

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-
family: Georgia, 'Times New Roman', Times, serif;font-
weight: bold;">
    <h1 id="a">your choice</h1>
    <table id="a">
      <tr><td>square</td></tr>
      <tr><td>cube</td></tr>

    </table>
    <button onclick="myFunction()"><b>CLICK HERE</b></butto
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

CLICK [HERE](#)

This page says

enter the value

OK Cancel

your choice

square
cube

CLICK [HERE](#)

This page says

enter your choice

cube

OK

Cancel

your choice

square
cube

CLICK [HERE](#)

This page says

216

OK

