

Lab 3

Task 1 – JavaScript Function

1. Write a function to find the square of a given number
2. Write a function to find sum of cubes of two numbers
3. Write a function to reverse a number
[Hint n =12345 output : 54321]
4. Write a function to print all numbers between 1 and 100 which is divisible by given number z

Task 2 - JavaScript Recursion Function

1. Write a JavaScript function to find sum of digits of a number
2. Write a JavaScript program to compute x raise to the power y using recursion

Task 3 – JavaScript Object and Prototype

1. Write a JavaScript program to create object product,
 - a. Add the property Product Name, Quantity and price.
 - b. Access all the properties and display them.
2. Write a JavaScript program to create object book
 - a. Add the property book name, author name
 - b. Add the prototype property price .
 - c. Display all the properties.
3. Write a JavaScript program to create Parent object employee (Property : Employee Name , Employee Id , Salary) and Child object Manager (Property : Manager Name , Branch). Inherit all the properties of employee and display all the properties.

Task 4 – Event Manager

1. Create a HTML page with <p> paragraph. Change the paragraph color according to the following mouse events
 - a. Onclick, yellow background
 - b. ondblclick, blue background
 - c. onmouseover , red background
 - d. onmouseout, green background

2. Create a HTML page with textfield. Show some effects on the textfield when the following events occurred:
 - a. Onchange
 - b. Onfocus
 - c. onblur

Task 5

Given the following HTML table

1	Ahmad Faisal	ahmadfaisal@gmail.com	0199088888
2.	Ismail Sabri	isabri@mail.com	0199076760
3	Fateh Yakin	ffateh@hotmail.com	0176067762

1. Using javascript add the following record into table
 - a. Name: Mukhriz Jamil Asoka
 - b. Email: mukriz@corp.jo
 - c. Phone: 651181187223
2. Using javascript add the table header as follow:
 - a. #, Name, Email, Phone #
3. Using javascript, delete any row from table when clicked on that row

Task 6

Write a JavaScript program to move two small squares inside one big square in a random manner. User should be able to start and stop this animation using button based events

Math.floor(Math.random() * Math.floor(max)) will give you a random number that is less than max value