

Lab Assignments - III

Course: Internet and Web Technology

Semester: MCA 4th Semester

- 1) Create stopwatch using Javascript Date library (in the stopwatch the format should be hh:mm:ss). There will be 3 buttons, "Start", "Stop" and "Reset". Start will start the stopwatch, Stop will pause it, whereas Reset will reset the stopwatch to 00:00:00.
- 2) Create a Tic-tac-toe game (you don't need to implement best game strategy), that will have 9 divs as grids, which on click will put cross ('x') as player's turn, and then will find an empty grid as random, and will put 'o' there as Computer's turn. At every turn, check whether player or Computer has won and show that as alert to user ("Computer Won" or "Player Won") [Observe, no winning strategy is being employed here. Computer's move will be random].
- 3) Create an offline ecommerce item list. In this project, you will put item name, path to item image, price, and discount (if any) in Javascript array (later, we will fetch them from server side). Show the items on your page one by one, with image on the left, item name, price and discounted price on the right. There will be no more than 5 items on each page. For more than 5 items, it will show pagination at the bottom, that will take you to desired list of 5 (or less if it is last page and number of items not multiple of 5) items.
- 4) Create a Javascript Quiz, that will show 10 questions and 4 options for each question, one question on each page. There will be "Next" button at the bottom of each page, except the last. After selecting the answer, the user will click Next, and the next question with options will appear on the page. Show a green progress bar on the top (that will show how many questions have been answered). At the end of 10 questions, show the total marks (number of correctly answered questions) to the user as an alert.