Web Technology Assignment - lab 6 Name- Rajat Kumar Behera Roll no.- 22IT3035

Simple Prototype

```
Q1. <!DOCTYPE html>
<html lang="en">
<head>
<meta charset="UTF-8">
<meta name="viewport" content="width=device-width,</pre>
initial-scale=1.0">
<title>Simple Shopping List</title>
</head>
<body>
 <h1>Shopping List</h1>
 <input type="text" id="itemInput" placeholder="Enter item">
 <button onclick="addItem()">Add</button>
 ul id="itemList">
 <script>
  function addItem() {
   var input = document.getElementById("itemInput");
   var item = input.value;
   if (item === ") return;
   var itemList = document.getElementById("itemList");
   var li = document.createElement("li");
   li.appendChild(document.createTextNode(item));
```



By using MVC Prototype

```
h1 {
 text-align: center;
input[type="text"] {
 padding: 8px;
 width: 60%;
 margin: 10px auto;
 display: block;
 border: 1px solid #ccc;
 border-radius: 5px;
button {
 padding: 8px 16px;
 background-color: #007bff;
 color: #fff;
 border: none;
 border-radius: 5px;
 cursor: pointer;
button:hover {
 background-color:
#0056b3; }
ul {
 list-style-type: none;
 padding: 0;
 margin: 20px auto;
 width: 60%;
 background-color: #fff;
 border-radius: 5px;
 box-shadow: 0 2px 5px rgba(0,0,0,0.1);
}
li {
```

```
padding: 10px;
   border-bottom: 1px solid #ccc;
 </style>
</head>
<body>
 <h1>Shopping List</h1>
 <input type="text" id="itemInput" placeholder="Enter item">
 <button onclick="controller.addItem()">Add</button> 
 id="itemList">
 <script>
  var model = {
   items: [],
   addItem: function(item) {
    this.items.push(item);
    view.render();
   },
   getItems: function() {
     return this.items;
  };
  var view = {
   render: function() {
    var itemList = document.getElementById("itemList");
     itemList.innerHTML = ";
    var items = model.getItems();
     items.forEach(function(item) {
     var li = document.createElement("li");
```

```
li.textContent = item;
      itemList.appendChild(li);
    });
  };
  var controller = {
   addItem: function() {
    var input = document.getElementById("itemInput");
    var item = input.value.trim();
     if (item === ") return;
     model.addItem(item);
     input.value = ";
  };
  window.onload = function() {
   view.render();
  };
 </script>
</body>
</html>
```



