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<b>Division : BE 8</b>	<b>Batch : Q8</b>
<b>Subject : Javascript</b>	<b>Date :</b>

## Experiment 1 : Write a javascript program to calculate area of triangle, rectangle and circle

### CODE :

#### 1. HTML(index.html)

```

<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta http-equiv="X-UA-Compatible" content="IE=edge">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Area Calculator</title>
</head>
<body>
  <div >
    <h3>Area of Triangle</h3><br>
    <label for="base">Enter base of triangle</label>
    <input type="number" id="b" placeholder="Enter positive value of base of triangle in m"><br>
    <label for="height">Enter height of triangle</label>
    <input type="number" id="h" placeholder="Enter positive value of height of triangle in m"><br>
    <button type="button" onclick="triangle()">
      Calculate Area
    </button><br><br>
  </div>
  <div>
    <h3>Area of Rectangle</h3><br>
    <label for="length">Enter length of rectangle</label>
    <input type="number" id="l" placeholder="Enter positive value of length "><br>
    <label for="height">Enter height of triangle</label>
    <input type="number" id="w" placeholder="Enter positive value of breadth"><br>
    <button type="button" onclick="rectangle()">
      Calculate Area
    </button><br><br>
  </div>

  <div >
    <h3>Area of Circle</h3><br>
    <label for="radius">Enter Radius</label>
    <input type="number" id="r" placeholder="Enter positive value of radius "><br>
    <button type="button" onclick="Circle()">
      Calculate Area
    </button><br><br>
  </div>
  <script src="calculate.js"></script>
</body>
</html>

```

## 2. JS (calculate.js)

```
function triangle()
{
    var b= parseInt(document.getElementById("b").value)
    var h= parseInt(document.getElementById("h").value)
    var area = 0.5 * b * h;
    if(b<0 || h<0)
    {
        alert("Enter proper dimensions to calculate area");
    }
    else
    {
        alert("Area of Triangle is "+area);
    }
}
```

```
function rectangle()
{
    var len= parseInt(document.getElementById("l").value)
    var bre= parseInt(document.getElementById("w").value)
    var area = bre * len;
    if(bre<0 || len<0)
    {
        alert("Enter proper dimensions to calculate area");
    }
    else
    {
        alert("Area of Rectangle is "+area);
    }
}
```

```
function Circle()
{
    var radius= parseInt(document.getElementById("r").value)

    var area = 3.142 * radius * radius;
    if(radius<0 )
    {
        alert("Enter proper dimensions to calculate area");
    }
    else
    {
        alert("Area of Circle is "+area);
    }
}
```