

## LAB ASSIGNMENT – 5

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1. Write a JavaScript program to find the largest of three numbers and display the result in the screen.

The screenshot shows a web browser at 127.0.0.1:5501/largestnum.html. The browser interface includes three input fields labeled 'Input 1', 'Input 2', and 'Input 3', and a button labeled 'Greatest Num'. Below the inputs, a message box displays '127.0.0.1:5501 says 50 is greater'. The code editor on the left shows the HTML and JavaScript code for the program.

```
1 <!DOCTYPE html>
2 <html lang="en">
3 <head>
4 <meta charset="UTF-8" />
5 <meta http-equiv="X-UA-Compatible" content="IE=edge" />
6 <meta name="viewport" content="width=device-width, initial-scale=1.0" />
7 <title>Document</title>
8 <script src="largestnum.js"></script>
9 </head>
10 <body>
11 <input id="id1" type="number" placeholder="input 1" />
12 <input id="id2" type="number" placeholder="input 2" />
13 <input id="id3" type="number" placeholder="input 3" />
14 <input type="button" value="Greatest Num" onclick="greatestNum()" />
15 </body>
16 </html>
```

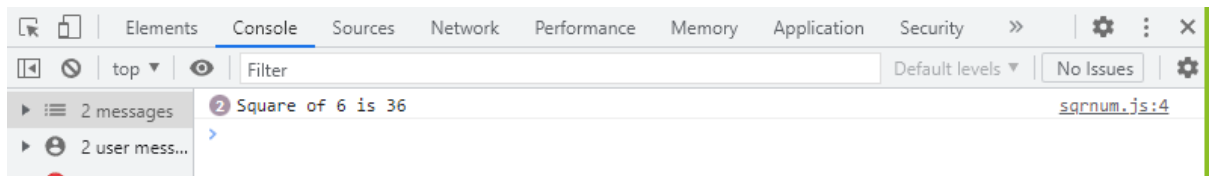
```
1 function greatestNum(){
2   let input1 = parseInt (document.querySelector("#id1").value);
3   let input2 = parseInt (document.querySelector("#id2").value);
4   let input3 = parseInt (document.querySelector("#id3").value);
5
6   if(input1 > input2 && input1 > input3){
7     alert(input1 + " is greater")
8   }
9   else if(input2 > input1 && input2 > input3){
10    alert(input2 + " is greater")
11  }
12  else{
13    alert(input3 + " is greatest")
14  }
15 }
16 }
```

2. Write a JavaScript program to find the square a number and display the result in the console.

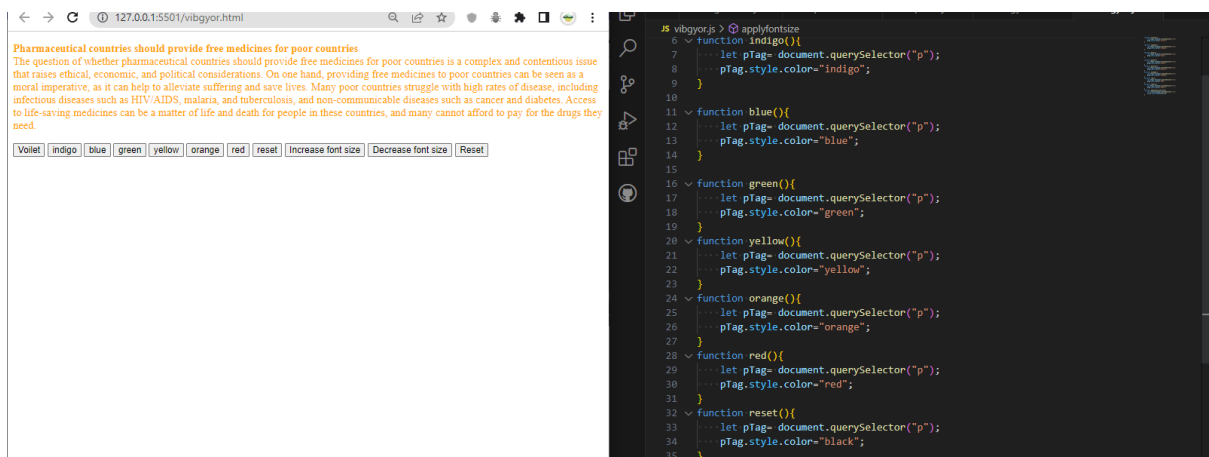
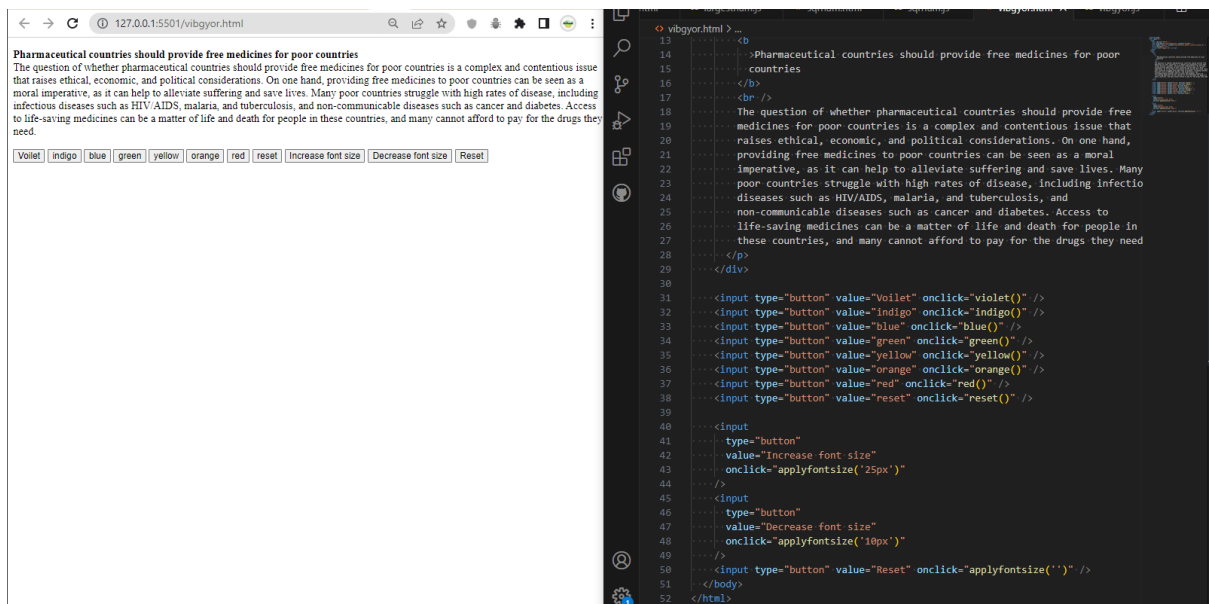
The screenshot shows a web browser at 127.0.0.1:5501/sqnum.html. The browser interface includes a single input field labeled 'Square' and a button labeled 'Square'. The code editor on the left shows the HTML and JavaScript code for the program.

```
1 <!DOCTYPE html>
2 <html lang="en">
3 <head>
4 <meta charset="UTF-8" />
5 <meta http-equiv="X-UA-Compatible" content="IE=edge" />
6 <meta name="viewport" content="width=device-width, initial-scale=1.0" />
7 <title>Document</title>
8 <script src="sqnum.js"></script>
9 </head>
10 <body>
11 <input id="id1" type="number" placeholder="Square" />
12 <input type="button" value="Square" onclick="squarenum()" />
13 </body>
14 </html>
```

```
1 function squarenum(){
2   let num = parseInt(document.querySelector("#id1").value);
3
4   console.log("Square of "+num+" is "+ num*num)
5 }
```



3 (i) write a JS program to create a paragraph and create seven button [VIBGYOR] click on the first button violet above paragraph will show on violet colour. Do the same process on all buttons, and also set a reset button it reset to default colour



(ii) Add two buttons on the above paragraph it will increase and decrease the size of content.

```
.....<input
.....  type="button"
.....  value="Increase font size"
.....  onclick="applyfontsize('25px')"
...../>
.....<input
.....  type="button"
.....  value="Decrease font size"
.....  onclick="applyfontsize('10px')"
...../>
.....<input type="button" value="Reset" onclick="applyfontsize('')" />
```

```
function applyfontsize(size){
  ....let fsize=document.querySelector('p');
  ....fsize.style.fontSize=size;
}
```

### Pharmaceutical countries should provide free medicines for poor countries

The question of whether pharmaceutical countries should provide free medicines for poor countries is a complex and contentious issue that raises ethical, economic, and political considerations. On one hand, providing free medicines to poor countries can be seen as a moral imperative, as it can help to alleviate suffering and save lives. Many poor countries struggle with high rates of disease, including infectious diseases such as HIV/AIDS, malaria, and tuberculosis, and non-communicable diseases such as cancer and diabetes. Access to life-saving medicines can be a matter of life and death for people in these countries, and many cannot afford to pay for the drugs they need.

4 (i) write a JS Program to select an image – and also create different buttons like Front View  
back View, Side view ,top view etc.... Click on that button it will show the corresponding  
views

```
view.html > html
1  <!DOCTYPE html>
2  <html lang="en">
3  <head>
4  <meta charset="UTF-8" />
5  <meta http-equiv="X-UA-Compatible" content="IE=edge" />
6  <meta name="viewport" content="width=device-width, initial-scale=1.0" />
7  <title>Document</title>
8  <script src="view.js"></script>
9  </head>
10 <body>
11 <div style="height: 300px">
12 
18 </div>
19 <br />
20
21 <input type="button" value="Front View" onclick="changeimg(1)" />
22 <input type="button" value="Side View" onclick="changeimg(2)" />
23 <input type="button" value="Back View" onclick="changeimg(3)" />
24
viewjs > Dislike > h1counterTag
1  function changeimg(p){
2  <let imgTag = document.querySelector("#id1");
3  <if(p==1){
4  <imgTag.setAttribute("src","https://rukminim1.flixcart.com/image/416/416/xif0q/mobile/v/0/t/-original-imaghxa5rgcv5enm.jpeg?q=70");
5  <}
6  <else if(p==2){
7  <imgTag.setAttribute("src","https://rukminim1.flixcart.com/image/416/416/xif0q/mobile/3/i/g/-original-imaghxgwahvrype.jpeg?q=70");
8  <}
9  <}
10 <else if(p==3){
11 <imgTag.setAttribute("src","https://rukminim1.flixcart.com/image/416/416/xif0q/mobile/r/k/g/-original-imaghxgwyqdxmsd7.jpeg?q=70");
12 <}
13 <}
```



(ii) Add a like or Dislike Button on the above Program, click on that button it will increase the count.

```
view.html > html
1 <!DOCTYPE html>
2 <html lang="en">
3 <head>
4 <meta charset="UTF-8" />
5 <meta http-equiv="X-UA-Compatible" content="IE=edge" />
6 <meta name="viewport" content="width=device-width, initial-scale=1.0" />
7 <title>Document</title>
8 <script src="view.js"></script>
9 </head>
10 <body>
11 <div style="height: 300px">
12 
18 <br />
19
20
21 <input type="button" value="Front View" onclick="changeimg(1)" />
22 <input type="button" value="Side View" onclick="changeimg(2)" />
23 <input type="button" value="Back View" onclick="changeimg(3)" />
24
25 <div>
26 <h2>
27 <span id="count">0</span>
28 <span style="cursor: pointer" onclick="like()">&#128077;</span>
29
30 <span id="count2">0</span>
31 <span style="cursor: pointer" onclick="Dislike()">&#128078;</span>
32 </h2>
33 </div>
34 </body>
35 </html>
```

```
}
function like(){
  let h1counterTag=document.querySelector("#count");
  let exeval = h1counterTag.innerHTML;
  let newval = parseInt(exeval)+1;
  h1counterTag.innerHTML=newval;
}
function Dislike(){
  let h1counterTag=document.querySelector("#count2");
  let exeval = h1counterTag.innerHTML;
  let newval = parseInt(exeval)+1;
  h1counterTag.innerHTML=newval;
}
```



Front View

Side View

Back View

6 👍 3 👎