HTML & JavaScript

Practice Questions

By Dheeraj Singh

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By

Dheeraj Singh

About the Book

The book is a complete set of HTML and JavaScript Programming Examples. The examples are well tested and based on the syllabus of Masters Degree of Computer Science Students.

About the Author

Dheeraj Singh, an enthusiastic student and teacher, loves computers and programming languages like HTML, JavaScript, C, C++ and Java. He is having the post graduation degree on Economics. Despite of getting a degree in Economics, he is always found surrounded by computers. He is currently running his own tutorials on Programming Languages online. He has written this book at an early age of 20. The main aim of Dheeraj to write this book is to clear the small and necessary doubts of students willing to start programming in HTML and JavaScript.

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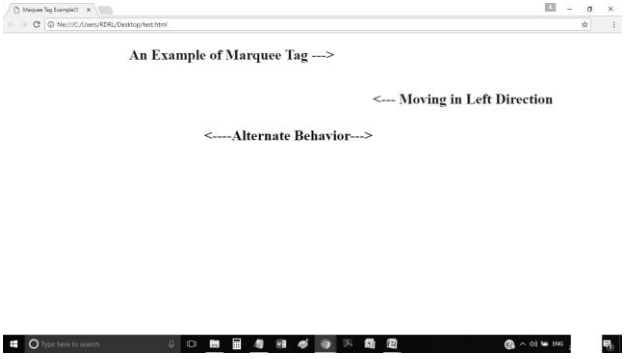
1. Write a program to implement marquee tag with it's attributes.

```
<HTML>
  <HEAD>
    <TITLE>Maquee Tag Example!!!</TITLE>
  </HEAD>
  <BODY> <font color="blue"><marquee
width="100%" height="15%" behavior="slide"
direction="right" scrolldelay=10 scrollamount=8
loop=20>
      <h1>An Example of Marquee Tag ---></h1>
    </marquee>
    <marquee behavior="scroll" direction="left">
      <h1><--- Moving in Left Direction </h1>
    </marquee> </font>
    <marquee behavior="alternate">
      <h1><----Alternate Brhavior--->></h1>
    </marquee>
  </BODY> </HTML>
```

Coding Output



2. Write a program to display class time table using HTML.

```
<HTML>
  <HEAD>
    <TITLE>CLASS TIME TABLE</TITLE>
  </HEAD>
  <BODY>
    <H2 align="center">MSc 2<SUP>nd</SUP> SEMESTER </H2>
    <BR>
    <H4 align="center">Class Time Table</H4>
    <TABLE border=1 align="center">
      <tr>
        <th>DAY</th>
        <th>12:00-2:00</th>
        <th>2:00-2:45</th>
        <th>2:45-3:15</th>
        <th>3:15-4:30</th>
```

```
    <th>4:30-5:00</th>
</tr>
<tr>
    <td>MONDAY</td>
    <td>OOPs LAB(batch I)</td>
    <td>TOC</td>
    <td>POS</td>
    <td>WT</td>
    <td>DM</td>
</tr>
<tr>
    <td>TUESDAY</td>
    <td>OOPs LAB(batch II)</td>
    <td>TOC</td>
    <td>OOP</td>
    <td>WT</td>
    <td>DM</td>
</tr>
```

```
<tr>
   <td>WEDNESDAY</td>
   <td>WT LAB(batch I)</td>
   <td>POS</td>
   <td>OOP</td>
   <td>WT</td>
   <td>DM</td>
</tr>
<tr>
   <td>THURSDAY</td>
   <td>-</td>
   <td>POS</td>
   <td>OOP</td>
   <td>TOC</td>
   <td>DM</td>
</tr>

<tr>
```

```
            <td>FRIDAY</td>
            <td>WT LAB(batch II)</td>
            <td>POS</td>
            <td>OOP</td>
            <td>TOC</td>
            <td>WT</td>
        </tr>
    </TABLE>
  </BODY>
</HTML>
```

Coding Output

MSc 2nd SEMESTER

Class Time Table

DAY	12:00-2:00	2:00-2:45	2:45-3:15	3:15-4:30	4:30-5:00
MONDAY	OOPs LAB(batch I)	TOC	POS	WT	DM
TUESDAY	OOPs LAB(batch I)	TOC	OOP	WT	DM
WEDNESDAY	WT LAB(batch I)	POS	OOP	WT	DM
THURSDAY		POS	OOP	TOC	DM
FRIDAY	WT LAB(batch II)	POS	OOP	TOC	WT

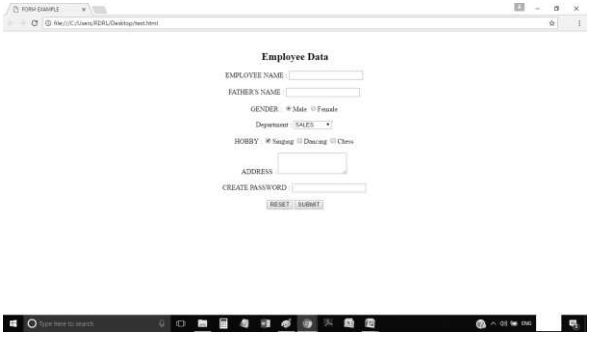
3. Write a program to implement a form using HTML.

```
<HTML>
  <HEAD>
    <TITLE>FORM EXAMPLE</TITLE>
  </HEAD>
  <BODY>
    <FORM>
      <H2 align="center">Employee Data</H2>
      <center>
        EMPLOYEE NAME :
        <input type="text" name="sname">
        <br><br>
        FATHER'S NAME :
        <input type="text" name="fname">
        <br><br>
        GENDER :
```

```
<input type="radio" name="gendr"
value="male" checked>Male

<input type="radio" name+"gendr"
value="femal">Female

<br><br>

Department :

<select name=department>

   <option value="msc">SALES</option>

   <option
value="mca">ACCOUNT</option>

</select>

<br><br>

HOBBY :

<input type="checkbox" name="hoby"
value="singing" checked>Singing

<input type="checkbox" name="hoby"
value="Dancing">Dancing

<input type="checkbox" name="hoby"
value="Chess">Chess

<br><br>
```

```
            ADDRESS :
            <textarea rows=3 name="add">
            </textarea>
            <br><br>
            CREATE PASSWORD :
            <input type="password" name="pwd">
            <br><br>
            <input type="reset" value="RESET">
            <input type="submit" value="SUBMIT">
         </center>
      </FORM>
   </BODY>
</HTML>
```

Coding Output



4. Write a program to implement img with it's attributes.

```
<HTML>
   <HEAD>
      <TITLE>IMG EXAMPLE</TITLE>
   </HEAD>
   <BODY>
      <center>
         <H2>image example</H2>
         <img src="sample.jpg" alt="sample"
width="200" height="200">
      </center>
   </BODY>
</HTML>
```

Coding Output

5. Write a program to implement subscript and superscript USING HTML.

```
<HTML>
   <HEAD>
      <TITLE>HTML Subscript and
superscript</TITLE>
   </HEAD>
   <BODY>
      <center>
         <H2>
            SUBSCRIPT : H<sub>2</sub>O =
H<sub>2</sub> + O
            <br><br>
            SUPERSCRIPT : 2<sup>4</sup> = 16
         </H2>
      </center>
   </BODY>
</HTML>
```

Coding Output

6. Write a program to implement frames in HTML.

```
<HTML>
  <HEAD>
    <TITLE>Frame Test...</TITLE></HEAD>
    <FRAMESET COLS="30%,70%">
      <FRAMESET ROWS="75%,25%">
        <FRAME SRC="1.html" NAME="menu">
        <FRAME SRC="2.html" NAME="logo">
      </FRAMESET>
      <FRAMESET ROWS="*">
        <FRAME SRC="3.html" NAME="main">
      </FRAMESET>
    </FRAMESET>
  </HEAD>
</HTML>
```

7. Write a program to implement SVG (Scalable Vector Graphics) in HTML.

```
<HTML>
   <HEAD>
      <TITLE>SVG EXAMPLE</TITLE>
   </HEAD>
   <BODY>
      <svg width="300" height="200">
         <polygon
points="100,10,40,180,190,60,10,60,160,180"
style="fill:lime;stroke:purple;stroke-width:5;fill-
rule:evenodd;" />
      </svg>
   </BODY>
</HTML>
```

Coding Output

8. Write a program to implement inline CSS in HTML.

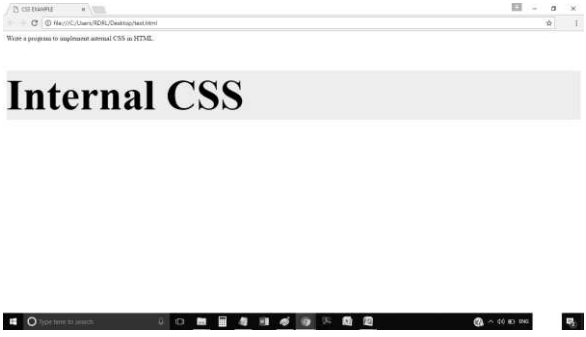
```
<HTML>
   <HEAD>
      <TITLE>CSS EXAMPLE</TITLE>
   </HEAD>
   <BODY>
      <h1 style="background-color:#d0e4fe;font-size:100px;"/>
         Inline CSS
      </h1>
   </BODY>
</HTML>
```

Coding Output

9. Write a program to implement internal CSS in HTML.

```
<HTML>
  <HEAD>
    <TITLE>CSS EXAMPLE</TITLE>
    <style>
      h1
      {
        font-size: 100px;
        background-color: yellow;
      }
    </style>
  </HEAD>
  <BODY>
    <h1>
      Internal CSS
    </h1> </BODY>
    </HTML>
```

Coding Output



10. Write a program to implement external CSS in HTML.

```
<HTML>
   <HEAD>
      <TITLE>CSS EXAMPLE</TITLE>
      <link href="extrnal.css" rel="stylesheet"
type="text/css">
   </HEAD>
   <BODY>
      <h1>
         External CSS
      </h1>
   </BODY>
</HTML>
```

extrnal.css

```
h1{ font-size: 200px;
   background-color: #d0e4fe;
   font-style:italic; }
```

Coding Output

11. Write a program to show alert(), prompt() and confirm().

```
<HTML>
   <HEAD>
      <TITLE>Predefined Functions</TITLE>
   </HEAD>
   <BODY>
      <script>
         alert("CONTINUE....?");
         var txt="";
         var name = prompt("Enter your name...");
         var b = confirm("Are you sure???");
         if(b) document.write("<h1>Welcome
"+name+"</h1>");
         else document.write("<h1>Input is
cacelled!!!!</h1>")
      </script>
   </BODY>
```

Coding Output

12. Write a program to factorial number using recursive function.

```
<HTML>
  <HEAD>
    <TITLE>Predefined Functions</TITLE>
    <script>
      function fun()
      {
        var n = document.getElementById("n").value;
        fact(n);
      }
      var f=1;
      function fact(n)
      {
        if(n>0)
        {
          f = f*n;
          fact(n-1);
```

```
            }
            else
document.getElementById("result").innerHTML =
"Factorial = "+f;
          }
      </script>
   </HEAD>
   <BODY>
      <br><br>
      Enter any number :
      <input type="text" id="n">
      <br><br>
      <input type="submit" value="Get Factorial"
Onclick="fun()">
      <h2 id="result"></h2>
   </BODY>
</HTML>
```

Coding Output

13. Write a program to find cube of the given number using function.

```
<HTML>
  <HEAD>
    <TITLE>Predefined Functions</TITLE>
    <script>
      function fun()
      {
        var n = document.getElementById("n").value;

document.getElementById("result").innerHTML =
"Result = "+n*n*n;

      }
    </script>
  </HEAD>
  <BODY>
    <br><br>
    Enter any number :
    <input type="text" id="n">
```

```
        <br><br>

        <input type="submit" value="Get_Cube"
Onclick="fun()">



        <h2 id="result"></h2>

    </BODY>

</HTML>
```

Coding Output

14. Write a program to convert Celsius to Fahrenheit using function.

```
<HTML>
   <HEAD>
      <TITLE>Predefined Functions</TITLE>
      <script>
         function fun()
         {
            var n = document.getElementById("n").value;
            var r = n*9/5 +32;
        document.getElementById("result").innerHTML
= "Result = "+r+" Fahrenheit";
         }
      </script>
   </HEAD>
   <BODY>
      <br><br>
      Enter any number :
```

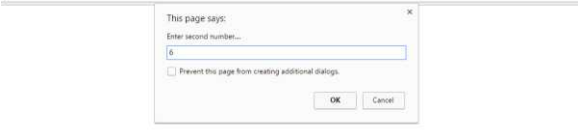
```
        <input type="text" id="n">

        <br><br>

        <input type="submit" value="Get_Cube"
Onclick="fun()">


        <h2 id="result"></h2>

    </BODY>

</HTML>
```

Coding Output

15. Write a program to input two integers and display the larger using if() and else if().

```
<HTML>
  <HEAD>
    <TITLE>Predefined Functions</TITLE>
  </HEAD>  <BODY>
    <script>
      var a = prompt("Enter first number....");
      var b = prompt("Enter second number....");
      if(a>b) document.write("<h2>"+a+" is greater than "+b+"</h2>");
      else if(b>a) document.write("<h2>"+b+" is greater than "+a+"</h2>");
      else document.write("<h2>both are equals</h2>");
    </script>
  </BODY>
</HTML>
```

Coding Output



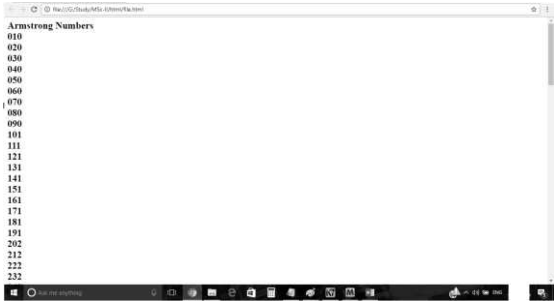
6 is greater than 5

16. Write a program to find out armstrong number of 3 digits using loop;

```
<HTML>
  <HEAD>
    <TITLE>Armstrong Numbers</TITLE>

  </HEAD>
  <BODY>
    <script>
      var i;
      document.write("<h2>Armstrong Numbers");

      for(i=1;i<=999;i++)
       {
         if(Math.floor(i/100) == Math.floor(i%10))
           {
             if(Math.floor(i/100)==0)
```

```
                document.write("<br>0"+i);
                else document.write("<br>"+i);
            }
        }

    </script>
  </BODY>
</HTML>
```

Coding Output



17. Write a javaScript program to construct the following pattern using nested for loop.

```
<HTML>
  <HEAD>
    <TITLE>Pattern</TITLE>
  </HEAD>
  <BODY>
    <script>
      var i,j;
      document.write("<h2>Pattern:<br>");
      for(i=0;i<10;i++)
       {
         for(j=0;j<=i;j++)
         document.write(" *");
         document.write("<br>");
       }
    </script>
```

```
    </BODY>
</HTML>
```

Coding Output

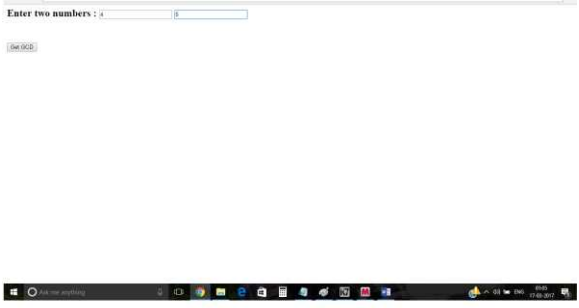
18. Write a javascript program to compute the greatest common divisor(GCD) of two positive integers using while loop.

```
<HTML>
  <HEAD>
    <TITLE>Pattern</TITLE>
    <script>
      function gcd()
      {
        var x = document.getElementById("x").value;
      var y = document.getElementById("y").value;
      var hcf=1;
      if(x<y)
       {
        var t = x;
        x = y;
        y = t;
```

```
        }
        while(hcf!=0)
        {
            hcf = x%y;
            x = y;
            y = hcf;
        }
        document.getElementById("result").innerHTML
= "GCD = "+x;
        }
    </script>
</HEAD>
<BODY>
    <h2>
        Enter two numbers :
        <input type="text" id="x">
        <input type="text" id="y">
    </h2>
```

```
        <br><br>

        <input type="submit" value="Get GCD"
Onclick="gcd()">

        <br><br>

        <h2 id="result"></h2>

</BODY>

</HTML>
```

Coding Output



Enter two numbers : 4 5

Get GCD

GCD = 1

19. Write a javascript function to convert a decimal number to binary, hexadecimal to octal number using switch case.

```
<HTML>
  <HEAD>
    <TITLE>Pattern</TITLE>
    <script>
      function convert()
      {
          var n =
document.getElementById("x").value;
          var a = 0;
          if(document.getElementById("1").checked)
            a=1;
          else
if(document.getElementById("2").checked)
            a=2;
          else
if(document.getElementById("3").checked)
```

```
  a=3;
 switch(a)
 {
  case 1:
     var x=0,i=0;
     while(n>0)
     {
        x = x + n%2*Math.pow(10,i);
        n = Math.floor(n/2);
        i++;
     }
document.getElementById("result").innerHTML =
"Binary value : "+x;
     break;
   case 2:
     var x=0,i=0;
     while(n>0)
     {
```

```
            x = x + n%16*Math.pow(10,i);
            n = Math.floor(n/16);
            i++;
        }

document.getElementById("result").innerHTML =
"Hexadecimal value : "+x;
            break;
        case 3:
            var x=0,i=0;
            while(n>0)
            {
                x = x + n%8*Math.pow(10,i);
                n = Math.floor(n/8);
                i++;
            }

document.getElementById("result").innerHTML =
"Octal value : "+x;
```

```
                    break;

                default:
document.getElementById("result").innerHTML =
"Please select converter type";

                }

            }

        </script>

    </HEAD>

    <BODY>

        <p>

            Enter two numbers :

            <input type="text" id="x">

            <br><br>

            <input type="radio" name="cnvrt" value="1"
id="1">Binary

            <input type="radio" name="cnvrt" value="2"
id="2">Hexadecimal

            <input type="radio" name="cnvrt" value="3"
id="3">Octal

        </p>
```

```
        <br>

        <input type="submit" value="Get GCD"
Onclick="convert()">

        <br><br>

        <h2 id="result"></h2>


   </BODY>

</HTML>
```

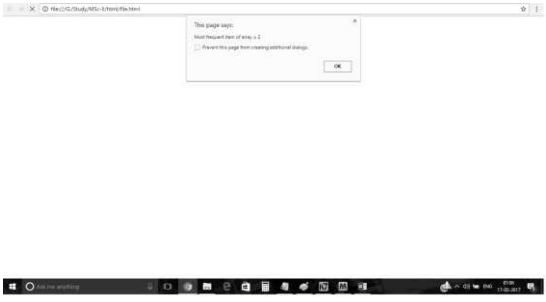
Coding Output

20. Write a javascript program to find the most frequent item of an array.

```
<HTML>
   <HEAD>
      <TITLE>Array</TITLE>

   </HEAD>
   <BODY>
      <script>
         var arr = [3,2,3,2,2,2,2,2,4];
         var a=1,c=0,item=arr[0],i,j;

         for(i=0;i<arr.length;i++)
         {
            for(j=i;j<arr.length;j++)
            if(arr[i]==arr[j]) c++;
            if(c>a)
            {
```

```
                item = arr[i];
                a = c;
            }
            c=0;
        }
        alert("Most frequent item of array = "+item);
    </script>
  </BODY>
</HTML>
```

Coding Output

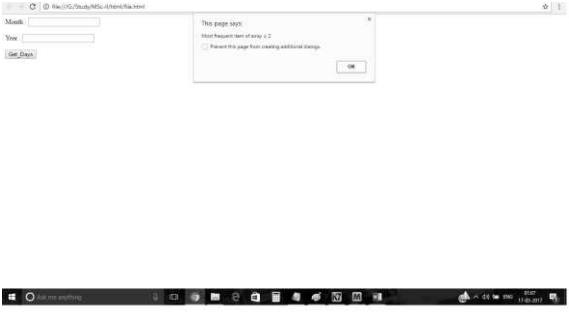


21. Write a javascript function to get the number of days in month.

```
<HTML>
   <HEAD>
      <TITLE>Date</TITLE>
      <script>
         function getdays()
         {
            var m =
document.getElementById("m").value;
            var y = document.getElementById("y").value;
            var day = new Date(y,m,0).getDate();

document.getElementById("result").innerHTML =
day+" Days";
         }
      </script>
   </HEAD>
   <BODY>
```

```
        <p>
            Month :
            <input type="text" id="m">
            <br><br>
            Year :
            <input type="text" id="y">
            <br><br>
            <input type="submit" value="Get_Days"
Onclick="getdays()">
            <br>
            <h2 id="result"></h2>
        </p>
    </BODY>
</HTML>
```

Coding Output

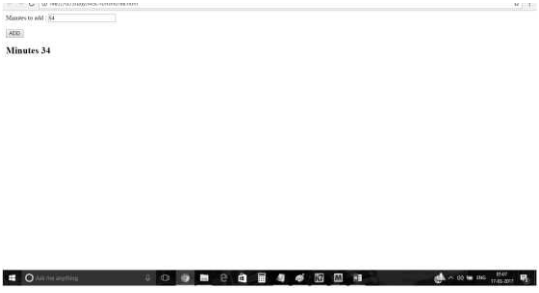


22. Write a javascript function to add specified minutes to a Date object.

```
<HTML>
   <HEAD>
      <TITLE>Date</TITLE>
      <script>
         function add()
         {
            var m =
document.getElementById("m").value;
            var someDate = new Date();

someDate.setMinutes(someDate.getMinutes()+m);

document.getElementById("result").innerHTML =
"Minutes "+someDate.getMinutes();
         }
      </script>
   </HEAD>
```

```
<BODY>
    <p>
        Minutes to add :
        <input type="text" id="m">
        <br><br>
        <input type="submit" value="ADD"
Onclick="add()">
        <br>
        <h2 id="result"></h2>
    </p>
</BODY>
</HTML>
```

Coding Output

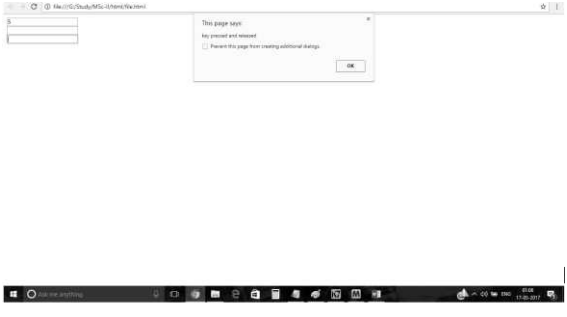


23. Write a program to display function of keyboard.

```
<html>
<head>
<script language="JavaScript">
function keyDown(){
alert("key pressed");
}
function keyUp(){
alert("key released");
}
function keypress(){
alert("key pressed and released");
}
</script>
</head>
<body>
<input type="text" OnkeyDown="keyDown()"><br>
```

```
<input type="text" OnkeyUp="keyUp()"><br>
<input type="text" Onkeypress="keypress()"><br>
</body>
</html>
```

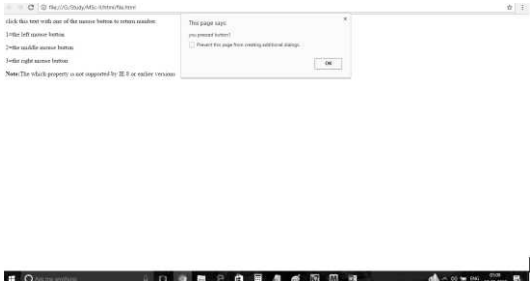
Coding Output



24. Write a program to display mouse event using which property.

```
<html>

<head></head>

<body>

<div onmousedown="whichbutton(event)">click this text with one of the mouse button to return number.

<p>1=the left mouse button</p>

<p>2=the middle mouse button</p>

<p>3=the right mouse button</p>

</div>

<p><strong>Note:</strong>The which property is not supported by IE 8 or earlier versions</p>

<script language="JavaScript">

function whichbutton(event){

alert("you pressed button"+event.which);}

</script>

</body>

</html>
```

Coding Output



25. Write a program to display load and unload event.

```
<html>
<head>
<script language="JavaScript">
function load(){
alert("onload webpage");
}
function unload(){
alert("unload a webpage");
}
</script></head>
<body Onload="load()"
Onunload="unload()">
</body>
</html>
```

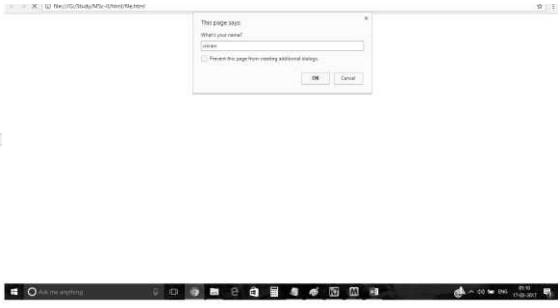
Coding Output

26. Write a program to receive real data from the user and store it in s cookie.

```
<html>

<head>

<title>JavaScript creating cookies - receive real data. example1</title>

</head>

<body>

<h1 style="color: red">JavaScript creating cookies, receive real data. - example1</h1><br>

<hr />

<script type="text/javascript">

//This is done to make the following JavaScript code compatible to XHTML. <![CDATA[

var visitor_name = prompt("What's your name?","");

var expr_date = new Date("July  30, 2017");

var cookie_date = expr_date.toUTCString();

final_cookie = "Name =" + encodeURIComponent(visitor_name) + ";expires_on = " + cookie_date;
```

```
document.cookie = final_cookie;
alert(final_cookie);
//]]>
</script>
</body>
</html>
```

Coding Output



27. Write a program to retrieve values from cookie.

<html>

<head>

<title>JavaScript : Retrieve values from a cookie - example1</title>

</head>

<body>

<h1 style="color: red">JavaScript : Retrieve values from a cookie - example1</h1>

<hr />

<script type="text/javascript">

//This is done to make the following JavaScript code compatible to XHTML. <![CDATA[

var search_cookie = "my_cookie" + "="

if (document.cookie.length > 0)

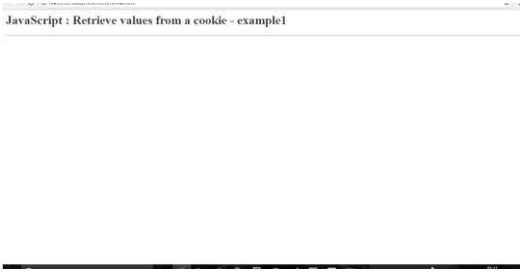
{

// Search for a cookie.

offset = document.cookie.indexOf(search_cookie)

```
if (offset != -1)
{
offset += search_cookie.length
// set index of beginning of value
end = document.cookie.indexOf(";",offset)
if (end == -1)
{
end = document.cookie.length
}
alert(decodeURIComponent(document.cookie.substring(
offset, end)))
}
}
//]]>
</script>
</head>
</body>
</html>
```

Coding Output



28. Write a javascript program to check form validation.

```
<HTML>
   <HEAD>
      <TITLE>FORM EXAMPLE</TITLE>
      <script>
         function validation()
         {
            var
x=document.forms["myForm"]["sname"].value;
            if(x==null||x=="")
               alert("Student Name must be fielled
Out!!!");
            x =
document.forms["myForm"]["fname"].value;
            alert("Father's Name must be fielled Out!!!");
            if(!document.getElementById("m").checked ||
!document.getElementById("f").checked)
               alert("Please select Gender");
```

```
            //Email Validation

x=document.forms["myForm"]["email"].value;
            var atpos=x.indexOf("@");
            var dotpos=x.lastIndexOf(".");
            if (atpos<1 || dotpos<atpos+2 ||
dotpos+2>=x.length)
            {
               alert("Not a valid e-mail address");
               return false;
            }
          var len
=document.forms["myForm"]["pwd"].length;
          if(len<8) alert("Your Password is week!!!");
         }
      </script>
   </HEAD>
   <BODY>
      <FORM name="myForm">
```

```
<H2 align="center">STUDENT
REGISTRATION</H2>

<center>

   STUDENT NAME :

   <input type="text" name="sname">

   <br><br>

   FATHER'S NAME :

   <input type="text" name="fname">

   <br><br>

   GENDER :

   <input type="radio" name="gendr"
value="male" checked id="m">Male

   <input type="radio" name="gendr"
value="femal" id="f">Female

   <br><br>

   COURSE :

   <select name=course>

      <option value="msc">MSC</option>

      <option value="mca">MCA</option>
```

```
</select>

<br><br>

HOBBY :

<input type="checkbox" name="hoby"
value="singing" checked>Singing

<input type="checkbox" name="hoby"
value="Dancing">Dancing

<input type="checkbox" name="hoby"
value="Chess">Chess

<br><br>

Email Address :

<input type="text" name="email">

</textarea>

<br><br>

CREATE PASSWORD :

<input type="password" name="pwd">

<br><br>

<input type="reset" value="RESET">

<input type="submit" value="SUBMIT"
Onclick="validation()">
```

```
        </center>
      </FORM>
   </BODY>
</HTML>
```

Coding Output

29. Write a javascript program to display digital clock.

```
<HTML>
  <HEAD>
    <TITLE>Clock</TITLE>
    <script>
      function startTime()
      {
        var today=new Date();
        var h=today.getHours();
        var m=today.getMinutes();
        var s=today.getSeconds();
        // add a zero in front of numbers<10
        m=checkTime(m);
        s=checkTime(s);

document.getElementById('txt').innerHTML=h+":"+m+
":"+s;

        t=setTimeout(function(){startTime()},500);
```

```
        }

        function checkTime(i)
        {
           if (i<10)
           {
              i="0" + i;
           }
        return i;
        }
      </script>
   </HEAD>
   <body onload="startTime()">

        <h1 align="center" id="txt"></div>
   </body>
</HTML>
```

Coding Output

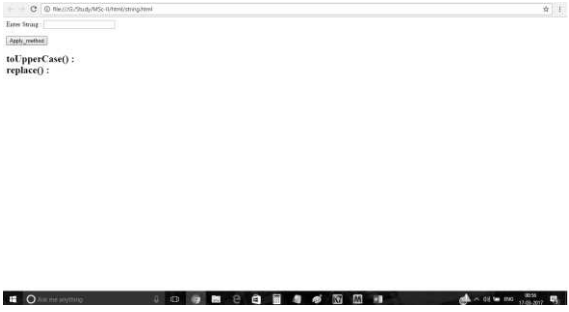
30. Write a javascript program to implement any two string method.

```
<HTML>
   <HEAD>
      <TITLE>Date</TITLE>
      <script>
         function strmethod()
         {
            var str =
document.getElementById("m").value;
            var txt = str.toUpperCase();
            var rpc = str.replace("kumar","Kaushik");
          document.getElementById("result").innerHTML
= "toUpperCase() : "+txt+"<br>replace() : "+rpc;
         }
      </script>
   </HEAD>
   <BODY>
      <p>
```

```
        Enter String :
        <input type="text" id="m">
        <br><br>
        <input type="submit" value="Apply_method"
Onclick="strmethod()">
        <br>
        <h2 id="result"></h2>
      </p>
   </BODY>
</HTML><HTML>
   <HEAD>
      <TITLE>Date</TITLE>
      <script>
         function strmethod()
         {
            var str =
document.getElementById("m").value;
            var txt = str.toUpperCase();
            var rpc = str.replace("kumar","Kaushik");
```

```
            document.getElementById("result").innerHTML
= "toUpperCase() : "+txt+"<br>replace() : "+rpc;

        }

    </script>

  </HEAD>

  <BODY>

    <p>

      Enter String :

      <input type="text" id="m">

      <br><br>

      <input type="submit" value="Apply_method"
Onclick="strmethod()">

      <br>

      <h2 id="result"></h2>

    </p>

  </BODY>

</HTML>
```

Coding Output

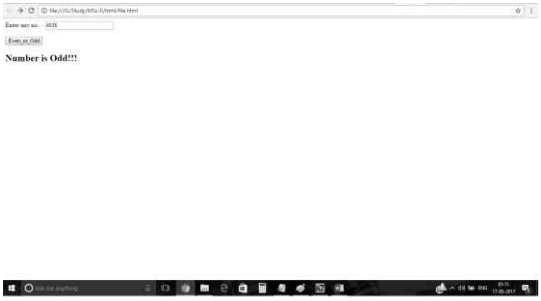


31. Write a javascript program to check whether the Number is even or odd.

```
<HTML>
   <HEAD>
      <TITLE>Even Odd</TITLE>
      <script>
         function check()
         {
            var n = document.getElementById("m").value;
            if(Math.floor(n%2)==0)

document.getElementById("result").innerHTML =
"Number is Even!!!";
            else
document.getElementById("result").innerHTML =
"Number is Odd!!!";
         }
      </script>
   </HEAD>
   <BODY>
```

```
    <p>
        Enter any no.. :
        <input type="text" id="m">
        <br><br>
        <input type="submit" value="Even_or_Odd"
Onclick="check()">
        <br>
        <h2 id="result"></h2>
    </p>
  </BODY>
</HTML>
```

Coding Output



The book is a complete set of HTML and JavaScript Programming. The examples are well tested and based on the syllabus of Masters Degree of Computer Science Students.

I, Dheeraj Singh, Thank Evincepub Publishing team for their support and help for publication of this book. I hope it is surely going to help students seeking to get knowledge about HTML and JavaScript Programming.

-Dheeraj Singh

Evincepub Publishing