1. Write a js method, when user click on button, display random integer below it.

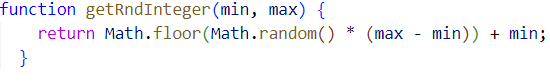
Code:

HTML:

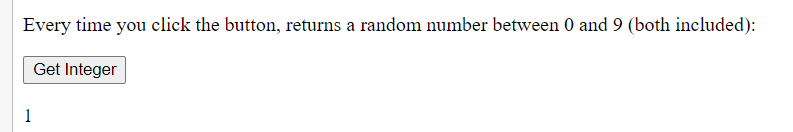
Text

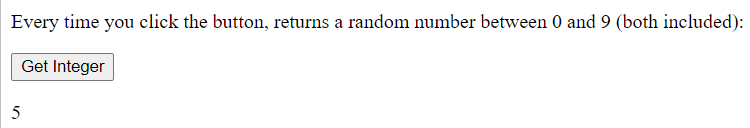
Description automatically generated with low confidence

JS:



Result:





2. Write js function to format number up to specified decimal places.

Code:

Text

Description automatically generated with medium confidence

Result:



1. Check particular sub-word exist in a string or not e.g. i am learning js: 'js' exists or not.

Code:

Text

Description automatically generated

Result:



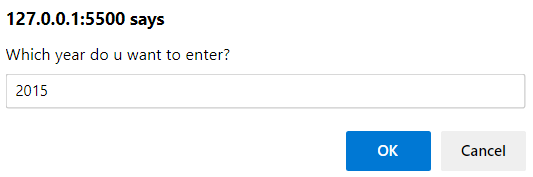
1. Given year leap year or not (29 in feb)

Code:

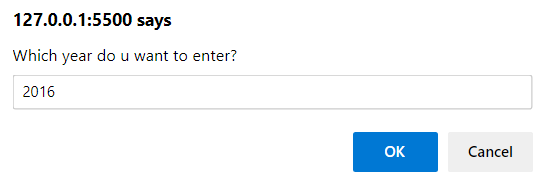
Graphical user interface, text

Description automatically generated with medium confidence

Result:









5. ATM Machine: balance & query, withdraw (amount), change pin, mini statement, saving & current acc., print receipt, enter pin number

Code:

<html>

<head>

<title>JavaScript program to how to write ATM program using ‘if’ statement</title>

</head>

<body>

<form method ="post">

Please Enter Your Pin Number:<input type="text" name="number" id="number" />

<input type="button" name="submit" id="submit" onclick="getaction()" value="go"/>

<p id="demo"> </p>

<div id="options12" style="display:none;">

<input type='radio' name='radio' onclick='myfunction(this.value)' value='1'/>Balance

<input type='radio' name='radio' onclick='myfunction(this.value)' value='2'/>Withdraw

<input type='radio' name='radio' onclick='myfunction(this.value)' value='3'/>Fastcash

</div>

<p id="demo1",></p>

<div id="display" style="display:none;">

<label>Please Enter Your Withdraw Amount</label>

<input type="text" name="amount1" id="amount1" value=""/>

<input type="submit" name="submit1" value="submit" onclick="getamount()"/>

</div>

<div id="display1" style="display:none;">

<label>Please Select Your Fastcash Option</label>

<select id="myselect1">

<option value="10000">10000</option>

<option value ="20000">20000</option>

< option value ="50000">50000</option>

</select>

<input type="submit" name="submit2" value="submit" onclick="getamount1()">

</div>

</form>

</body>

<script type="text/javascript">

function getaction()

{

//Intialise Pin value with varible P

var p = document.getElementById ('number').value;

var a = 1234;

//To check Pin entered is correct or not

if(p==a)

{

document.getElementById ("demo").innerHTML ="Please Choose transcation";

document.getElementById ('options12'). style.display = 'block'; //if pin number is correct options will Display.

}

else

{

document.getElementById ("demo").innerHTML = "Invalid pin";

}

}

function myfunction(val)

{

//function to display balance amount

m = 10000;

if(val==1)//Option 1 is select to shows balance amount

{

document.getElementById ('demo1' ).innerHTML ="Your amount is: "+m;

document.getElementById ('display' ). style.display = 'none';

document.getElementById ('display1' ). style.display = 'none';

}

if(val==2)//Option 2 select to display text field to enter withdraw amount

{

document.getElementById ('display').style.display = 'block';

document.getElementById ('display1').style.display = 'none';

}

if(val==3)//Option 3 is select to display fastcash option

{

document.getElementById ('display1').style.display = 'block';

document.getElementById ('display').style.display = 'none';

}

}

function getamount()

{

//function To Withdraw Amount

m = 10000;

//Intialise the textbox value in a varible

var a = document.getElementById ('amount1' ).value;

//Check if entered amount is greater than the original amount or not and it also should be mulitple of 100

if(a<=m&&a%100==0)

//alert("" +a);

document.getElementById ('display').innerHTML ="Your withdraw amount : "+a;

else

//alert("invalid cash");

document.getElementById ('display').innerHTML ="Invalid cash";

}

function getamount1()

{

//Intialise the Dropdown value in a varible

var x = document.getElementById ("myselect1").value

m = 10000;

//check if selected amount is greater than the original amount or not and it should be mulitple of 100

if(x<=m&&x%100==0)

//alert("take your amount" +x);

document.getElementById ('display1').innerHTML ="Please take your amount : "+x;

else

document.getElementById ('display1').innerHTML ="Invalid cash";

}

</script>

</html>

Result:

Graphical user interface, text, application, email

Description automatically generated

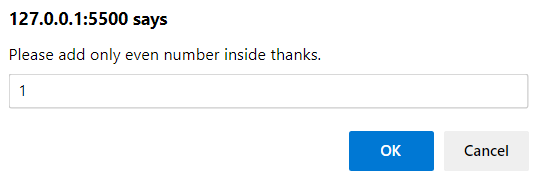
1. Add only even numbers in an array (array elements to be input by user)

Code:

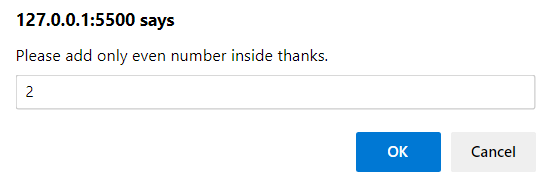
Text

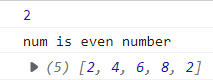
Description automatically generated

Result:









1. Found an element in array [10, 78, 90] return number, exit from an array// take user input.

Code:

Text

Description automatically generated

Result:



1. Biggest of even number in an array ([10, 12, 90, 93, 707]): biggest even number is 90

Code:

Graphical user interface, text, application

Description automatically generated

Result:



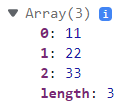
1. Add two array [10,20,30] + [1,2,3]: [11, 22, 33]

Code:

Graphical user interface, text, application

Description automatically generated

Result:



1. Reverse an array(with loops) [10, 78, 0]: [0, 78, 10]

Code:

Graphical user interface, text, application

Description automatically generated

Result:



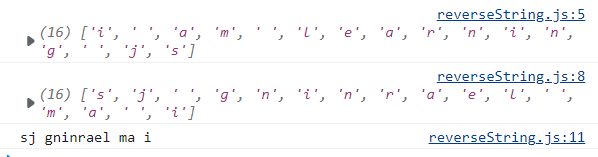
1. Reverse a string using loops

Code:

Graphical user interface, text, application

Description automatically generated

Result:



1. Remove duplicate items from an array [10, 50,20 67, 10, 20]: remove 10, 20

Code:

A picture containing graphical user interface

Description automatically generated

Result:



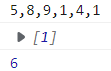
1. Find duplicate values in an array.(display index of duplicate values e.g. 0,2,4,5)

Code:

Graphical user interface, text, application

Description automatically generated

Result:



1. Find difference/subtraction in 2 arrays //[12, 56, 789] - [12, 56, 789]: [0, 0, 0]

Code:

Graphical user interface, text

Description automatically generated

Result:



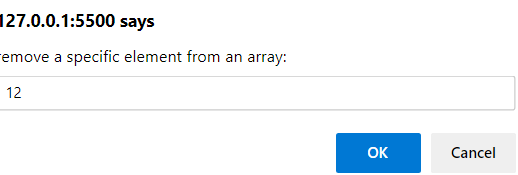
1. Ask user, remove a specific element from an array [12, 56, 89]: remove 1 element

Code:

Graphical user interface, application, Word

Description automatically generated

Result:





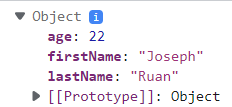
1. Take 3 inputs from user and structure them into objects.

Code:

Graphical user interface, text, application

Description automatically generated

Results:



18. Create a class Car: city(),specialFeature()

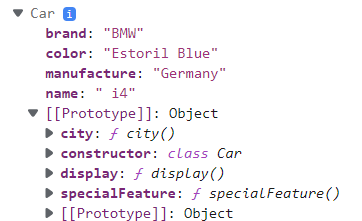
name, brand, color, manufacture

code:

Graphical user interface, text, application, email

Description automatically generated

Result:



19. Create a class Book: type\_of\_book()

no. of pages, type of pages, author

code:

Graphical user interface, text, application, email

Description automatically generated

Result:

Text

Description automatically generated

20. Create a class Animal: walk(), eat(), climb()

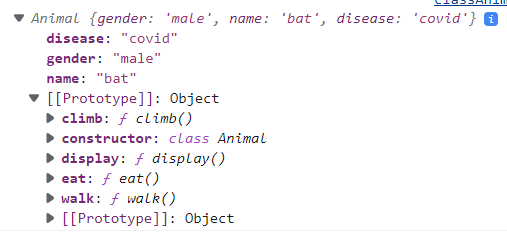
gender, name, disease

code:

Text, application

Description automatically generated

Result:



21. Inheritance: parent electronics (methods: name, version, company name): childclass(laptop, ipad, mobile, tablet):

class child {

configuration()

price()

}

Code

class Electronics {

  constructor(name, version, companyName) {

    this.name = name;

    this.version = version;

    this.companyName = companyName;

  }

}

class Laptop extends Electronics {

  constructor(name, version, companyName, price) {

    super(name, version, companyName);

    this.price = price;

  }

  configuration(size) {

    if (size > 1000) {

      console.log(`This is big.`);

    } else {

      console.log(`This is small.`);

    }

  }

}

class Ipad extends Electronics {

  constructor(name, version, companyName, price) {

    super(name, version, companyName);

    this.price = price;

  }

  configuration(size) {

    if (size > 1000) {

      console.log(`This is big.`);

    } else {

      console.log(`This is small.`);

    }

  }

}

class Mobile extends Electronics {

  constructor(name, version, companyName, price) {

    super(name, version, companyName);

    this.price = price;

  }

  configuration(size) {

    if (size > 500) {

      console.log(`This is big.`);

    } else {

      console.log(`This is small.`);

    }

  }

}

class Tablet extends Electronics {

  constructor(name, version, companyName, price) {

    super(name, version, companyName);

    this.price = price;

  }

  configuration(size) {

    if (size > 1000) {

      console.log(`This is big.`);

    } else {

      console.log(`This is small.`);

    }

  }

}