1.8) Create a Javascript program to find cube or square of a number where user will be prompted.

```
<!DOCTYPE html>
<html>
<head>
   <title>PGM 1.8</title>
</head>
<body>
   <div style="font-size:x-large;font-</pre>
family: Georgia, 'Times New Roman', Times, serif; font-
weight: bold;">
   <h1 id="a">your choice</h1>
   square
     cube
<button onclick="myFunction()"><b>CLICK HERE</b></butto</pre>
n>
</div>
   <script type="text/javascript">
function myFunction()
    a=prompt("enter the value");
   let n=prompt("enter your choice");
   if( n=="square")
    c=a*a;
    window.alert(c);
   else if(n=="cube")
   {
     c=(a*a*a);
     window.alert(c);
```

```
else
alert("plz enter correctly");

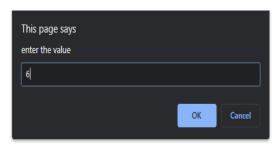
}
</script>
</body>
</html>
```

your choice

square



cube



your choice

This page says enter your choice cube OK Cancel

square cube

CLICK HERE

your choice

This page says
216
OK

square cube

CLICK HERE