

1.17) Create a program to get count of HTML tags. Eg: <div> = 2, <p> =4.
Consider elements from the body tag only.

```
<!DOCTYPE html>
<html id="h">
  <head id="H1"><title>1.5</title>
    <style>
      body{
        background: pink;
      }
      div{
        display: block;
        align-items: center;
      }
      #demo{
        padding: 30px;
        padding-top: 50%;
        padding-left: 50%;
      }
      button{
        padding: 30px;
        margin: 20% 40% ;
        border: 4px solid black;
      }

    </style>
  </head>
  <body id="H2">
    <div></div>
    <div id="try"><h1><a href=""></a></h1></div>
    <div id="try2"><h1><p></p></h1></div>
    <div id="try3"></div>
    <p id="display"></p>
    <button onclick="show()"><h1>click here</h1></button>
    <script type="text/javascript">
      //d -recursive calling
      let show=() =>{
        let TagStore=Array()
        let j=0;
        let show1=()=>{
          return GetElement(document.body,0);
        }
        let GetElement=(root,level)=>{

          let type=window.NODE ?NODE.ELEMENT_NODE:1;
```

```

        if(root.nodeType==type){
            setElement(level,root.nodeName)
            let child=root.children;
            for(let i=0;i<child.length;i++){
                GetElement(child[i],level+1);
            }
        }
    }

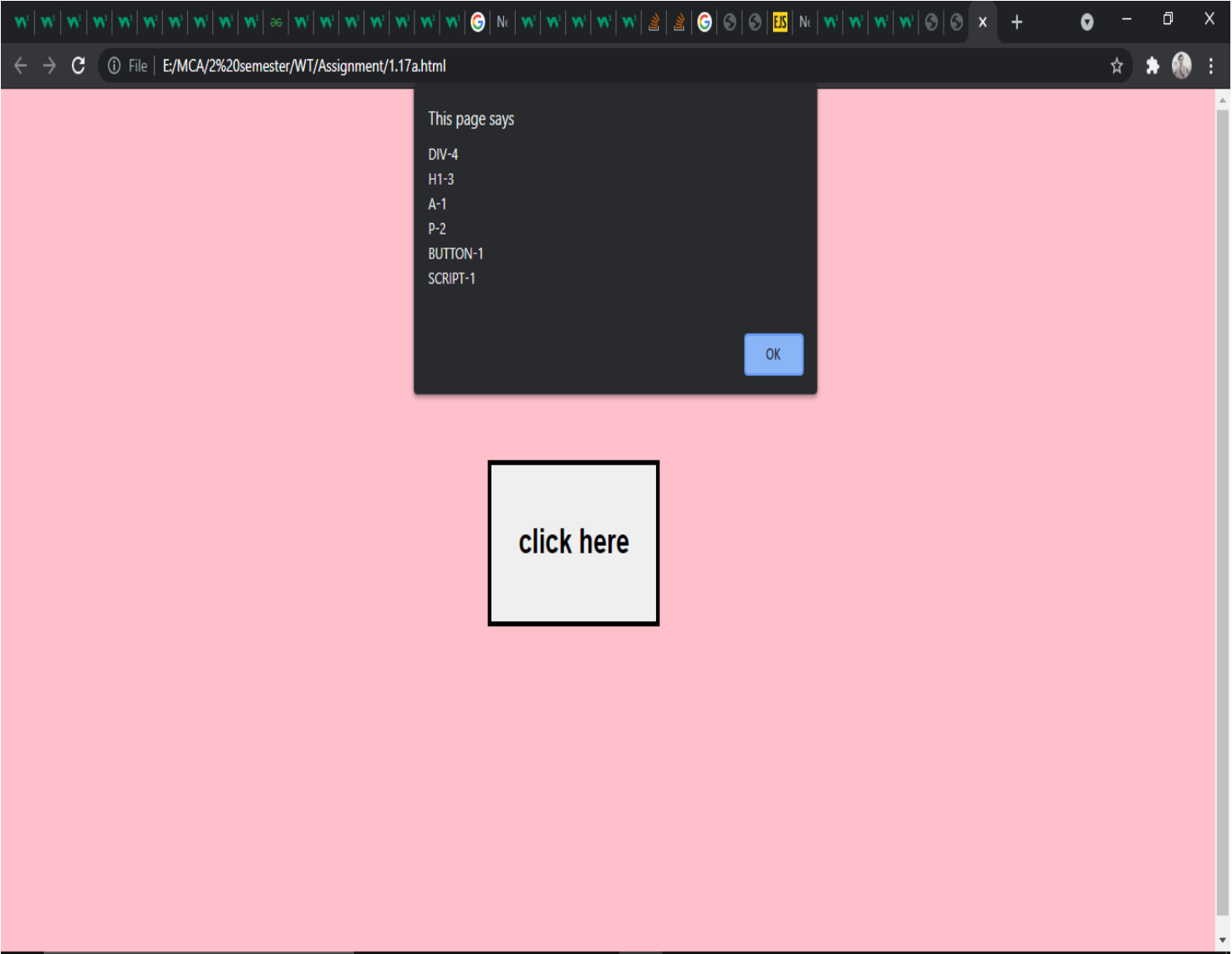
    let setElement=(level,node_name)=>{
        let n=TagStore.includes(node_name);

        TagStore[j]=node_name;
        j=j+1;
    }
    show1()
    let A="";
    let Check=Array();

    for(let i=1;i<TagStore.length;i++){
        let count=0;
        if(Check.includes(TagStore[i])==true){}
        else{
            for(let j=0;j<TagStore.length;j++){
                if(TagStore[i]==TagStore[j]){
                    count=count+1;
                    Check[i]=TagStore[i];
                }
            }

            A+=TagStore[i]+"-"+count+"\n";
            document.getElementById("display").innerHTML+=
L+="\n"+TagStore[i]+"-"+count+"\n";
        }
    } alert(A);
}</script>
</body>
</html>

```



1.18) Create a program to demonstrate handling of all mouse events using addEventListener() method.

```
<!DOCTYPE html>
<html>
<head><title>1.17</title>
<style>
    body{
        background-color:skyblue;
        background-repeat: no-repeat;
        box-sizing: border-box;

    }
    .column {
float: left;
width: 28.33%;
padding:5px 5px 5px 40px;
background: palevioletred;
margin: 10px;
}

/* Clearfix (clear floats) */
.row {
    content: "";
    clear: both;
    display: flex;

    /*display: table;*/
}
div.column1{
    margin-top: 35px;
    margin: 10px;
}
.ReLoad{
    margin:auto;
    margin-left: 40rem;
}
img{
    margin-top: 20px;
    width: 100%
}
.para1{
    text-transform: uppercase;
    text-align: center;
```



```

        <button class="ReLoad" onClick="window.location.reload();" > Reload page</button onclick="window.location.reload();"
    ">

    </div>

<script>
    /*mouse down mousedown*/

document.getElementById("image").addEventListener("mousedown",function(){

document.getElementById("A").innerHTML="<h1> Mousedown<h1>";
document.getElementById("image").src="bb.jpg";
});
document.getElementById("image").addEventListener("mouseup",function(){
    document.getElementById("A").innerHTML="<h1> Mouseup<h1>";
    document.getElementById("image").src="aa.jpg";
});
/*mouseover mouseout*/
let OverOut=(Img,t)=>{
    document.getElementById("image0").src=Img;
    document.getElementById("A1").innerHTML="<h1>"+t+"<h1>";
}

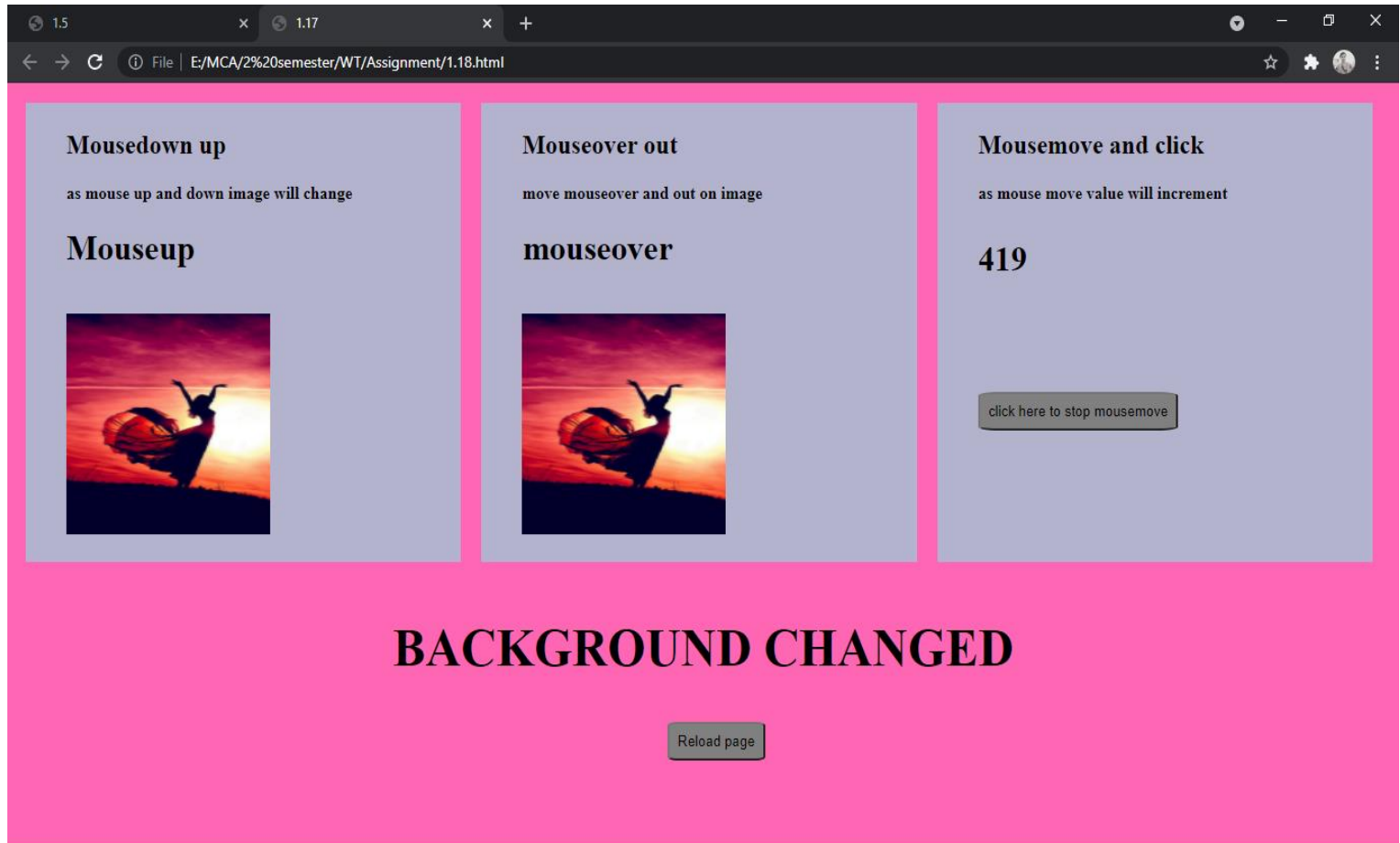
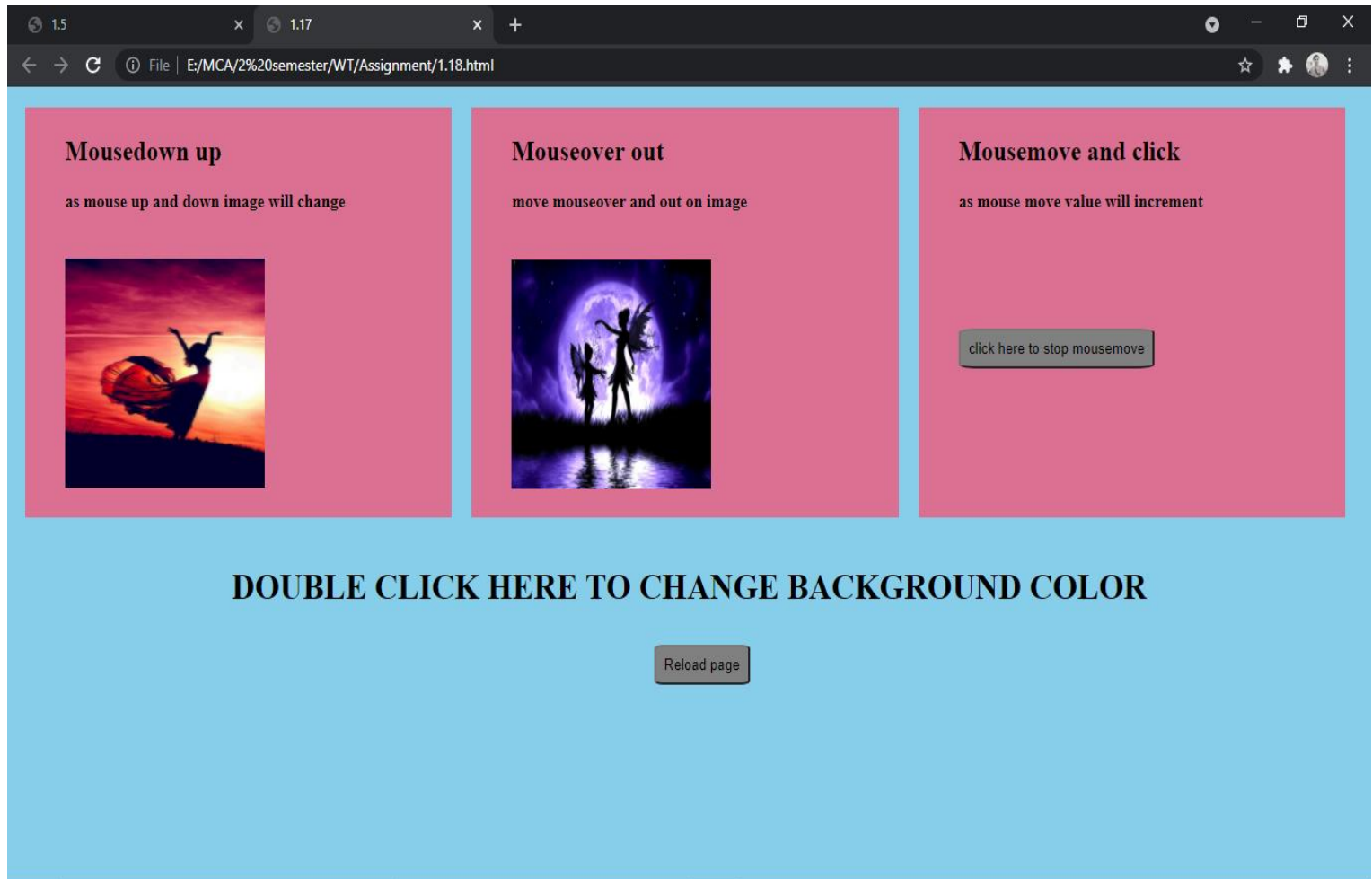
document.getElementById("image0").addEventListener("mouseover",function(){
    OverOut("aa.jpg"," mouseover")});

    document.getElementById("image0").addEventListener("mouseout",function(){
        document.getElementById("image0").addEventListener("mouseout",function(){
            OverOut("dd.jpg"," mouseout")});
    });
/*ondbclick*/
function myFunction(c1,c2,event) {
    document.body.style.background=c1;
    document.getElementById("coloum").style.background=c2

```

```
        document.getElementById("coloum1").style.background=c2;
        document.getElementById("coloum2").style.background=c2;
        document.getElementById("para1").innerHTML= event
    }
    document.getElementById("para1").addEventListener("dblclick",function(){ myFunction("#ff66b3","#b3b3cc","<h2>background change</h2>")},false);
    /*document.getElementById("para1").addEventListener("dblclick",function(){ myFunction("#00a3cc","#ff0055","<h2>back to normal</h2>")},false)*/
    /*mousemoove*/
    let n=0;
    function Fun()
    {
        document.getElementById("A2").innerHTML=n+=1;
    }
    let RemoveEvent=(()=>{
        document.getElementById("coloum2").removeEventListener("mousemove",Fun);
    })

    document.getElementById("coloum2").addEventListener("mousemove",Fun);
    document.getElementById("but").addEventListener("click",RemoveEvent);
</script>
</body>
</html>
```



1.19) Demonstrate capturing, bubbling and target event propagation.

```
<!DOCTYPE html>
<html lang="en">
  <head>
    <title>
      event propagation 1.19
    </title>
    <style>
      div.container{
        align-items: center;
        padding: 10% 10% 15% 20%;
        display: flex;

      }
      button{
        align-items: center;
        padding: 30px;
        margin: 0px
      }
      h4{
        padding: 0%;
        margin: 0% ;
      }
    </style>
  </head>

  <body>
    <div class="container">
      <div id="a1" style="background:red;margin:20px;
padding:15px 10px 10px 10px;" ><h4>first</h4>
        <div id="a2" style="background: powderblue;
padding:20px" ><h4>second</h4>
          <div id="a3" style="background: royalbl
ue;padding:15px;"><h4>third</h4>
            <button id="click1" class="click1" >clck1</butt
on>
          </div>
        </div>
      </div>
      <div id="b1" style="background:red;margin:20px;
padding:15px 10px 10px 10px;"><h4>first</h4>
        <div id="b2" style="background: powderblue;
padding: 20px;"><h4>second</h4>
```

```

        <div id="b3" style="background: royalbl
ue;padding: 15px;"><h4>third</h4>
        <button id="click2" class="click2"
>clck2</button>
    </div>
</div>
</div>
    <div id="c1" style="background:red;margin:20px;
padding: 15px 10px 10px 10px;"><h4>first</h4>
        <div id="c2" style="background: powderblue;
padding: 20px;"><h4>second</h4>
            <div id="c3" style="background: royalbl
ue; padding:15px;">
                <h4 style="padding-
top:0px;">third</h4><button id="click3" class="click3" >clck3</
button>
            </div>
        </div>
    </div>
</div>

<script>
/*section A*/
let ShowResult=(n,m)=>{
    alert("you clicked\nbutton "+n+m);
    console.log(n+"-"+m);
}
document.getElementById("a1").addEventListener("cli
ck",function()
{
    ShowResult("click1 ", "first");
},false);
document.getElementById("a2").addEventListener(
"click",function()
{
    ShowResult("click1 ", "second");
    console.log("stop propagation");
    event.stopPropagation();
},true);
document.getElementById("a3").addEventListener(
"click",function()
{
    ShowResult("click1 ", "third");

},false);

```

```

        /*section B*/
        document.getElementById("b1").addEventListener(
"click",function()
        {
            ShowResult("click2  ","first");
        },false);
        document.getElementById("b2").addEventListener(
"click",function()
        {
            ShowResult("click2  ","second"+" -
target listener")
        },true);
        document.getElementById("b3").addEventListener(
"click",function()
        {
            ShowResult("click2  ","third");
        },false);
        /*section 3*/
        document.getElementById("c1").addEventListener("cl
ick",function()
        {
            ShowResult("click3  ","first");
        },true);
        document.getElementById("c2").addEventListener(
"click",function()
        {
            ShowResult("click3  ","second");
        },true);
        document.getElementById("c3").addEventListener(
"click",function()
        {
            ShowResult("click3  ","third");
        },true);
    </script>
    </body>
    </head>
</html>

```

This page says
you clicked
button click3 third

OK

first

second

third

clk1

first

second

third

clk2

first

second

third

clk3

1.5

x

1.17

x

event propagation 1.19

x

+

File | E:/MCA/2%20semester/WT/Assignment/1.19.html

first

second

third

clk1

first

second

third

clk2

first

second

third

clk3

Elements

Console

Sources

Network

top

Filter

Default levels

No Issues

click1 -second

1.19.html:56

stop propagation

1.19.html:65

click2 -second -target listener

1.19.html:56

click2 -third

1.19.html:56

click2 -first

1.19.html:56

click3 -first

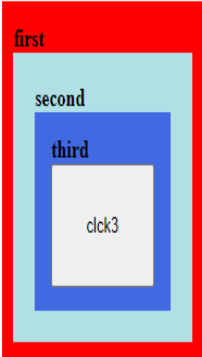
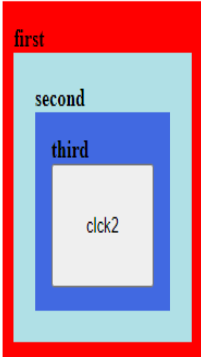
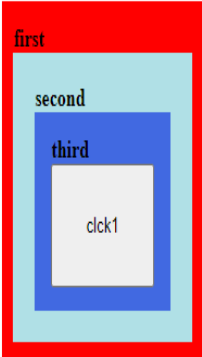
1.19.html:56

click3 -second

1.19.html:56

click3 -third

1.19.html:56



Elements	Console	Sources	Network
top	Filter	Default levels	No Issues
click1	-second	1.19.html:56	
stop	propagation	1.19.html:65	
click2	-second -target listener	1.19.html:56	
click2	-third	1.19.html:56	
click2	-first	1.19.html:56	
click3	-first	1.19.html:56	
click3	-second	1.19.html:56	
click3	-third	1.19.html:56	