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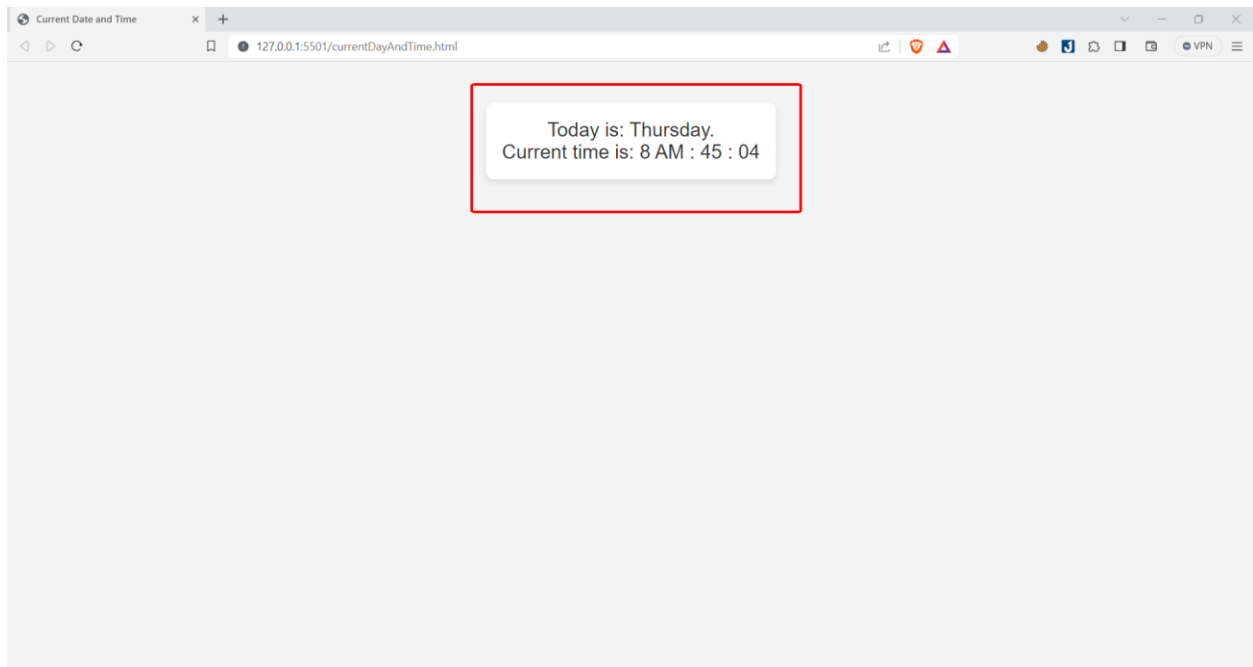
Link Github: <https://github.com/kudat-uit/Lab2-MSIS207.O12.CTTT.git>
Basic Javascript – Exercise 1

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



File HTML code

```

<> currentDayAndTime.html > ...
1  <!DOCTYPE html>
2  <html lang="en">
3    <head>
4      <meta charset="UTF-8" />
5      <meta name="viewport" content="width=device-width, initial-scale=1.0" />
6      <title>Current Date and Time</title>
7      <style>
8        body {
9          font-family: "Arial", sans-serif;
10         text-align: center;
11         margin: 50px;
12         background-color: #f4f4f4;
13       }
14
15       #clock {
16         font-size: 24px;
17         color: #333;
18         padding: 20px;
19         background-color: #fff;
20         border-radius: 10px;
21         display: inline-block;
22         box-shadow: 0 4px 8px rgba(0, 0, 0, 0.1);
23       }
24     </style>
25   </head>
26   <body>
27     <div id="clock"></div>
28
29     <script src="script.js"></script>
30   </body>
31 </html>
32

```

File JavaScript code

```

JS script.js > ...
1  // script.js
2
3  function updateClock() {
4      var now = new Date();
5
6      var day = now.toLocaleDateString("en-US", { weekday: "long" });
7
8      var hours = now.getHours();
9      var meridiem = hours >= 12 ? "PM" : "AM";
10     hours = hours % 12 || 12; // Convert to 12-hour format
11     var minutes = now.getMinutes();
12     var seconds = now.getSeconds();
13
14     // Add leading zero if the number is less than 10
15     minutes = minutes < 10 ? "0" + minutes : minutes;
16     seconds = seconds < 10 ? "0" + seconds : seconds;
17
18     var formattedTime = `Today is: ${day}.<br>Current time is: ${hours} ${meridiem} : ${minutes} : ${seconds}`;
19
20     var clockElement = document.getElementById("clock");
21
22     if (clockElement) {
23         clockElement.innerHTML = formattedTime;
24     } else {
25         console.error("Element with ID 'clock' not found.");
26     }
27 }
28
29 // Update the clock every second
30 setInterval(updateClock, 1000);
31
32 // Initial call to display the clock immediately
33 updateClock();
34

```

3. Write a JavaScript program to parse an HTTP Cookie header string and return an object of all cookie name-value pairs.

Extended Form with Success Noti

Submit Button Text Change

Calculate Age

127.0.0.1:5501/Ex1.3/index.html

Enter Cookie String:

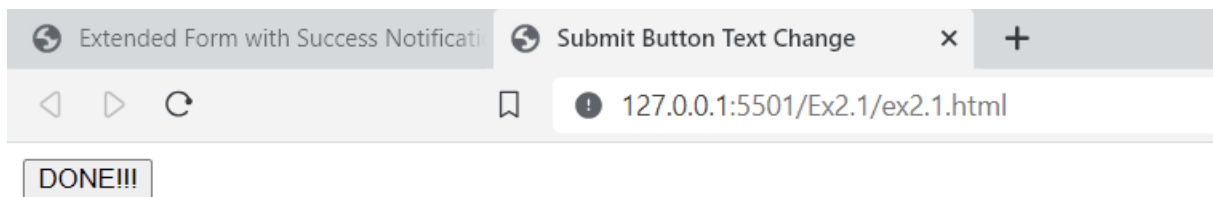
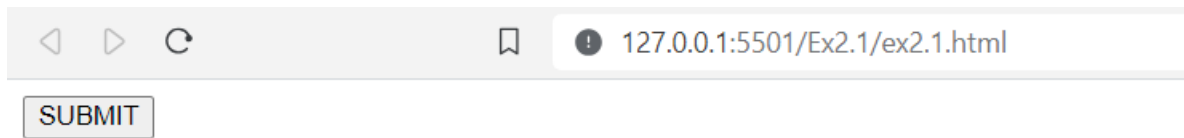
```

{
  "user": "Alice",
  "age": "69",
  "csrftoken": "ah2h3n84ha"
}

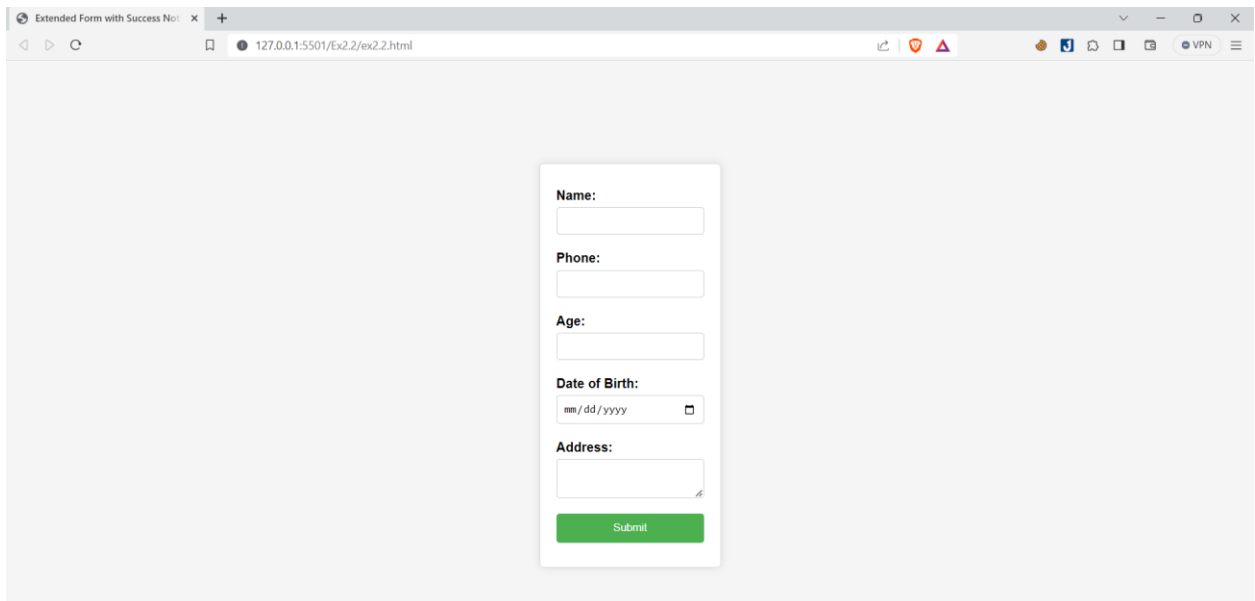
```

Basic Javascript – Exercise 2

1. Use javascript to create a submit button. After that changing the text on it.



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.



Extended Form with Success No: x +

127.0.0.1:5501/Ex2.2/ex2.2.html

Name:

Phone:

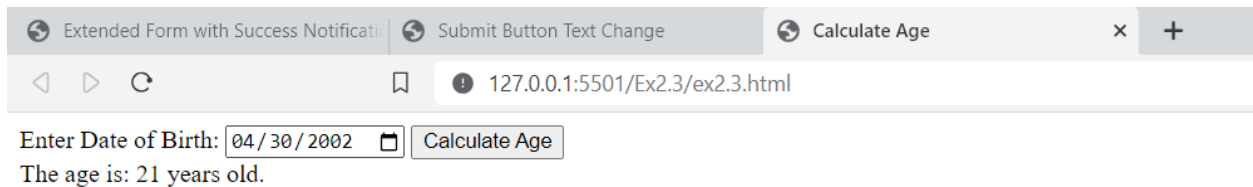
Age:

Date of Birth:

Address:

Submit

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



Extended Form with Success Notificati Submit Button Text Change Calculate Age x +

127.0.0.1:5501/Ex2.3/ex2.3.html

Enter Date of Birth: Calculate Age

The age is: 21 years old.

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



Extended Form with Success Notificati Submit Button Text Change Calculate Age Highlight Bold Words on Link Hover Highlight Bold Words on Link Ho x +

127.0.0.1:5501/Ex2.4/2.4.html

[Hover over this link](#)

My name is **Phạm Thành Đạt** I'm **21 years old**.

Exercise 3

Javascript with DOM: [javascript - dom - a Collection by 제미소/VDC-Nguyễn Thanh Bình on CodePen](#)

DOM - interval, button and counter

제미소/VDC-Nguyễn Thanh Bình

Settings

Sign Up

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HTML

CSS

JS

```
1 <!DOCTYPE html>
2 <html>
3 <head>
4 <title>Page Title</title>
5 </head>
6 <body>
7 <button id='btnControl'
8   onClick='control()'>Start</button>
9 <p id='counter'></p>
10 </body>
11 </html>
```

```
1
2
```

```
1 let counterElement =
2   document.getElementById("counter");
3 let controlElement =
4   document.getElementById("btnControl");
5 let counter = 0;
6 let intervalId = 0;
7
8 function increaseCounter () {
9   counter ++;
10  counterElement.innerText = counter;
11 }
12
13 function control () {
14   if (controlElement.innerText === 'Start') {
15     controlElement.innerText = 'Pause';
```

Pause

36

DOM - load array to list

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HTML

CSS

JS

```
1 <!DOCTYPE html>
2 <html>
3 <head>
4 <title>Page Title</title>
5 </head>
6 <body onload = 'loadData()'>
7 <ul></ul>
8 </body>
9 </html>
```

```
1
2
```

```
1 function loadData(){
2   const fruitList = ["apple", "banana", "tomato"];
3   const ulElement = document.querySelector("ul");
4
5   fruitList.forEach((fruit) => {
6     const itemElement =
7       document.createElement("li");
8     itemElement.textContent = fruit;
9     ulElement.appendChild(itemElement);
10  });
11 }
```

- apple
- banana
- tomato

DOM - load image to div

제미소/VDC-Nguyễn Thanh Bình

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CSS

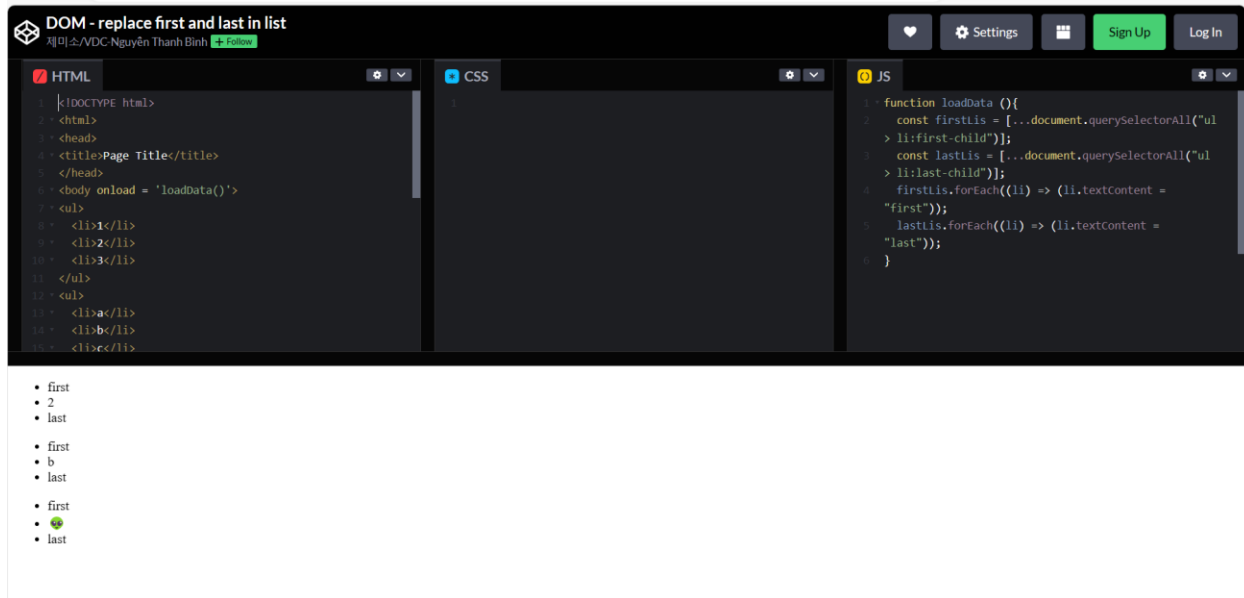
JS

```
1 <!DOCTYPE html>
2 <html>
3 <head>
4 <title>Page Title</title>
5 </head>
6 <body onload = 'loadData()'>
7 <div></div>
8 </body>
9 </html>
```

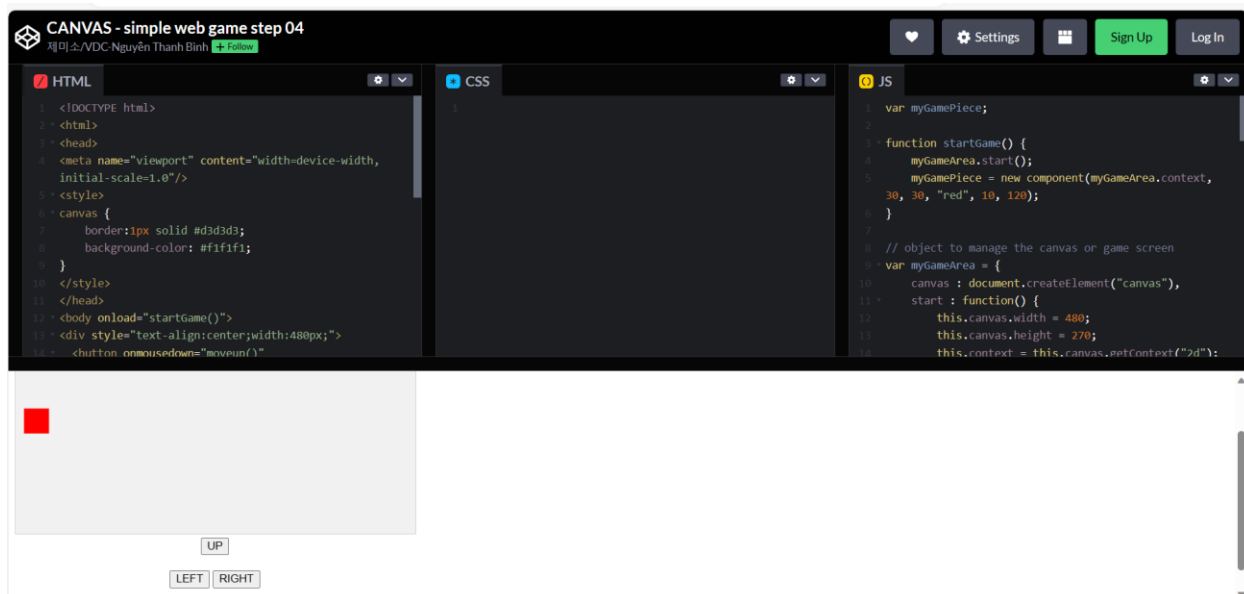
```
1
2
```

```
1 function loadData () {
2   const divElement = document.querySelector("div");
3   const imgElement = document.createElement("img");
4   imgElement.src = "https://crocoder.dev/icon.png";
5   divElement.appendChild(imgElement);
6 }
```





Javascript with CANVAS: [javascript - canvas - a Collection by 제미소/VDC-Nguyễn Thanh Bình on CodePen](#)



CANVAS - start to play

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HTML

```
1 <!DOCTYPE html>
2 <html>
3 <head>
4 <meta charset=utf-8 />
5 <title> Draw two intersecting rectangles</title>
6 </head>
7 <body onload="draw(15, 10, 100, 50, 35, 30, 100, 50);">
8 <!--canvas object where to draw 2d or graphic-->
9 <canvas id="canvas" width="500" height="500">
</canvas>
10 </body>
11 </html>
```

CSS

JS

```
1 function draw(x1, y1, w1, h1, x2, y2, w2, h2)
2 {
3 // get the canvas item from DOM
4 var canvas =
document.getElementById("canvas");
5 if (canvas.getContext)
6 {
7 // get context of the canvas
8 var context = canvas.getContext("2d");
9
10 // using the context to draw
11 context.fillStyle = "rgb(256,0,0)";
12 context.fillRect (x1, y1, w1, h1);
13
14 context.fillStyle = "rgba(0, 0, 200, 0.6)";
```



CANVAS - simple web game step 01

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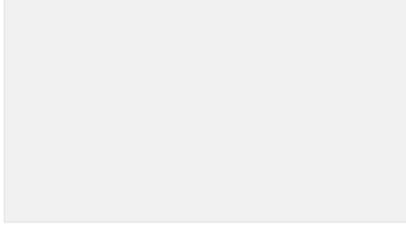
HTML

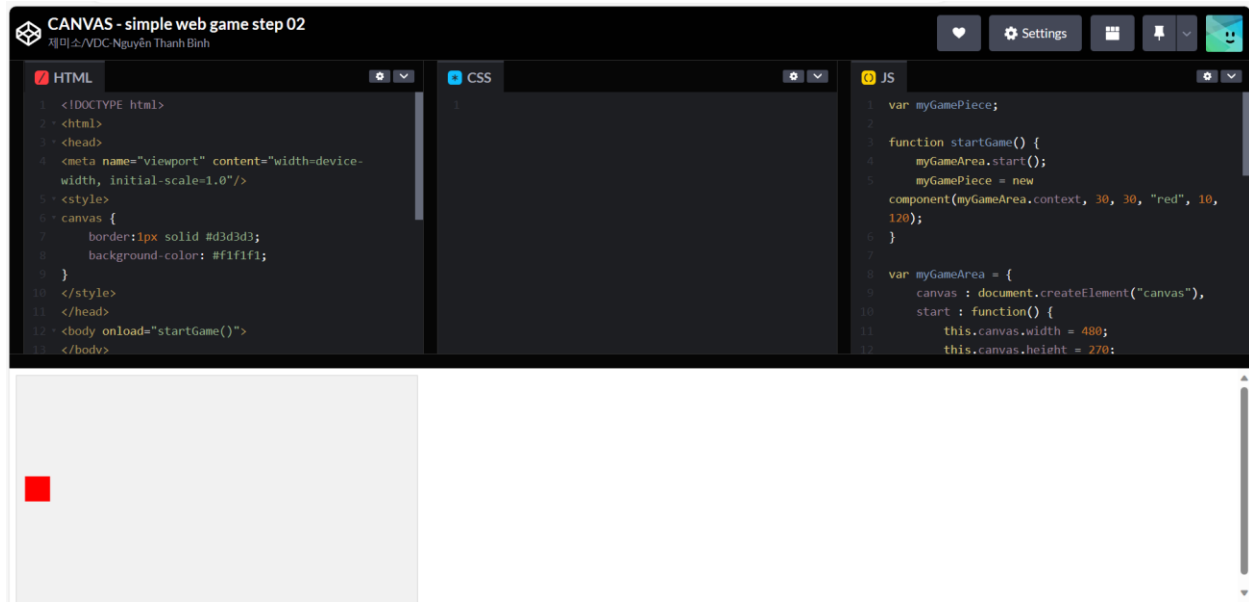
```
1 <!DOCTYPE html>
2 <html>
3 <head>
4 <meta name="viewport" content="width=device-
width, initial-scale=1.0"/>
5 <style>
6 canvas {
7 border: 1px solid #d3d3d3;
8 background-color: #f1f1f1;
9 }
10 </style>
11 </head>
12 <body onload="startGame()">
13 </body>
```

CSS

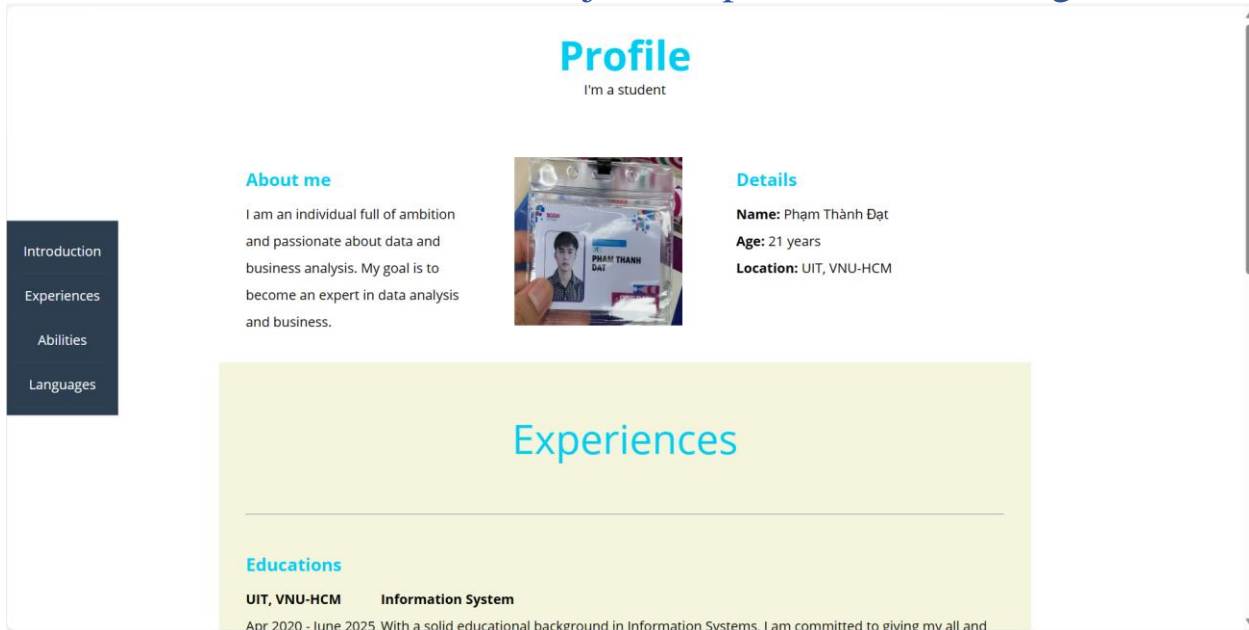
JS

```
1 function startGame() {
2 myGameArea.start();
3 }
4
5 const myGameArea = {
6 canvas : document.createElement("canvas"),
7 start : function() {
8 this.canvas.width = 400;
9 this.canvas.height = 270;
10 this.context =
this.canvas.getContext("2d");
11 document.body.appendChild(this.canvas);
12 }
13 }
```

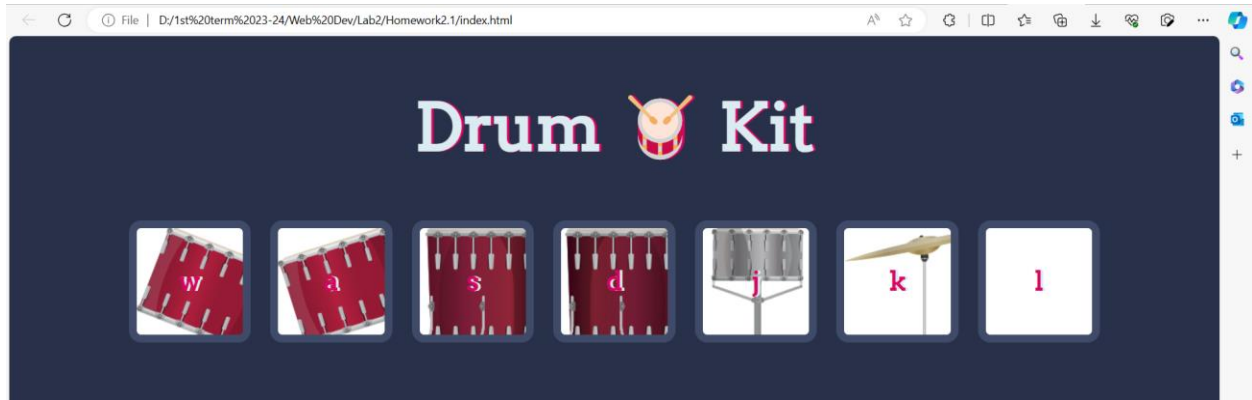




Homework 1 – Please add some javascript code to make it great



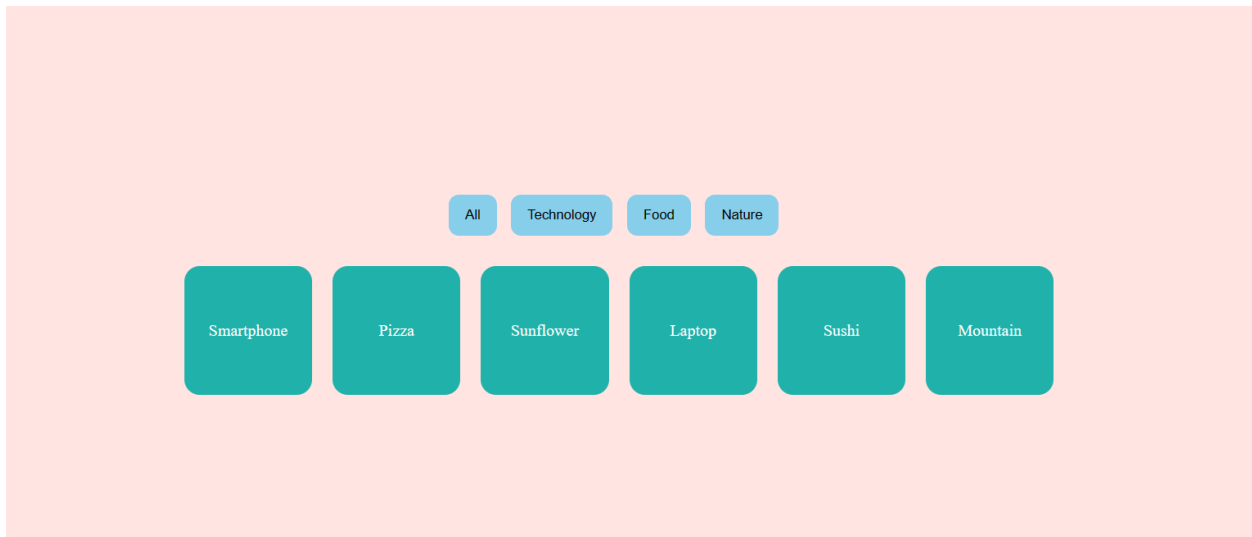
Homework 2.1



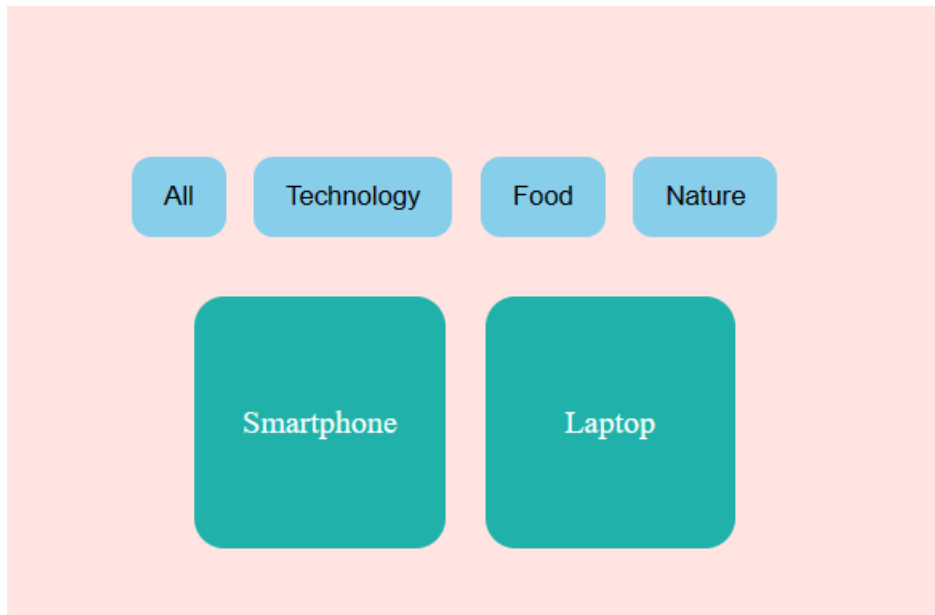
Homework 2.2

Problem 1. make-multi-filter.js

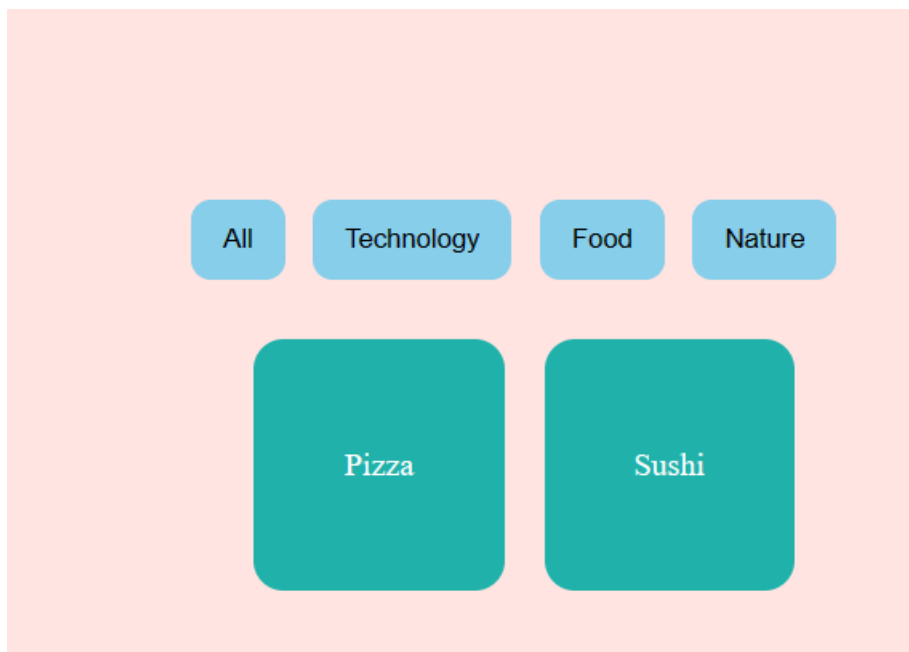
- All types



- Type of technology



- Type of food



- Type of Nature



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:

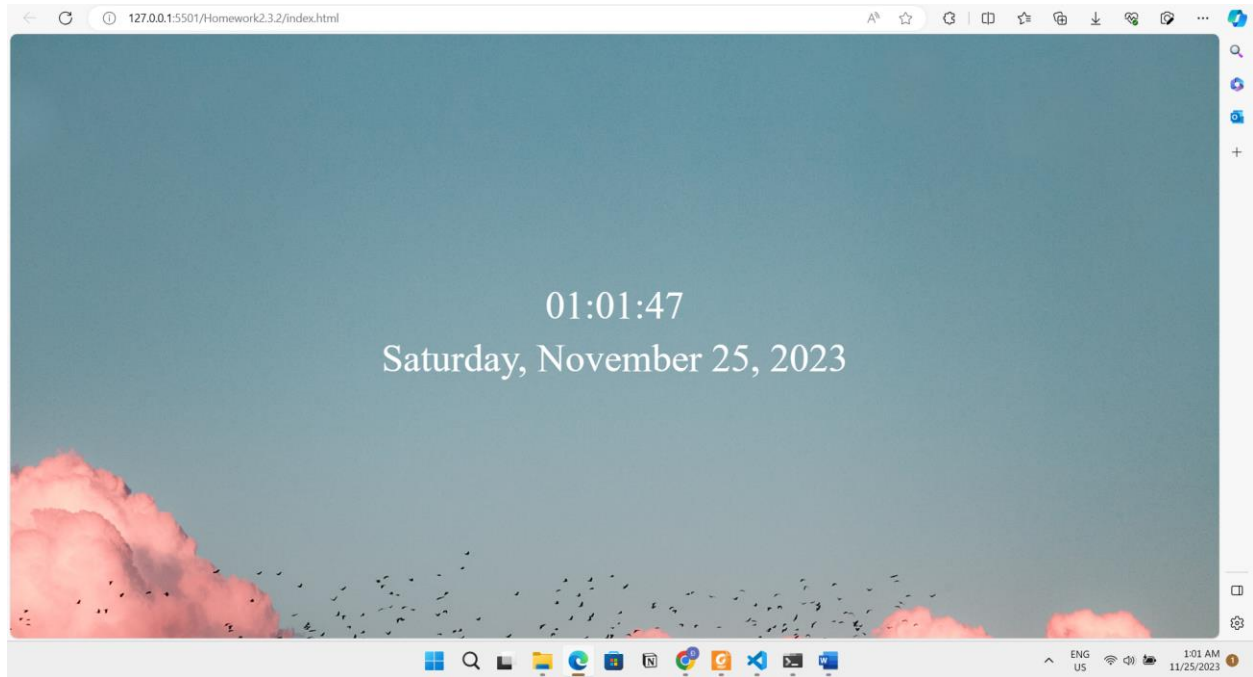
20521175ThanhDat

Password:

...

Login

Homework 2.3.2



Homework 2.3.3

