

Shriya.K

212221010036



The screenshot shows a web browser window with the title "JavaScript". The address bar displays the URL "127.0.0.1:5500/javascript/areaoftri.html". Below the address bar, there are three open tabs: "14 BEST Free YouTu...", "human nutrition - L...", and "Introduction to Pyg...". The main content area of the browser contains a form with three input fields for the sides of a triangle. The first field is labeled "Enter the value of side 1:" and contains the value "5". The second field is labeled "Enter the value of side 2:" and contains the value "9". The third field is labeled "Enter the value of side 3:" and contains the value "7". Below these fields is a button labeled "Output". Below the button, the text "Area of Triangle: 17.41228014936585" is displayed.

Enter the value of side 1:

Enter the value of side 2:

Enter the value of side 3:

Area of Triangle: 17.41228014936585

```
areaoftri - Notepad
File Edit Format View Help
<!DOCTYPE HTML>
<html>
  <head>
    <title>
      JavaScript
    </title>
  </head>
  <body>
    <label for="side1">
      Enter the value of side 1:
    </label>
    <input type="number" id="side1"
      placeholder="Enter value of side 1">
    <br><br>
    <label for="side2">
      Enter the value of side 2:
    </label>
    <input type="number" id="side2"
      placeholder="Enter value of side 2">
    <br><br>
    <label for="side3">
      Enter the value of side 3:
    </label>
    <input type="number" id="side3"
      placeholder="Enter value of side 2">
    <br><br>
    <button onclick="Area()">Output</button>
    <p>
      Area of Triangle: <span id="display"></span>
    </p>
    <script type="text/javascript">
      function Area() {
        var side1 = parseInt(document
          .getElementById("side1").value);
        var side2 = parseInt(document
          .getElementById("side2").value);
        var side3 = parseInt(document
          .getElementById("side3").value);
        console.log(typeof(side1));
        var s = (side1 + side2 + side3) / 2;
        var area = Math.sqrt(s * ((s - side1) * (s - side2) * (s
- side3)));
        document.getElementById(
          "display").innerHTML = area;
      }
    </script>
  </body>
</html>
```

```
crops - Notepad
File Edit Format View Help
<html>
  <head>
    <title>Array</title>
  </head>
  <body>
    <h3>Crop Cultivated : </h3>
    <input type="text" id="text1"></input>
    <input type="button" id="button1" value="Add"
onclick="add_crop_to_array();"></input>
    <input type="button" id="button2" value="Display"
onclick="display_crop();"></input>
    <h3>Machinery Used : </h3>
    <input type="text" id="text2"></input>
    <input type="button" id="button3" value="Add"
onclick="add_machine_to_array();"></input>
    <input type="button" id="button4" value="Display"
onclick="display_machine();"></input>
    <h5>Crops Cultivated: </h5><br>
    <div id="Result"></div>
    <h5>Machine Used: </h5><br>
    <div id="Result1"></div>
    <script>
      var x = 0;
      var x1 = 0;
      var array = Array();
      var array1 = Array();

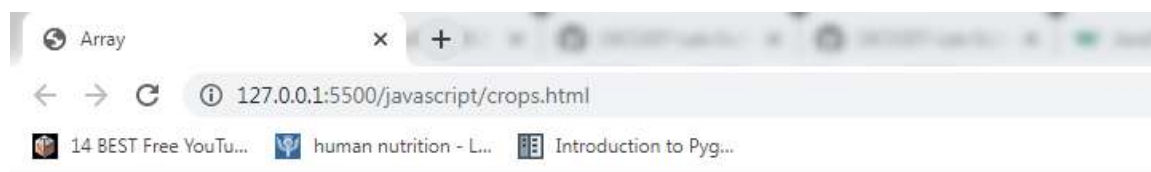
      function add_crop_to_array()
      {
        array[x] = document.getElementById("text1").value;
        x++;
        document.getElementById("text1").value = "";
      }

      function display_crop()
      {
        var e = "<hr />";

        for (var y=0; y<array.length; y++)
        {
          e += "Crop " + y + " = " + array[y] + "<br />";
        }
        document.getElementById("Result").innerHTML = e;
      }

      function add_machine_to_array()
      {
        array1[x1] = document.getElementById("text2").value;
        x1++;
        document.getElementById("text2").value = "";
      }
    </script>
  </body>
</html>
```

```
    }  
    function display_machine()  
    {  
    var e2 = "<hr/>";  
    for (var y=0; y<array1.length; y++)  
    {  
        e2 += "Machine " + y + " = " + array1[y] + "<br/>";  
    }  
    document.getElementById("Result1").innerHTML = e2;  
    }  
    </script>  
</body>  
</html>
```



Crop Cultivated :

Machinery Used :

Crops Cultivated:

Crop 0 = rice
Crop 1 = wheat

Machine Used:

Machine 0 = tractor
Machine 1 = cultivator