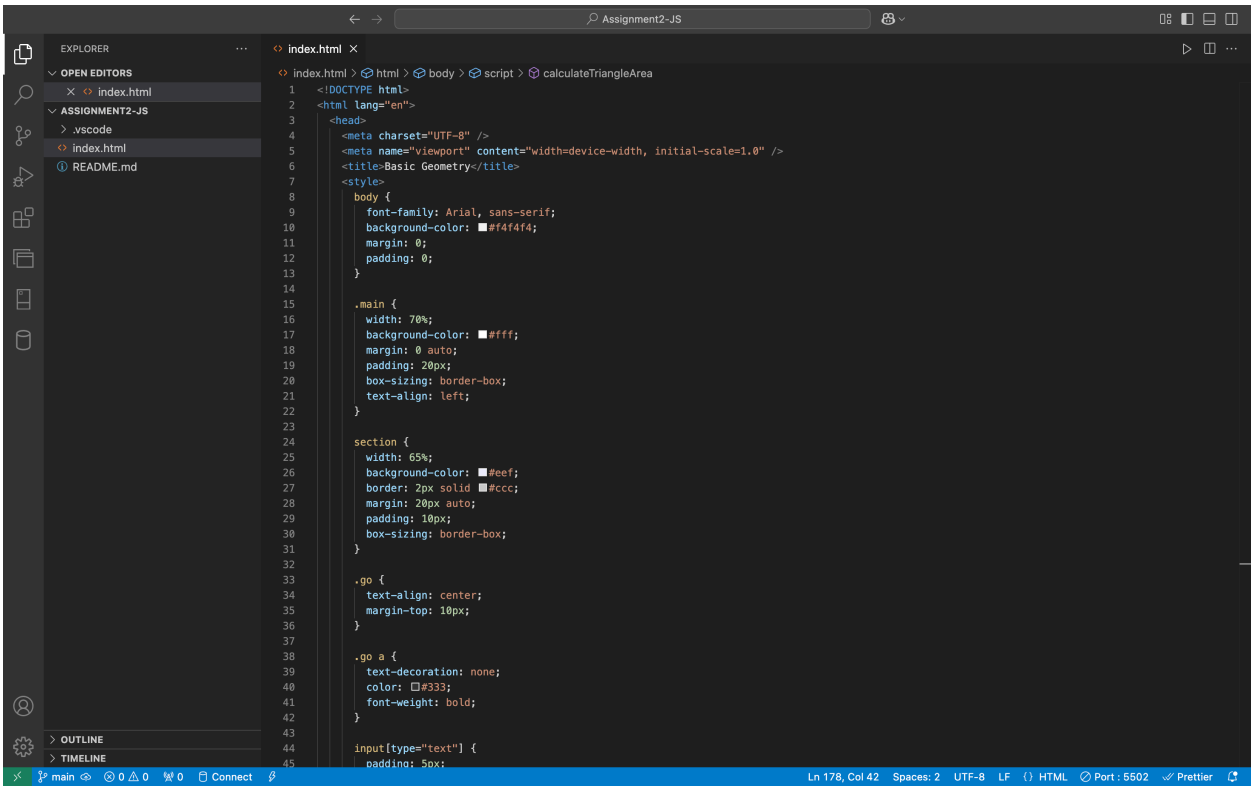
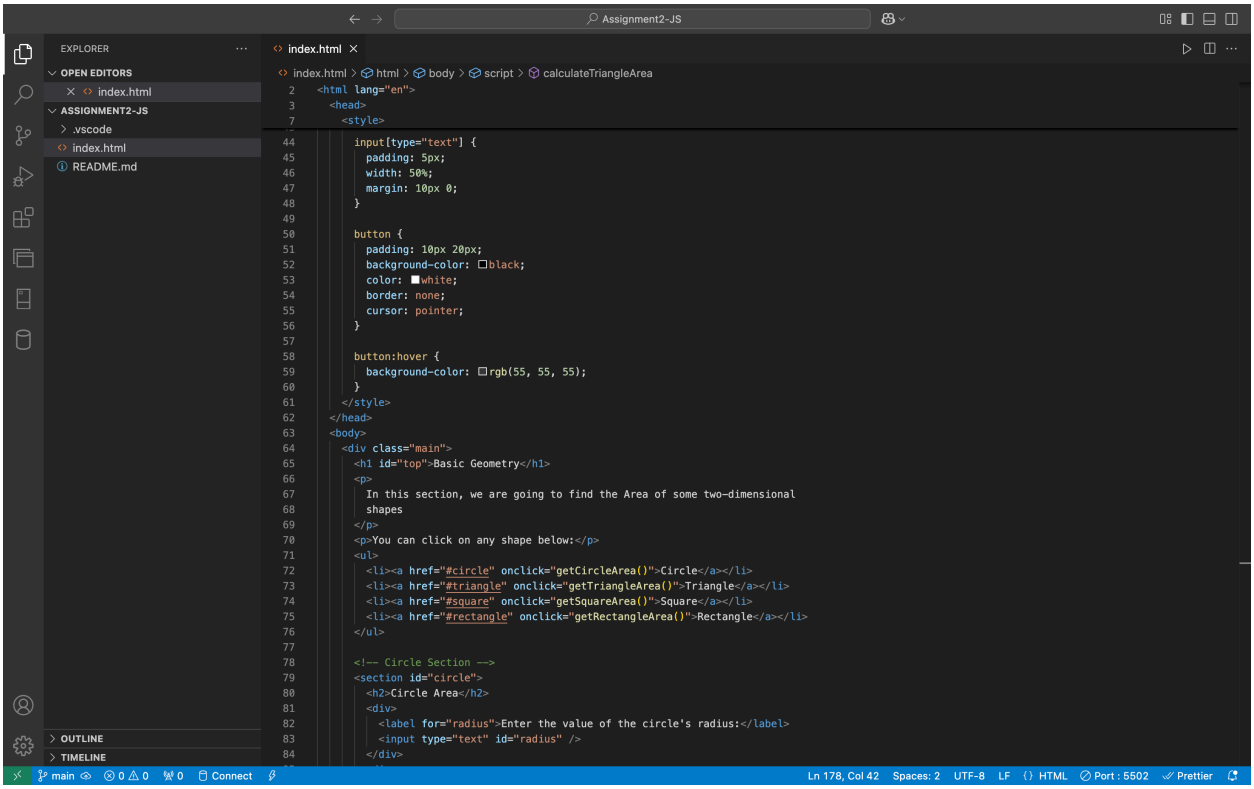

Assignment2-JS
EXPLORER
OPEN EDITORS
index.html
ASSIGNMENT2-JS
.vscode
index.html
README.md
OUTLINE
TIMELINE
index.html
index.html > html > body > script > calculateTriangleArea
<!DOCTYPE html>
<html lang="en">
<head>
<meta charset="UTF-8" />
<meta name="viewport" content="width=device-width, initial-scale=1.0" />
<title>Basic Geometry</title>
<style>
body {
font-family: Arial, sans-serif;
background-color: #f4f4f4;
margin: 0;
padding: 0;
}
.main {
width: 70%;
background-color: #fff;
margin: 0 auto;
padding: 20px;
box-sizing: border-box;
text-align: left;
}
section {
width: 65%;
background-color: #eef;
border: 2px solid #ccc;
margin: 20px auto;
padding: 10px;
box-sizing: border-box;
}
.go {
text-align: center;
margin-top: 10px;
}
.go a {
text-decoration: none;
color: #333;
font-weight: bold;
}
input[type="text"] {
padding: 5px;
main
0 0 0
Connect
Ln 178, Col 42
Spaces: 2
UTF-8
LF
HTML
Port : 5502
Prettier


Assignment2-JS
EXPLORER
OPEN EDITORS
index.html
ASSIGNMENT2-JS
.vscode
index.html
README.md
OUTLINE
TIMELINE
index.html
index.html > html > body > script > calculateTriangleArea
<html lang="en">
<head>
<style>
input[type="text"] {
padding: 5px;
width: 50%;
margin: 10px 0;
}
button {
padding: 10px 20px;
background-color: black;
color: white;
border: none;
cursor: pointer;
}
button:hover {
background-color: rgb(55, 55, 55);
}
</style>
</head>
<body>

<h1 id="top">Basic Geometry</h1>

In this section, we are going to find the Area of some two-dimensional
shapes

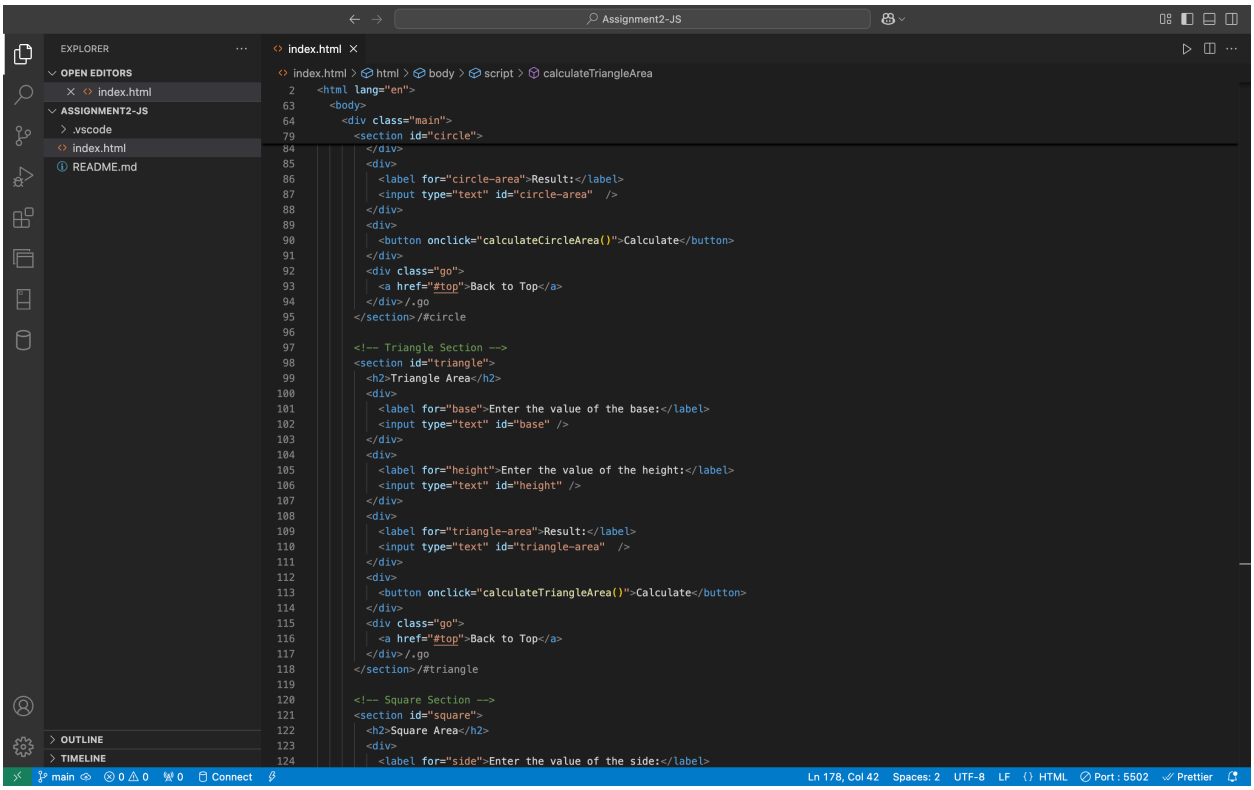
You can click on any shape below:

Circle
Triangle
Square
Rectangle

<!-- Circle Section -->
<section id="circle">
<h2>Circle Area</h2>

<label for="radius">Enter the value of the circle's radius:</label>
<input type="text" id="radius" />

main
0 0 0
Connect
Ln 178, Col 42
Spaces: 2
UTF-8
LF
HTML
Port : 5502
Prettier


Assignment2-JS
EXPLORER
OPEN EDITORS
index.html
ASSIGNMENT2-JS
.vscode
index.html
README.md
OUTLINE
TIMELINE
index.html
index.html > html > body > script > calculateTriangleArea
<html lang="en">
<body>

<section id="circle">

<label for="circle-area">Result:</label>
<input type="text" id="circle-area" />

<button onclick="calculateCircleArea()">Calculate</button>

Back to Top
/.go
</section>/#circle
<!-- Triangle Section -->
<section id="triangle">
<h2>Triangle Area</h2>

<label for="base">Enter the value of the base:</label>
<input type="text" id="base" />

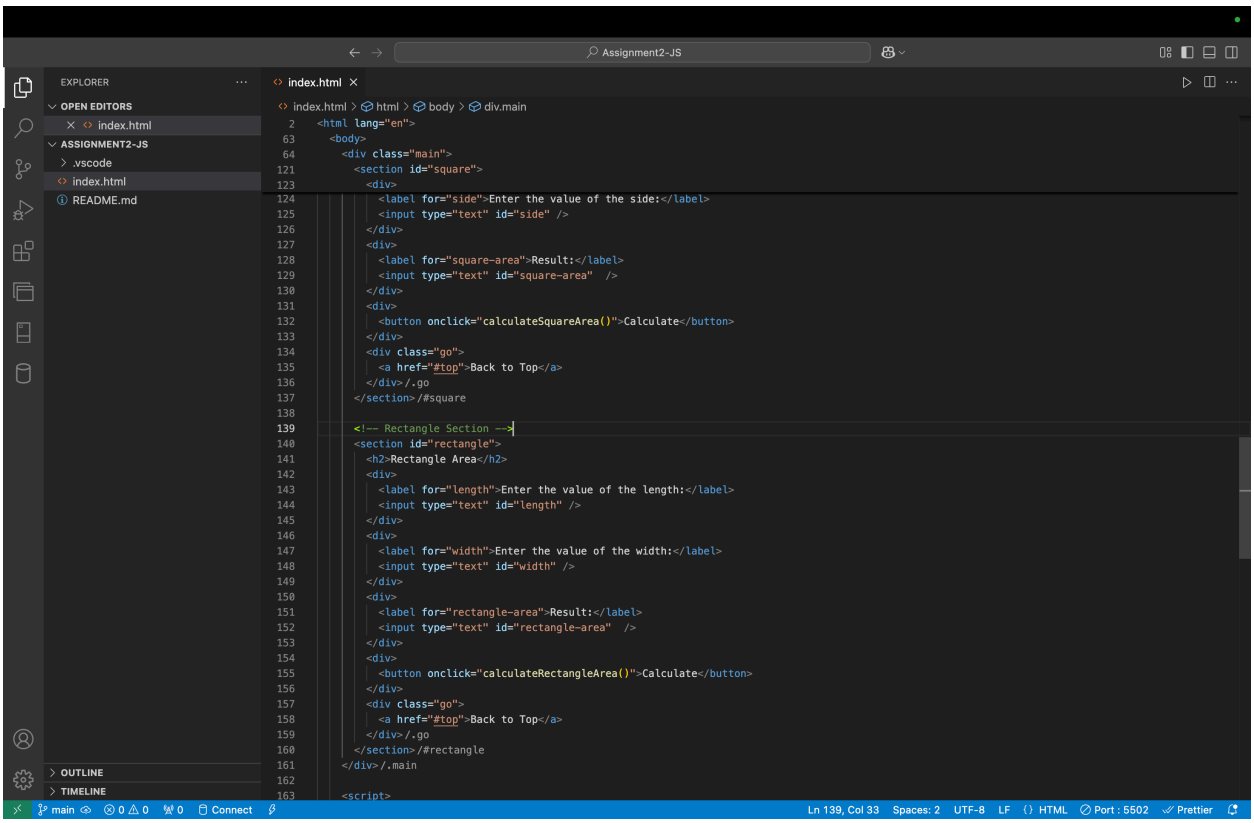
<label for="height">Enter the value of the height:</label>
<input type="text" id="height" />

<label for="triangle-area">Result:</label>
<input type="text" id="triangle-area" />

<button onclick="calculateTriangleArea()">Calculate</button>

Back to Top
/.go
</section>/#triangle
<!-- Square Section -->
<section id="square">
<h2>Square Area</h2>

<label for="side">Enter the value of the side:</label>
main
Connect
Ln 178, Col 42
Spaces: 2
UTF-8
LF
HTML
Port : 5502
Prettier


Assignment2-JS
EXPLORER
OPEN EDITORS
index.html
ASSIGNMENT2-JS
.vscode
index.html
README.md
OUTLINE
TIMELINE
index.html
index.html > html > body > div.main
<html lang="en">
<body>

<section id="square">

<label for="side">Enter the value of the side:</label>
<input type="text" id="side" />

<label for="square-area">Result:</label>
<input type="text" id="square-area" />

<button onclick="calculateSquareArea()">Calculate</button>

Back to Top
/.go
</section>/#square
<!-- Rectangle Section -->
<section id="rectangle">
<h2>Rectangle Area</h2>

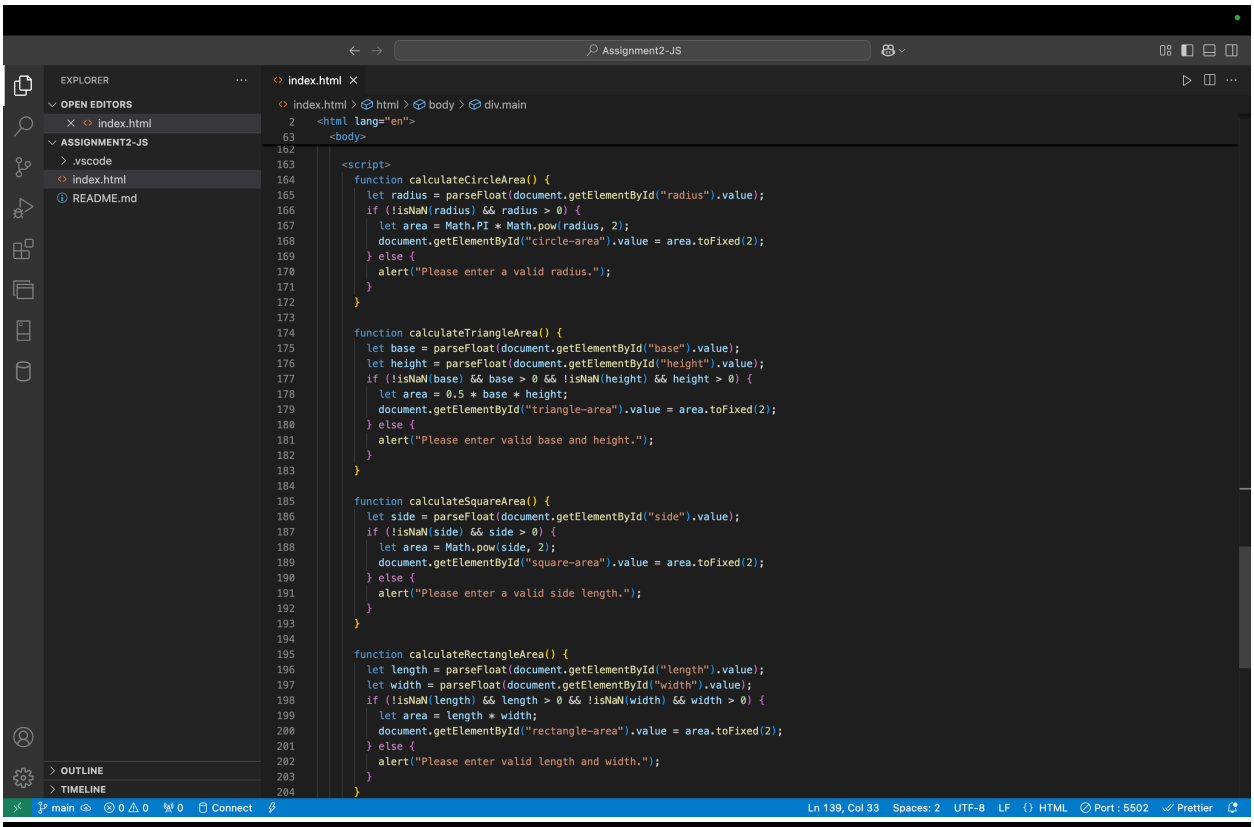
<label for="length">Enter the value of the length:</label>
<input type="text" id="length" />

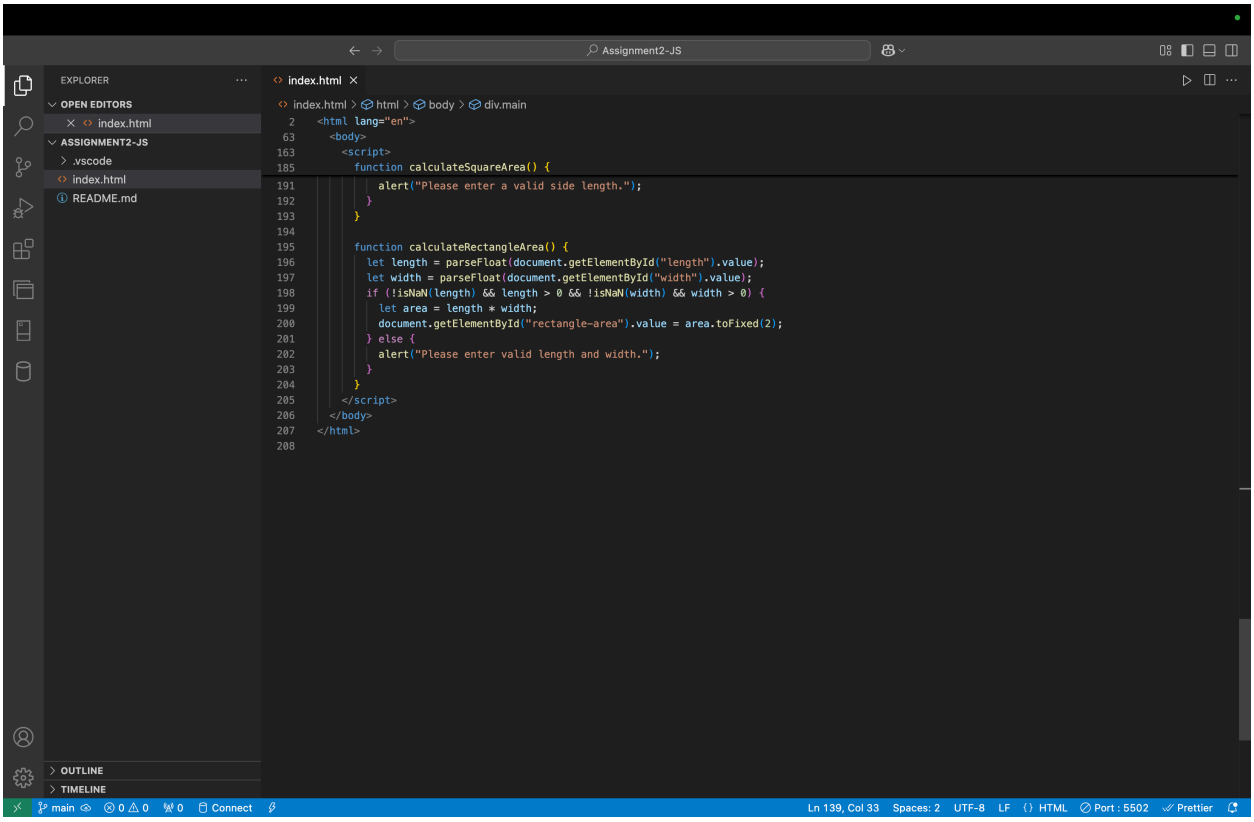
<label for="width">Enter the value of the width:</label>
<input type="text" id="width" />

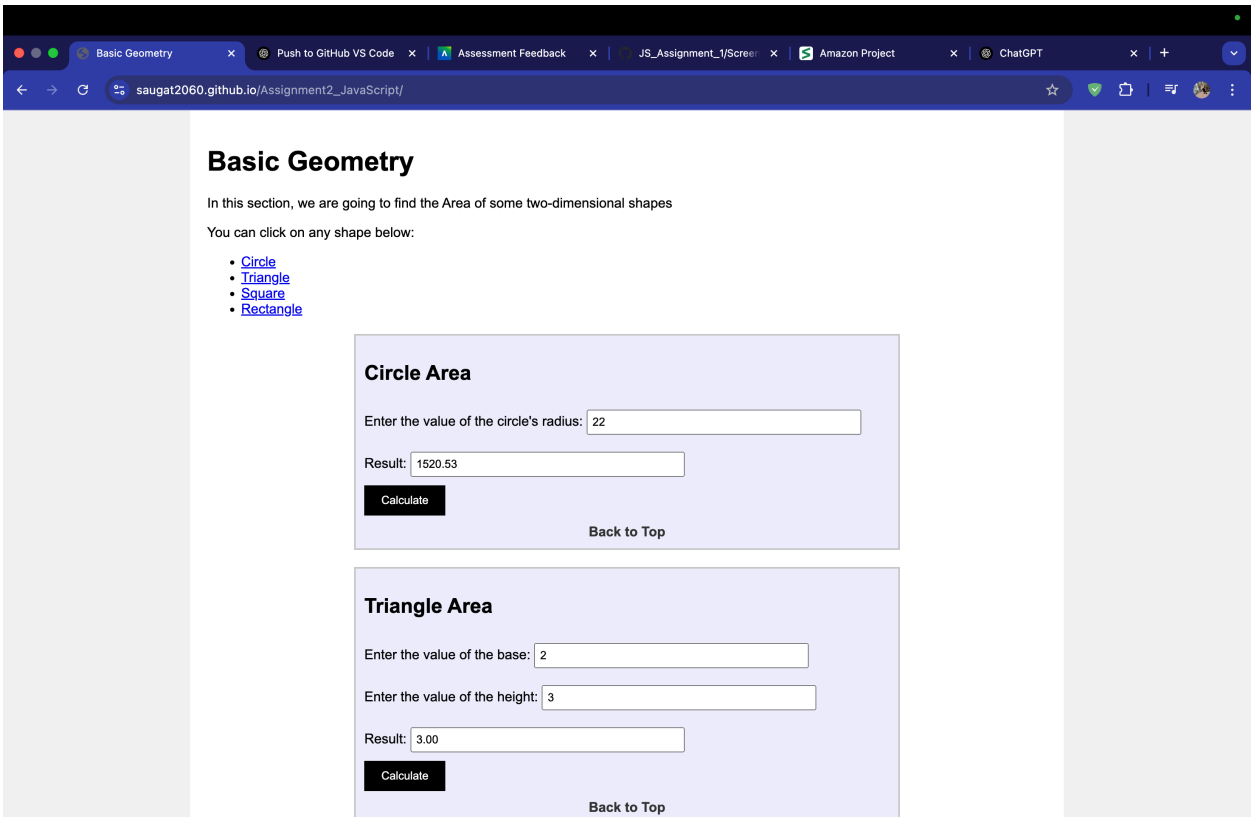
<label for="rectangle-area">Result:</label>
<input type="text" id="rectangle-area" />

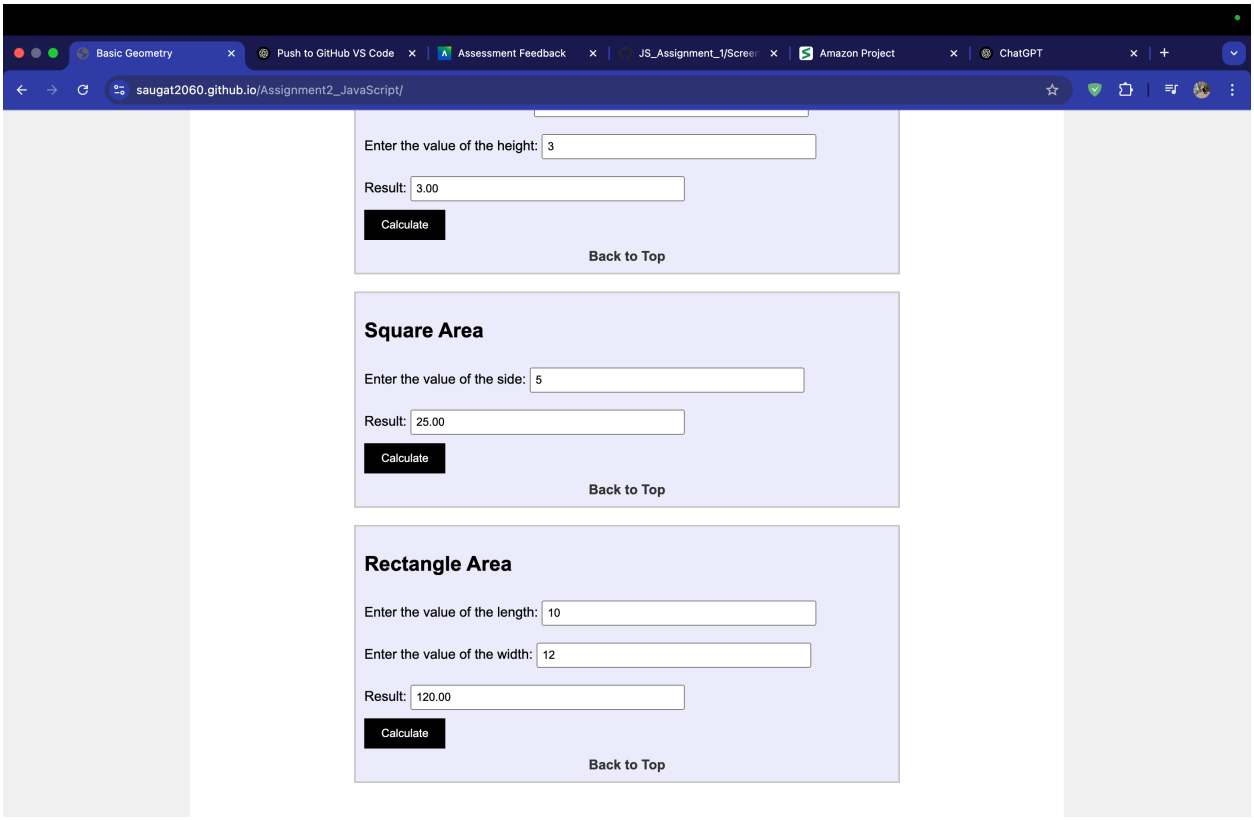
<button onclick="calculateRectangleArea()">Calculate</button>

Back to Top
/.go
</section>/#rectangle
/.main
<script>
main
Connect
Ln 139, Col 33
Spaces: 2
UTF-8
LF
HTML
Port : 5502
Prettier


Assignment2-JS
EXPLORER
index.html
OPEN EDITORS
index.html
ASSIGNMENT2-JS
.vscode
index.html
README.md
OUTLINE
TIMELINE
index.html > html > body > div.main
<html lang="en">
<body>
<script>
function calculateCircleArea() {
let radius = parseFloat(document.getElementById("radius").value);
if (!isNaN(radius) && radius > 0) {
let area = Math.PI * Math.pow(radius, 2);
document.getElementById("circle-area").value = area.toFixed(2);
} else {
alert("Please enter a valid radius.");
}
}
function calculateTriangleArea() {
let base = parseFloat(document.getElementById("base").value);
let height = parseFloat(document.getElementById("height").value);
if (!isNaN(base) && base > 0 && !isNaN(height) && height > 0) {
let area = 0.5 * base * height;
document.getElementById("triangle-area").value = area.toFixed(2);
} else {
alert("Please enter valid base and height.");
}
}
function calculateSquareArea() {
let side = parseFloat(document.getElementById("side").value);
if (!isNaN(side) && side > 0) {
let area = Math.pow(side, 2);
document.getElementById("square-area").value = area.toFixed(2);
} else {
alert("Please enter a valid side length.");
}
}
function calculateRectangleArea() {
let length = parseFloat(document.getElementById("length").value);
let width = parseFloat(document.getElementById("width").value);
if (!isNaN(length) && length > 0 && !isNaN(width) && width > 0) {
let area = length * width;
document.getElementById("rectangle-area").value = area.toFixed(2);
} else {
alert("Please enter valid length and width.");
}
}
main
Connect
Ln 139, Col 33
Spaces: 2
UTF-8
LF
HTML
Port : 5502
Prettier


Assignment2-JS
EXPLORER
index.html
OPEN EDITORS
index.html
ASSIGNMENT2-JS
.vscode
index.html
README.md
OUTLINE
TIMELINE
index.html > html > body > div.main
<html lang="en">
<body>
<script>
function calculateSquareArea() {
alert("Please enter a valid side length.");
}
}
function calculateRectangleArea() {
let length = parseFloat(document.getElementById("length").value);
let width = parseFloat(document.getElementById("width").value);
if (!isNaN(length) && length > 0 && !isNaN(width) && width > 0) {
let area = length * width;
document.getElementById("rectangle-area").value = area.toFixed(2);
} else {
alert("Please enter valid length and width.");
}
}
</script>
</body>
</html>
main
Connect
Ln 139, Col 33
Spaces: 2
UTF-8
LF
HTML
Port : 5502
Prettier


Basic Geometry
Push to GitHub VS Code
Assessment Feedback
JS_Assignment_1/Screen
Amazon Project
ChatGPT
saugat2060.github.io/Assignment2_JavaScript/
Basic Geometry
In this section, we are going to find the Area of some two-dimensional shapes
You can click on any shape below:
Circle
Triangle
Square
Rectangle
Circle Area
Enter the value of the circle's radius: 22
Result: 1520.53
Calculate
Back to Top
Triangle Area
Enter the value of the base: 2
Enter the value of the height: 3
Result: 3.00
Calculate
Back to Top


Basic Geometry
Push to GitHub VS Code
Assessment Feedback
JS_Assignment_1/Screen
Amazon Project
ChatGPT
saugat2060.github.io/Assignment2_JavaScript/
Enter the value of the height: 3
Result: 3.00
Calculate
Back to Top
Square Area
Enter the value of the side: 5
Result: 25.00
Calculate
Back to Top
Rectangle Area
Enter the value of the length: 10
Enter the value of the width: 12
Result: 120.00
Calculate
Back to Top