score()">Submit</button>
  <br><hr>
  <b>Score:</b><span id="Score"></span>
</body>
</html>
```



Online Quiz

How many hours in a day?

- ☐ 12
- ☒ 24
- ☐ 0

How many labs do CSE have?

- ☐ 0
- ☒ 4
- ☐ 6

Which semester is going on?

- ☒ 3rd
- ☐ 4th

Submit

Score: 3