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Contents

Link Github: https://github.com/kudat-uit/Lab2-MSIS207.O12.CTTT.git
Basic Javascript – Exercise 1

1. Write a JavaScript program to display the current day and time in the following format.

For example:

Today is Thursday.

The current time is: 1 PM: 00 : 00
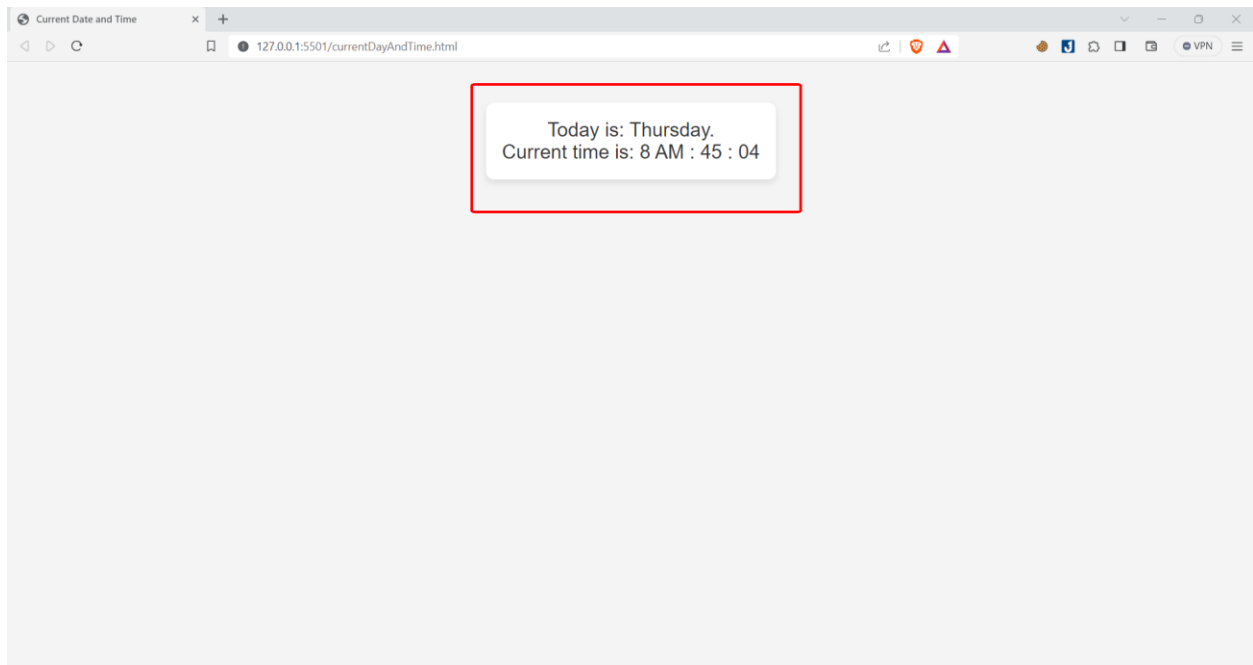
3. Write a JavaScript program to parse an HTTP Cookie header string and return an object of all cookie name-value pairs.
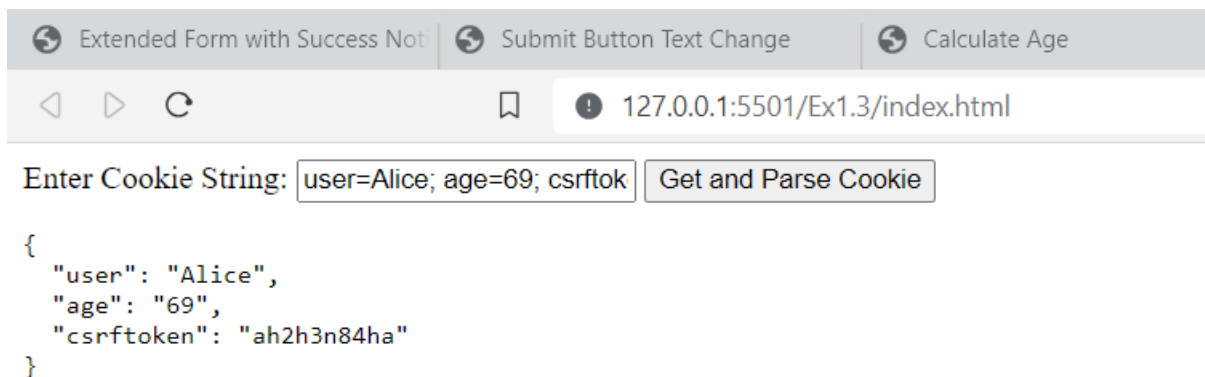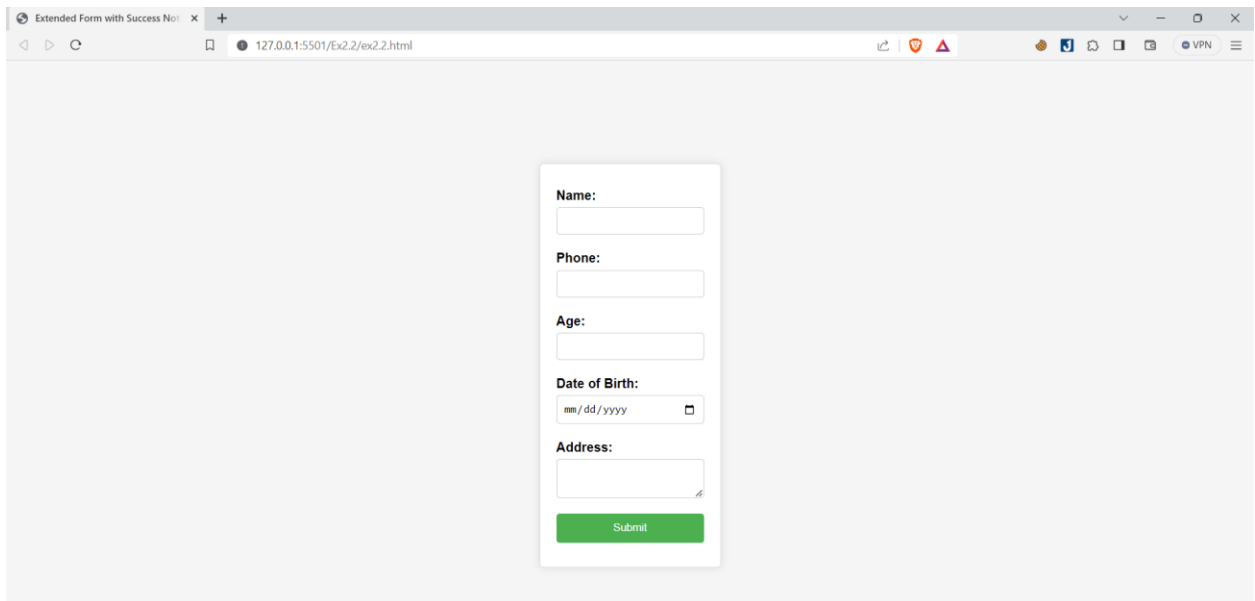
Basic Javascript – Exercise 2
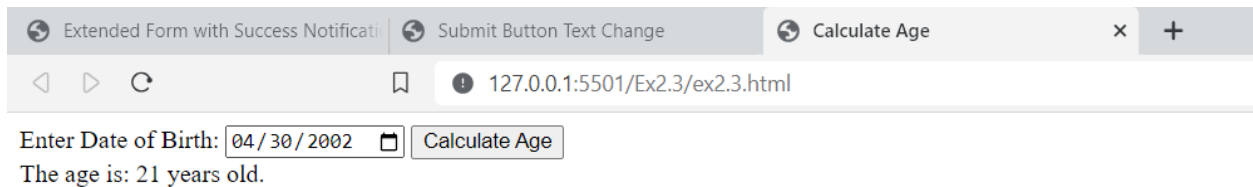
1. Use javascript to create a submit button. After that changing the text on it.

◁ ▷ C   ⬜   ⦸ 127.0.0.1:5501/Ex2.1/ex2.1.html

| SUBMIT |

🌐 Extended Form with Success Notificati   🌐 Submit Button Text Change   ✕   +

◁ ▷ C   ⬜   ⦸ 127.0.0.1:5501/Ex2.1/ex2.1.html

| DONE!!! |
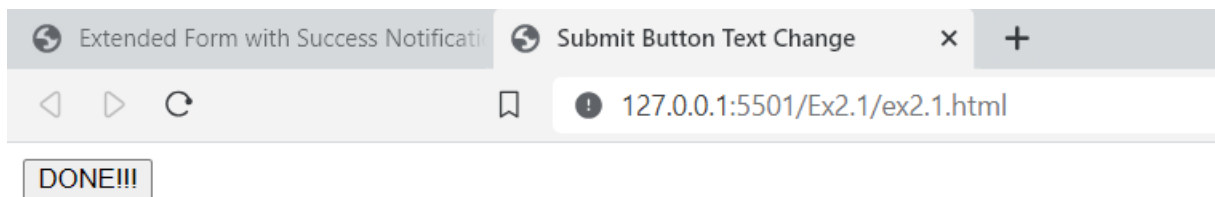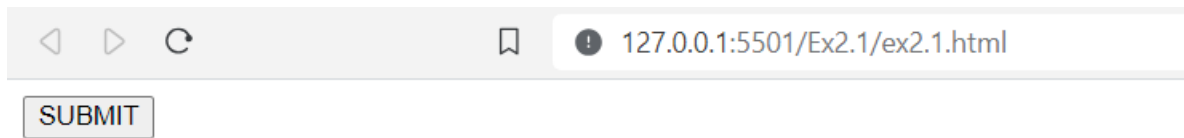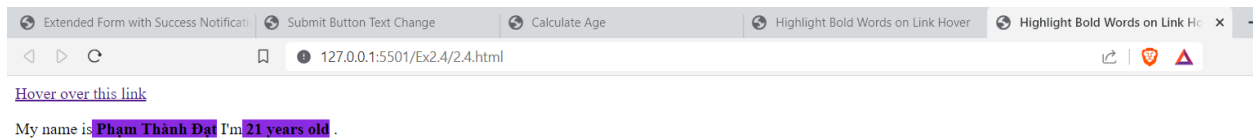
2. Use javascript to create a form. Next, write a JavaScript function to get the value of the submit button that you create in Exercise 1.

3. Write javascript code to create a form to calculate the age of other people.

4. Write a JavaScript application that, when a user hovers over a certain link, highlights the bold words of the following text.

Exercise 3

Javascript with DOM: javascript - dom - a Collection by 제미소/VDC-Nguyễn Thanh Bình on CodePen

♡ ⚙ Settings ▦ Sign Up Log In

HTML ⚙ ⌄

```html
<!DOCTYPE html>
<html>
<head>
<title>Page Title</title>
</head>
<body>
    <button id='btnControl'
onClick='control()'>Start</button>
    <p id='counter'></p>
</body>
</html>
```

CSS ⚙ ⌄

JS ⚙ ⌄

```javascript
let counterElement =
document.getElementById("counter");
let controlElement =
document.getElementById("btnControl");
let counter = 0;
let intervalId = 0;

function increaseCounter () {
    counter ++;
    counterElement.innerText = counter;
}

function control () {
    if (controlElement.innerText === 'Start') {
        controlElement.innerText = 'Pause';
```

Pause

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HTML ⚙ ⌄

```html
<!DOCTYPE html>
<html>
<head>
<title>Page Title</title>
</head>
<body onload = 'loadData()'>
<ul></ul>
</body>
</html>
```

CSS ⚙ ⌄

JS ⚙ ⌄

```javascript
function loadData (){
    const fruitList = ["apple", "banana", "tomato"];
    const ulElement = document.querySelector("ul");

    fruitList.forEach((fruit) => {
        const itemElement =
document.createElement("li");
        itemElement.textContent = fruit;
        ulElement.appendChild(itemElement);
    });
}
```

- apple
- banana
- tomato

♡ ⚙ Settings ▦ Sign Up Log In

HTML ⚙ ⌄

```html
<!DOCTYPE html>
<html>
<head>
<title>Page Title</title>
</head>
<body onload = 'loadData()'>
<div></div>
</body>
</html>
```

CSS ⚙ ⌄

JS ⚙ ⌄

```javascript
function loadData (){
    const divElement = document.querySelector("div");
    const imgElement = document.createElement("img");
    imgElement.src = "https://crocoder.dev/icon.png";
    divElement.appendChild(imgElement);
}
```


Console   Assets   Comments   Shortcuts   ⎇ Fork   Embed   Export   Share

DOM - replace first and last in list
제미소/VDC-Nguyễn Thanh Bình + Follow

HTML

```
1  <!DOCTYPE html>
2  <html>
3  <head>
4  <title>Page Title</title>
5  </head>
6  <body onload = 'loadData()'>
7  <ul>
8    <li>1</li>
9    <li>2</li>
10   <li>3</li>
11  </ul>
12  <ul>
13   <li>a</li>
14   <li>b</li>
15   <li>c</li>
```

CSS

JS

```
1  function loadData (){
2    const firstLis = [...document.querySelectorAll("ul
   > li:first-child")];
3    const lastLis = [...document.querySelectorAll("ul
   > li:last-child")];
4    firstLis.forEach((li) => (li.textContent =
   "first"));
5    lastLis.forEach((li) => (li.textContent =
   "last"));
6  }
```

- first
- 2
- last

- first
- b
- last

- first
- 👽
- last

Javascript with CANVAS: javascript - canvas - a Collection by 제미소/VDC-Nguyễn Thanh Bình on CodePen

CANVAS - simple web game step 04
제미소/VDC-Nguyễn Thanh Bình + Follow

HTML

```
1  <!DOCTYPE html>
2  <html>
3  <head>
4  <meta name="viewport" content="width=device-width,
   initial-scale=1.0"/>
5  <style>
6  canvas {
7    border:1px solid #d3d3d3;
8    background-color: #f1f1f1;
9  }
10  </style>
11  </head>
12  <body onload="startGame()">
13  <div style="text-align:center;width:480px;">
14   <button onmousedown="moveup()"
```

CSS

JS

```
1  var myGamePiece;
2
3  function startGame() {
4    myGameArea.start();
5    myGamePiece = new component(myGameArea.context,
   30, 30, "red", 10, 120);
6  }
7
8  // object to manage the canvas or game screen
9  var myGameArea = {
10   canvas : document.createElement("canvas"),
11   start : function() {
12     this.canvas.width = 480;
13     this.canvas.height = 270;
14     this.context = this.canvas.getContext("2d");
```

UP

LEFT RIGHT

🟥 HTML   ⚙ ⌄

```html
<!DOCTYPE html>
  <html>
  <head>
  <meta charset=utf-8 />
  <title> Draw two intersecting rectangles</title>
  </head>
  <body onload="draw(15, 10, 100, 50, 35, 30, 100,
50);">
      <!--canvas object where to draw 2d or graphic-->
      <canvas id="canvas" width="500" height="500">
  </canvas>
  </body>
  </html>
```
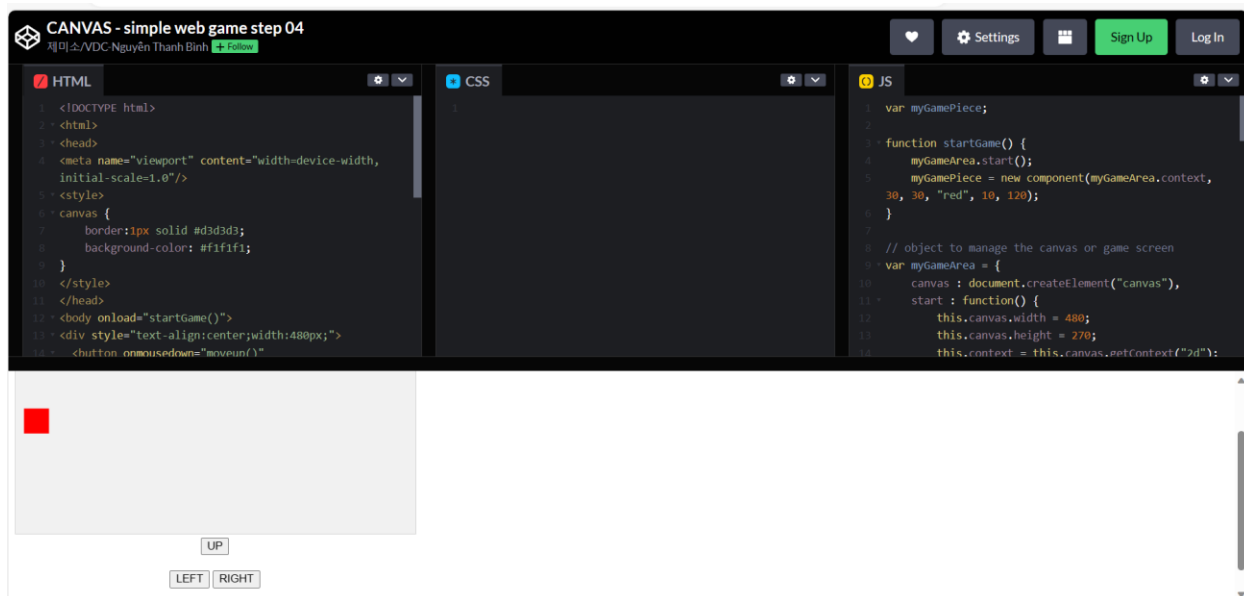
🔵 CSS   ⚙ ⌄

🟡 JS   ⚙ ⌄

```javascript
function draw(x1, y1, w1, h1, x2, y2, w2, h2)
  {
      // get the canvas item from DOM
      var canvas =
document.getElementById("canvas");
      if (canvas.getContext)
      {
          // get context of the canvas
          var context = canvas.getContext("2d");

          // using the context to draw
          context.fillStyle = "rgb(256,0,0)";
          context.fillRect (x1, y1, w1, h1);

          context.fillStyle = "rgba(0, 0, 200, 0.6)";
```

🟥 HTML   ⚙ ⌄

```html
<!DOCTYPE html>
<html>
<head>
<meta name="viewport" content="width=device-
width, initial-scale=1.0"/>
<style>
canvas {
    border: 1px solid #d3d3d3;
    background-color: #f1f1f1;
}
</style>
</head>
<body onload="startGame()">
</body>
```
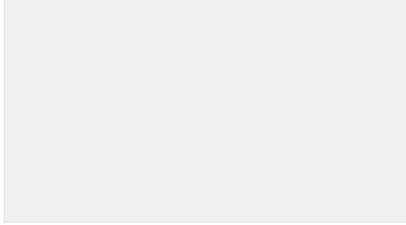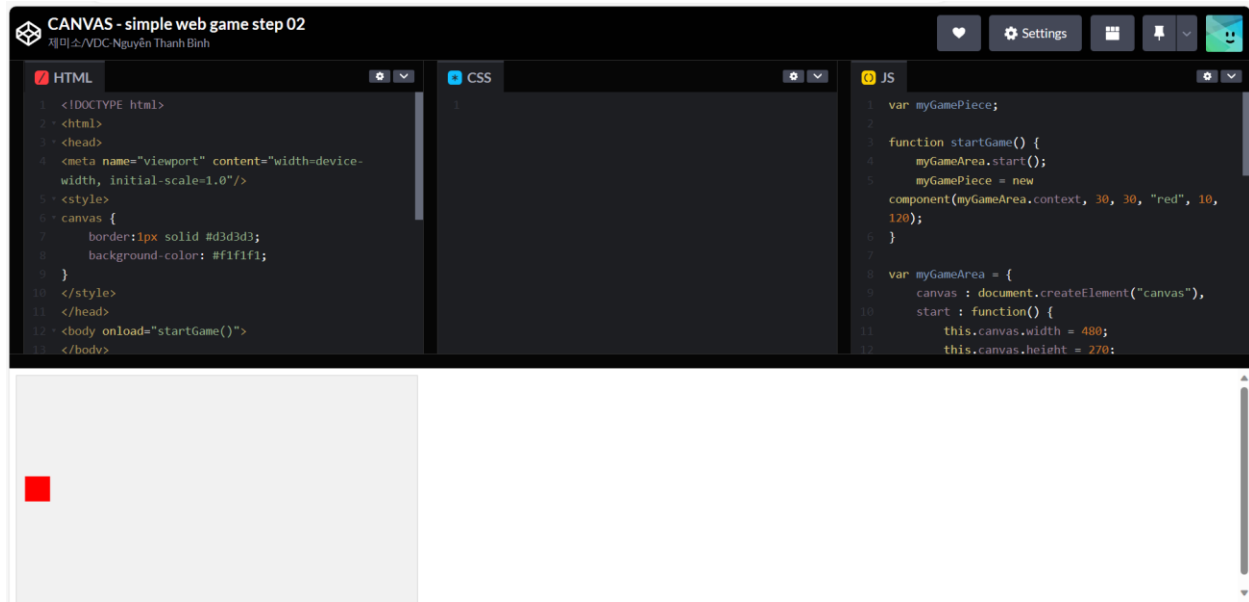
🔵 CSS   ⚙ ⌄

🟡 JS   ⚙ ⌄

```javascript
function startGame() {
    myGameArea.start();
}

const myGameArea = {
    canvas : document.createElement("canvas"),
    start : function() {
        this.canvas.width = 480;
        this.canvas.height = 270;
        this.context =
this.canvas.getContext("2d");
        document.body.appendChild(this.canvas);
    }
}
```
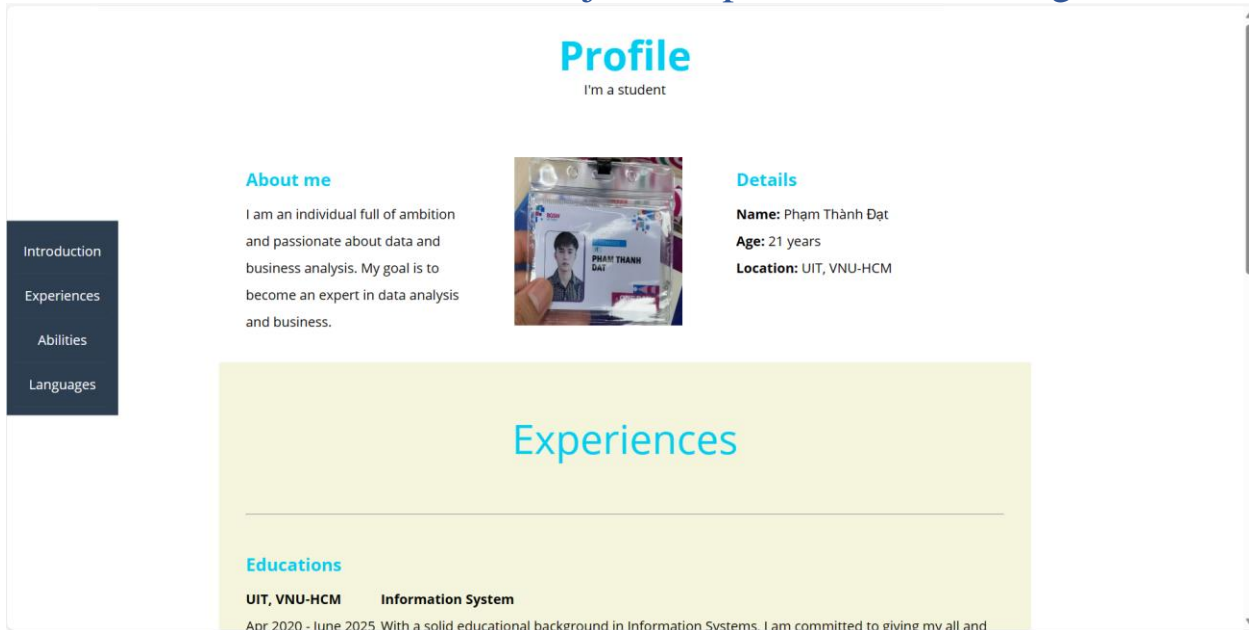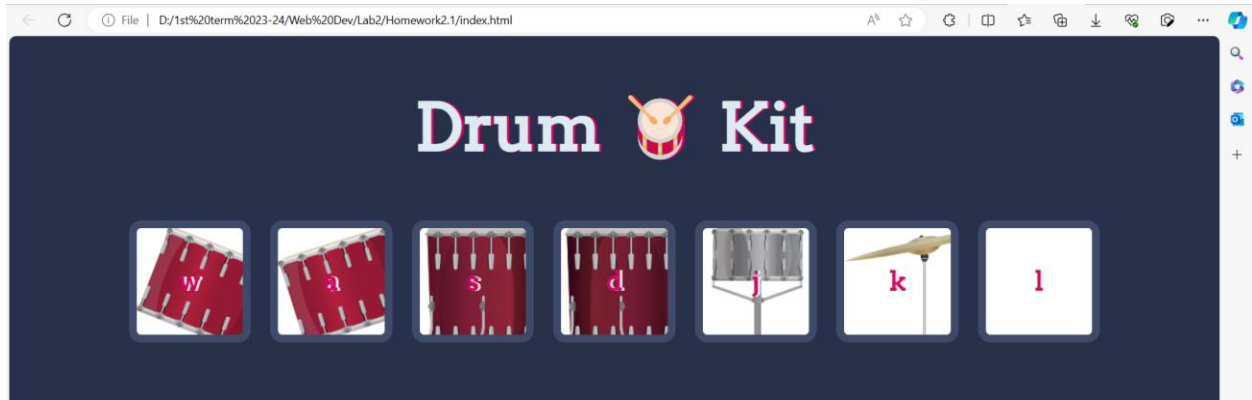
Homework 1 – Please add some javascript code to make it great
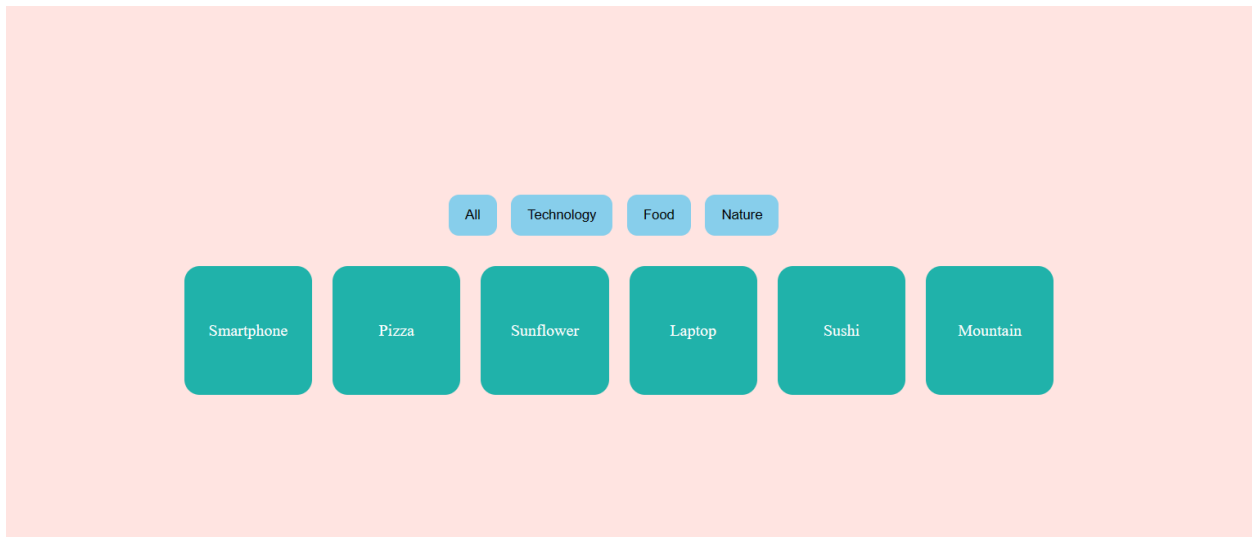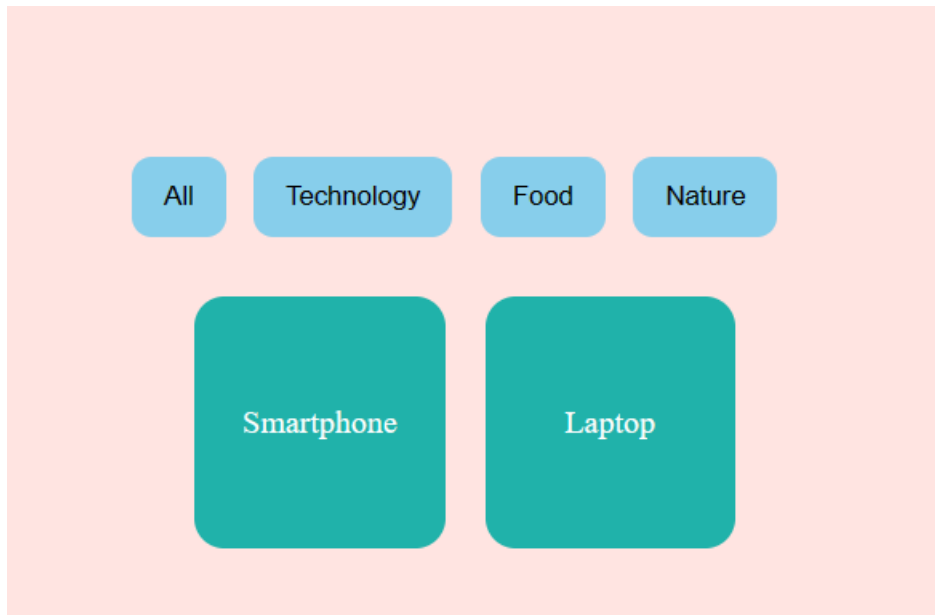
Homework 2.1
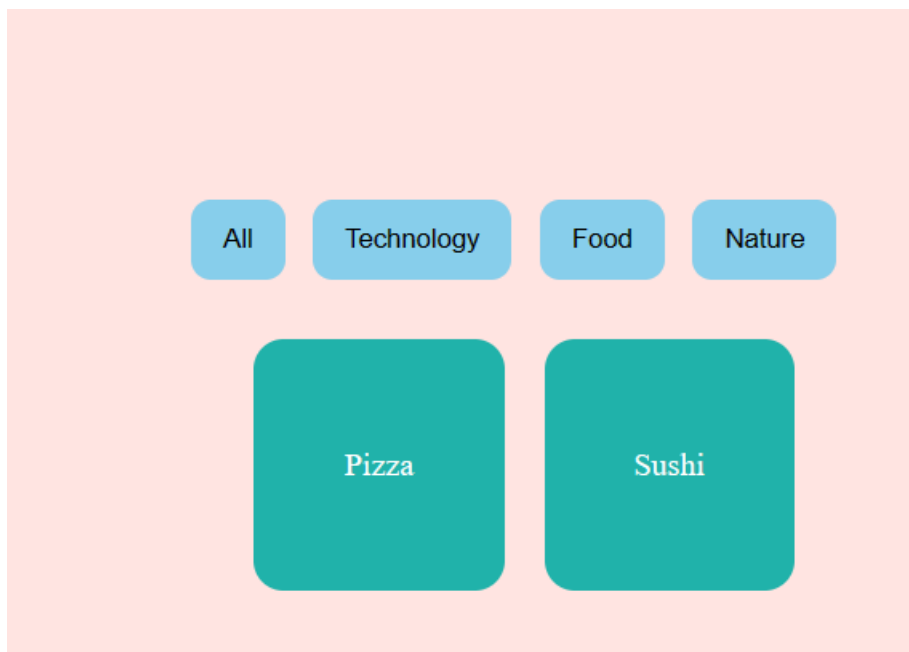

Homework 2.2

Problem 1. make-multi-filter.js

- All types

- Type of technology

- Type of food

- Type of Nature

| All | Technology | Food | Nature |

Sunflower   Mountain

Problem 2.

My favorite month is July but not the day 1 or the year 2016

Homework 2.3.1

127.0.0.1:5501 says

Invalid Name or Password.

OK

Login

Username:

20521175-ThanhDat

Password:

•••

Login

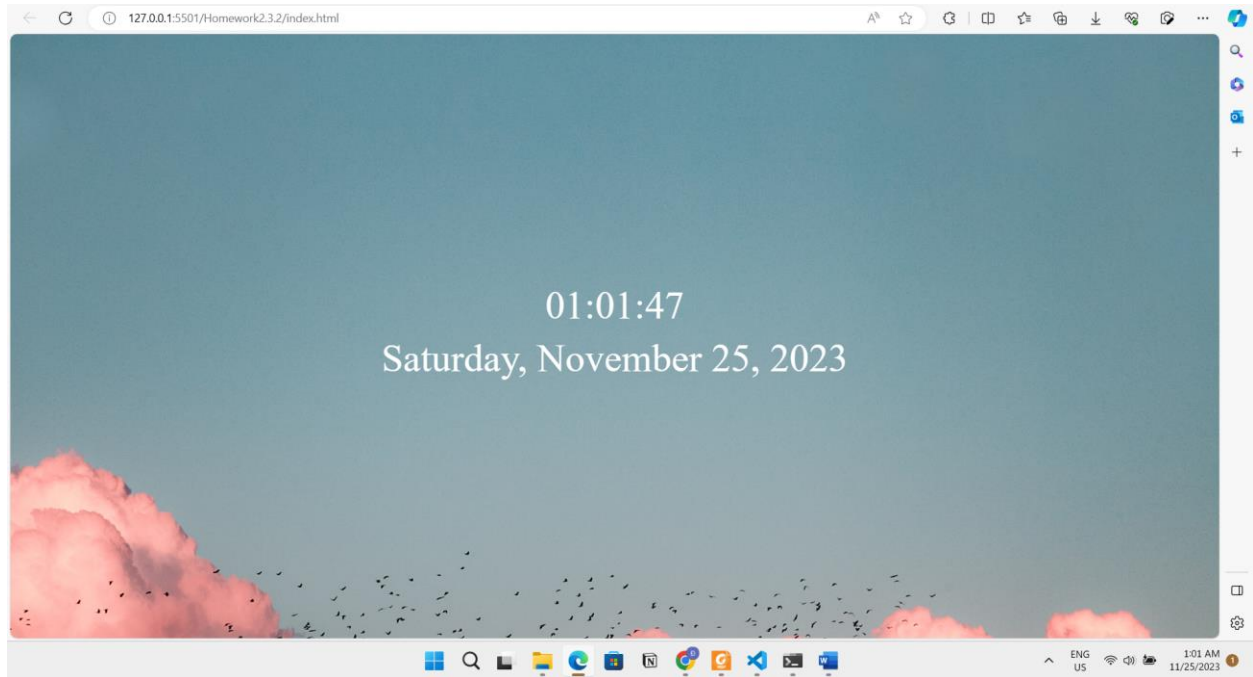**127.0.0.1:5501 says**

Login successful!

OK

Login

Username:

20521175ThanhDat

Password:

•••

Login

Homework 2.3.2

Homework 2.3.3