

### TASK 36:

```
<!DOCTYPE html>
<html>
<head>
<meta charset="UTF-8">
<meta name : "viewport" content="width=device_width,initial-scale=1.0">
</head>
<body>
<script>
let number=prompt("enter n1");
if (number % 2 == 0) {
    console.log("The number is even.");
} else {
    console.log("The number is odd.");
}
</script>
</body>
</html>
```

OUTPUT:



### TASK 37:

```
<!DOCTYPE html>
<html>
<head>
<meta charset="UTF-8">
<meta name : "viewport" content="width=device_width,initial-scale=1.0">
</head>
<body>
<script>
let number=-9;
if (number > 0) {
    console.log("The number is positive.");
} else {
    if (number < 0) {
        console.log("The number is negative.");
    } else {
        console.log("The number is zero.");
    }
}
</script>
</body>
</html>
```

OUTPUT:



TASK 38:

```
<!DOCTYPE html>
<html>
<head>
<meta charset="UTF-8">
<meta name : "viewport" content="width=device_width,initial-scale=1.0">
</head>
<body>
<script>
let v=6;
let n=7;
console.log(((v||u)==8)? "equal": "notequal");
</script>
</body>
</html>
</script>
</body>
</html>
```

OUTPUT:

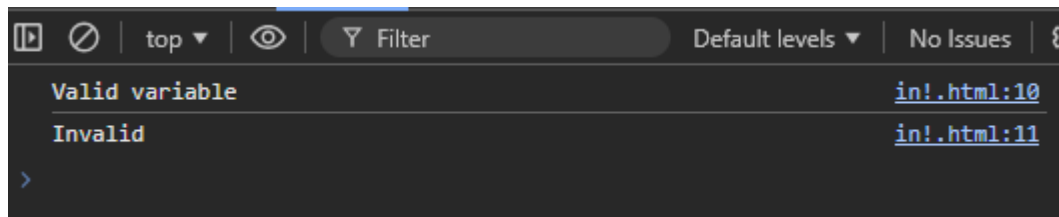


TASK 39:

```
<!DOCTYPE html>
<html>
<head>
<meta charset="UTF-8">
<meta name : "viewport" content="width=device_width,initial-scale=1.0">
</head>
<body>
<script>
let variable = null;
console.log((variable == null || variable != undefined) ? "Valid variable" : "Invalid variable");
console.log((typeof variable == null) ? "Valid" : "Invalid");
</script>
</body>
</html>
</script>
</body>
```

</html>

OUTPUT:



TASK 40:

```
<!DOCTYPE html>
<html>
<head>
<meta charset="UTF-8">
<meta name : "viewport" content="width=device_width,initial-scale=1.0">
</head>
<body>
<script>
let age +=prompt("age");
let res=(age >= 18) ? "eligible" : "not eligible";
console.log(res);
</script>
</body>
</html>
</script>
</body>
</html>
```

OUTPUT:

