



VIT[®]

Vellore Institute of Technology

(Deemed to be University under section 3 of UGC Act, 1956)

Internet and Web Programming

(CSE – 3002)

LAB ASSESSMENT – 3

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Activity 3

1. A mail-order house sells five different products whose retail prices are as follows: product 1, \$2.98; product 2, \$4.50; product 3, \$9.98; product 4, \$4.49; and product 5, \$6.87. Write a script that reads a series of pairs of numbers as follows: 1. Product number 2. Quantity sold for one day Your program should use a switch statement to determine each product's retail price and should calculate and output HTML that displays the total retail value of all the products sold last week. Use a prompt dialog to obtain the product number and quantity from the user. Use a sentinel-controlled loop to determine when the program should stop looping and display the final results. If the user inputs an invalid product number a proper alert window shall be displayed.

Q1.html

```
<!DOCTYPE html>
<html lang="en">
  <head>
    <title>Q1</title>
    <link rel="stylesheet" href="Q1.css" />
  </head>
  <body>
    <div class="container">
      <p class="id">
        Made by : <strong>Vibhu Kumar Singh</strong> <br />
        Reg No :
        <strong>19BCE0215</strong>
      </p>
      <table border="1">
        <tr>
          <th>Product #</th>
          <th>Total Sales</th>
        </tr>
        <tr>
          <td>Product 1</td>
          <td id="pr1"></td>
        </tr>
        <tr>
          <td>Product 2</td>
          <td id="pr2"></td>
        </tr>
        <tr>
          <td>Product 3</td>
          <td id="pr3"></td>
        </tr>
        <tr>
          <td>Product 4</td>
          <td id="pr4"></td>
        </tr>
        <tr>
          <td>Product 5</td>
          <td id="pr5"></td>
        </tr>
      </table>
    </div>
```

```
<script src="Q1.js"></script>
</body>
</html>
```

Q1.js:

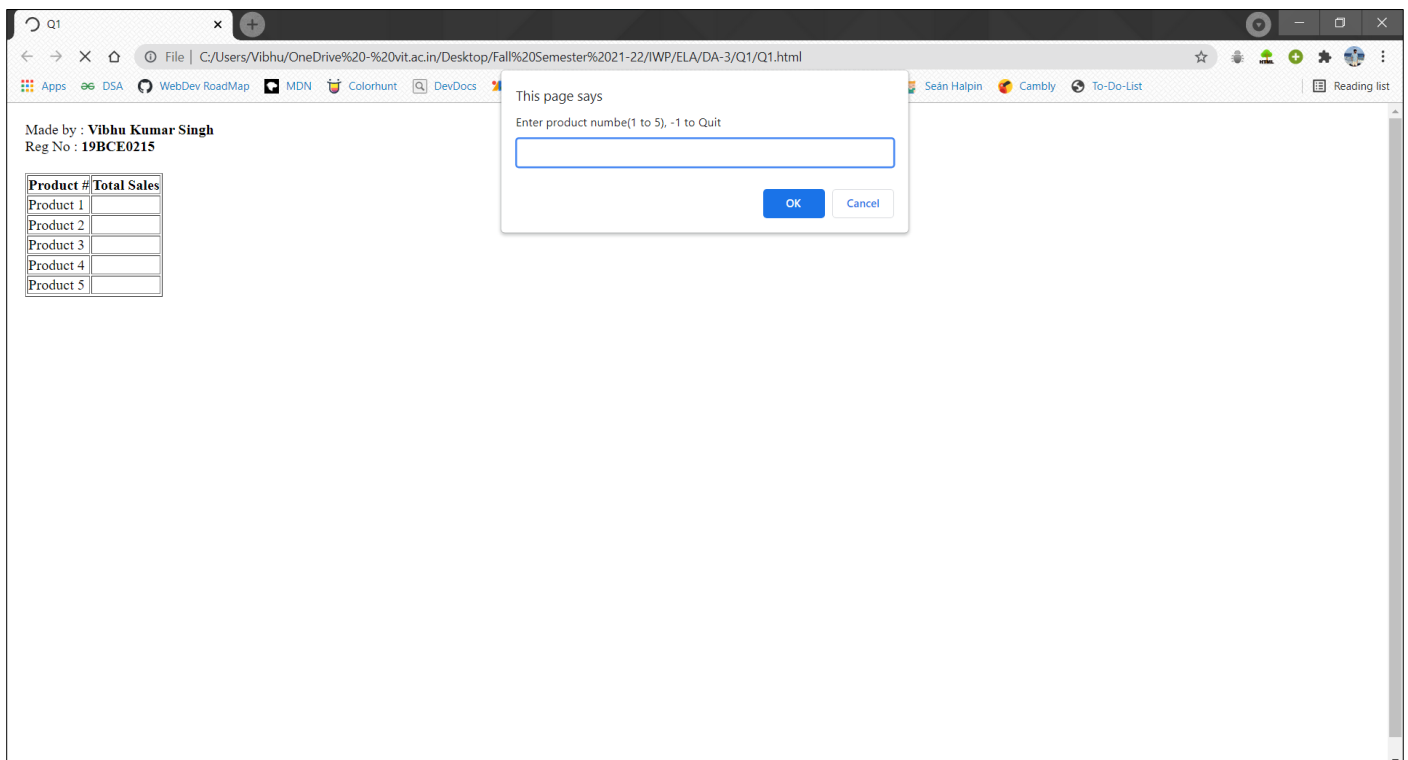
```
var pno = window.prompt("Enter product numbe(1 to 5), -1 to Quit");
var p = parseInt(pno);
var s1 = 0,
    s2 = 0,
    s3 = 0,
    s4 = 0,
    s5 = 0;
var c1 = document.getElementById("pr1");
var c2 = document.getElementById("pr2");
var c3 = document.getElementById("pr3");
var c4 = document.getElementById("pr4");
var c5 = document.getElementById("pr5");

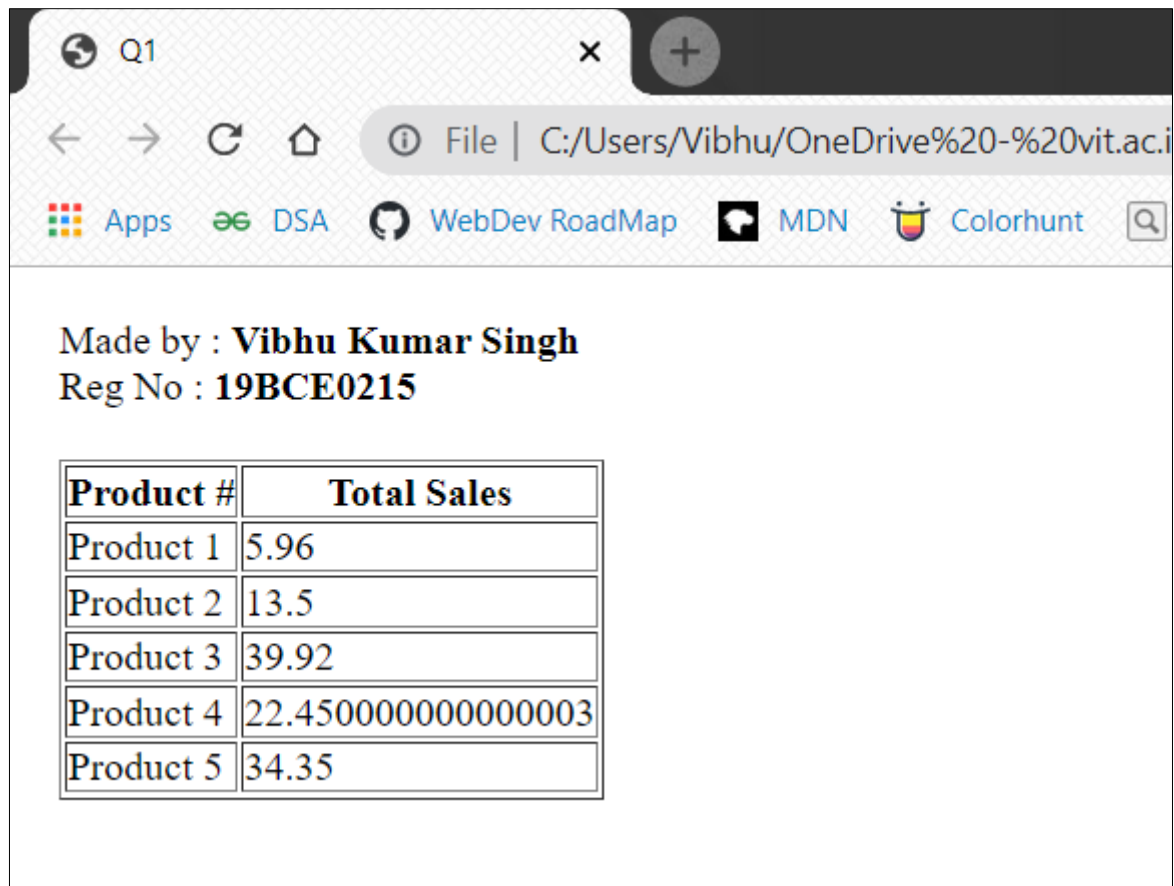
var price;
var q;
var qty;
while (pno != -1) {
    switch (p) {
        case 1:
            price = 2.98;
            q = window.prompt("Enter number of quantities sold for product 1:");
            qty = parseInt(q);
            s1 += price * qty;
            break;
        case 2:
            price = 4.5;
            q = window.prompt("Enter number of quantities sold for product 2:");
            qty = parseInt(q);
            s2 += price * qty;
            break;
        case 3:
            price = 9.98;
            q = window.prompt("Enter number of quantities sold for product 3:");
            qty = parseInt(q);
            s3 += price * qty;
            break;
        case 4:
            price = 4.49;
            q = window.prompt("Enter number of quantities sold for product 4:");
            qty = parseInt(q);
            s4 += price * qty;
            break;
        case 5:
            price = 6.87;
            q = window.prompt("Enter number of quantities sold for product 5:");
            qty = parseInt(q);
            s5 += price * qty;
            break;
        default:
            window.alert("No proper input, Please try Again");
            break;
    }
}
```

```
// counter = counter + 1;

pno = window.prompt("Enter product number, -1 to Quit");
p = parseInt(pno);
}
c1.innerHTML = s1;
c2.innerHTML = s2;
c3.innerHTML = s3;
c4.innerHTML = s4;
c5.innerHTML = s5;
```

Output:





2. Create a web page with an image on it, a paragraph on it, and a button. Now create a script (in your head section) that contains an array of pictures. It should also contain button and function (Next). It displays the picture in the array at that variable number. So it will loop through the pictures in order, and when it gets to the end of the array, it should loop back to the beginning.

Now add another button and another function (Add). This function should allow you to add pictures to your array. The second button on your web page should call this second function.

Make sure that if you add pictures to your array, first function (Next) will work regardless of how many pictures you add.

Q2.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" />
    <link rel="stylesheet" href="Q2.css" />
    <title>Q2</title>
  </head>
  <body>
```

```

<div class="container">
  <p class="id">
    Made by : <strong>Vibhu Kumar Singh</strong> &emsp; &emsp; Reg No :
    <strong>19BCE0215</strong>
  </p>
  <div class="image-container">
    
  </div>
  <p class="description">
    Lorem ipsum dolor sit amet consectetur adipisicing elit. Expedita cum
    nulla cumque minus optio aliquid laudantium est recusandae non ducimus
    beatae voluptate, totam nobis quos tempora soluta ipsam saepe qui.
  </p>
  <div class="buttons">
    <button id="add-btn">Add</button>
    <button id="next-btn">Next</button>
  </div>
</div>
<script type="text/javascript" src="Q2.js"></script>
</body>
</html>

```

Q2.js:

```

var imgArray = new Array();

imgArray[0] = new Image();
imgArray[0].src =
  "https://cdn.vox-
cdn.com/thumbor/RQ4emhK1w1QLeWsEjT6QPEQF4zQ=/1400x1400/filters:format(jpeg)/cdn.vox-
cdn.com/uploads/chorus_asset/file/22522350/1306016076.jpg";

imgArray[1] = new Image();
imgArray[1].src =
  "https://www.si.com/.image/ar_1:1%2Cc_fill%2Ccs_srgb%2Cfl_progressive%2Cq_auto:good%2Cw_
1200/MTgxMzQwNDIyMzIzMzE1ODE1/sipa_33416270.jpg";

imgArray[2] = new Image();
imgArray[2].src =
  "https://static.independent.co.uk/2021/05/01/19/newFile-
1.jpg?width=982&height=726&auto=webp&quality=75";

/*-----*/

function nextImage() {
  iterator = iterator + 1;
  if (iterator === imgArray.length) {
    iterator = 0;
  }
  document.getElementById("image").src = imgArray[iterator].src;
}

```

```

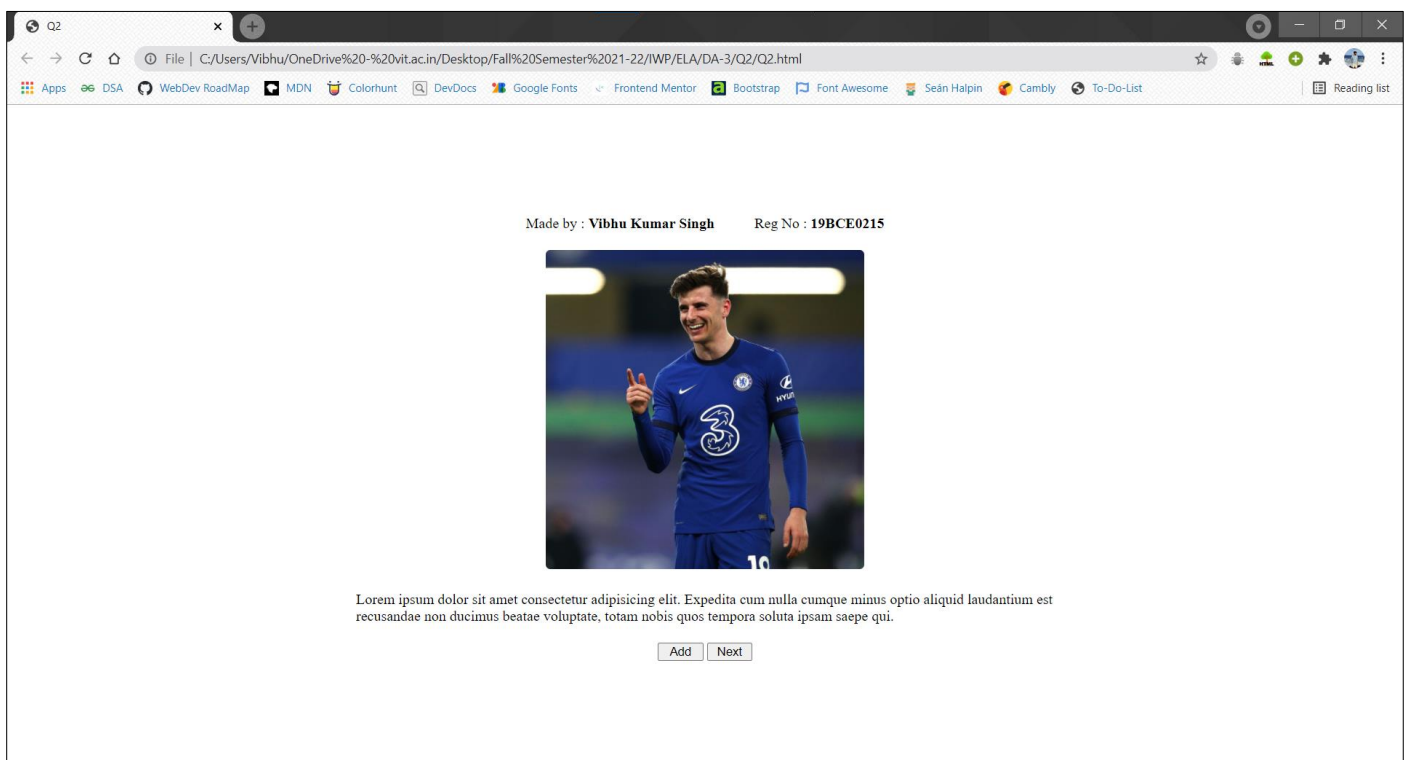
function addImage() {
  var imgURL = prompt("Please enter the URL of the image");
  if (imgURL.length === 0) {
    return null;
  }
  imgItem = new Image();
  imgItem.src = imgURL;
  // console.log(imgItem);
  imgArray.push(imgItem);
  iterator = imgArray.length - 1;
  document.getElementById("image").src = imgArray[iterator].src;
}

var iterator = 0;
//next-btn
document.getElementById("next-btn").addEventListener("click", nextImage);

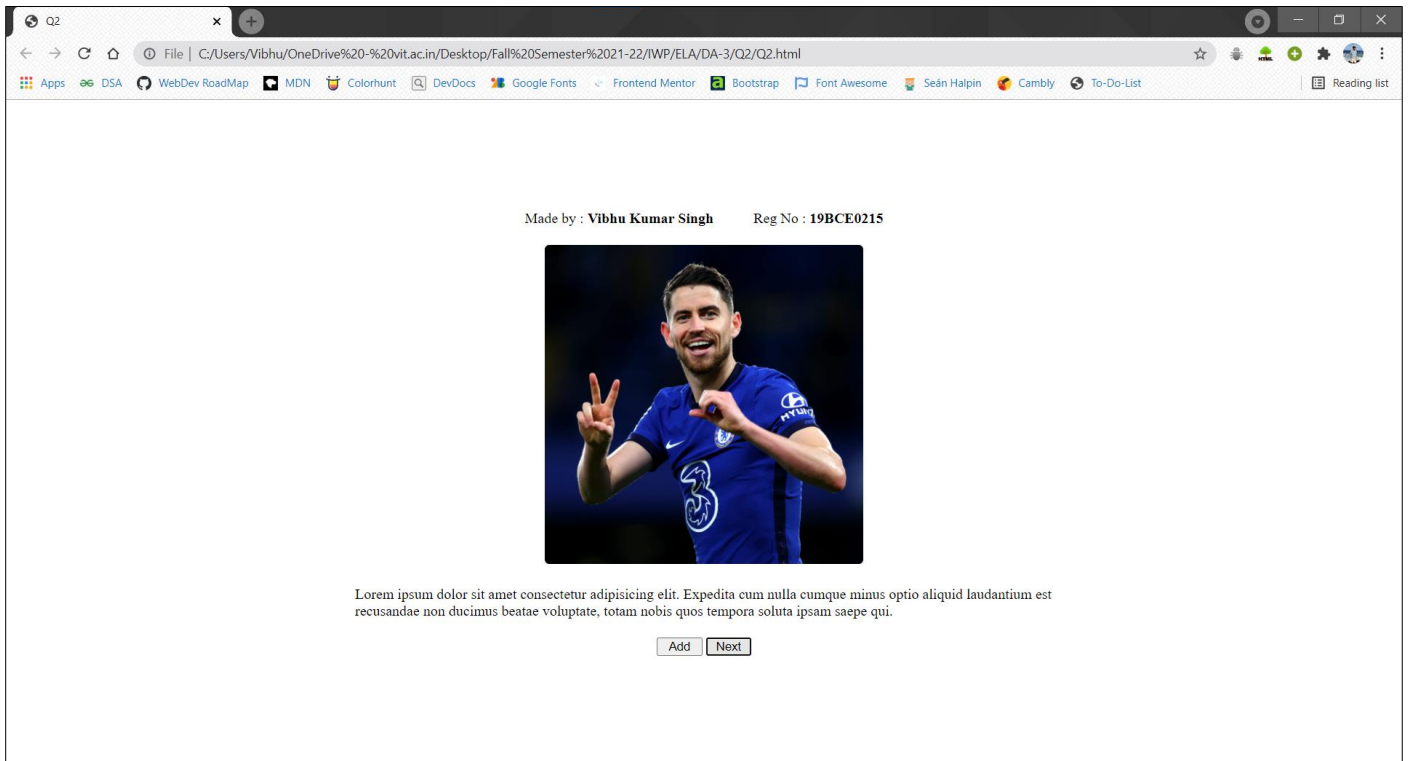
//add-img
document.getElementById("add-btn").addEventListener("click", addImage);
}

```

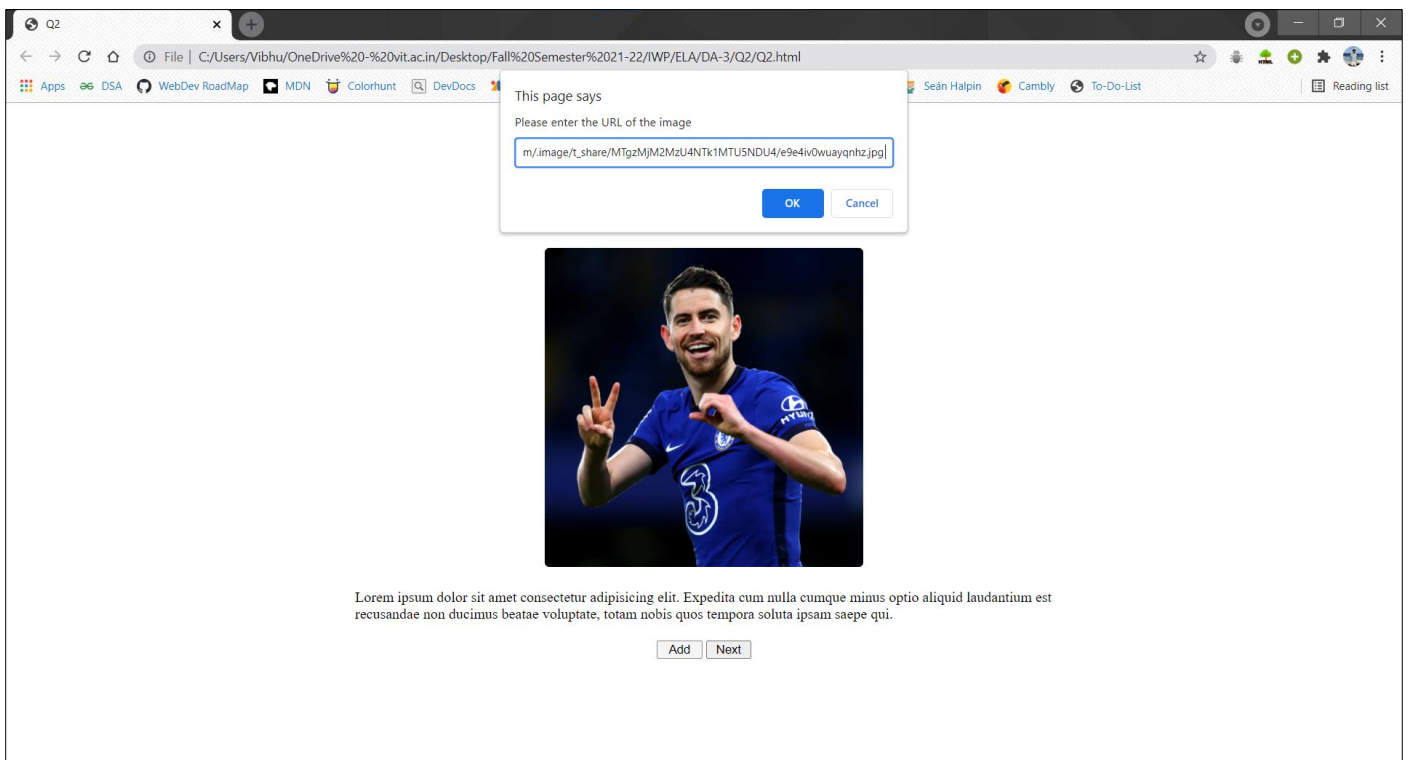
Output:

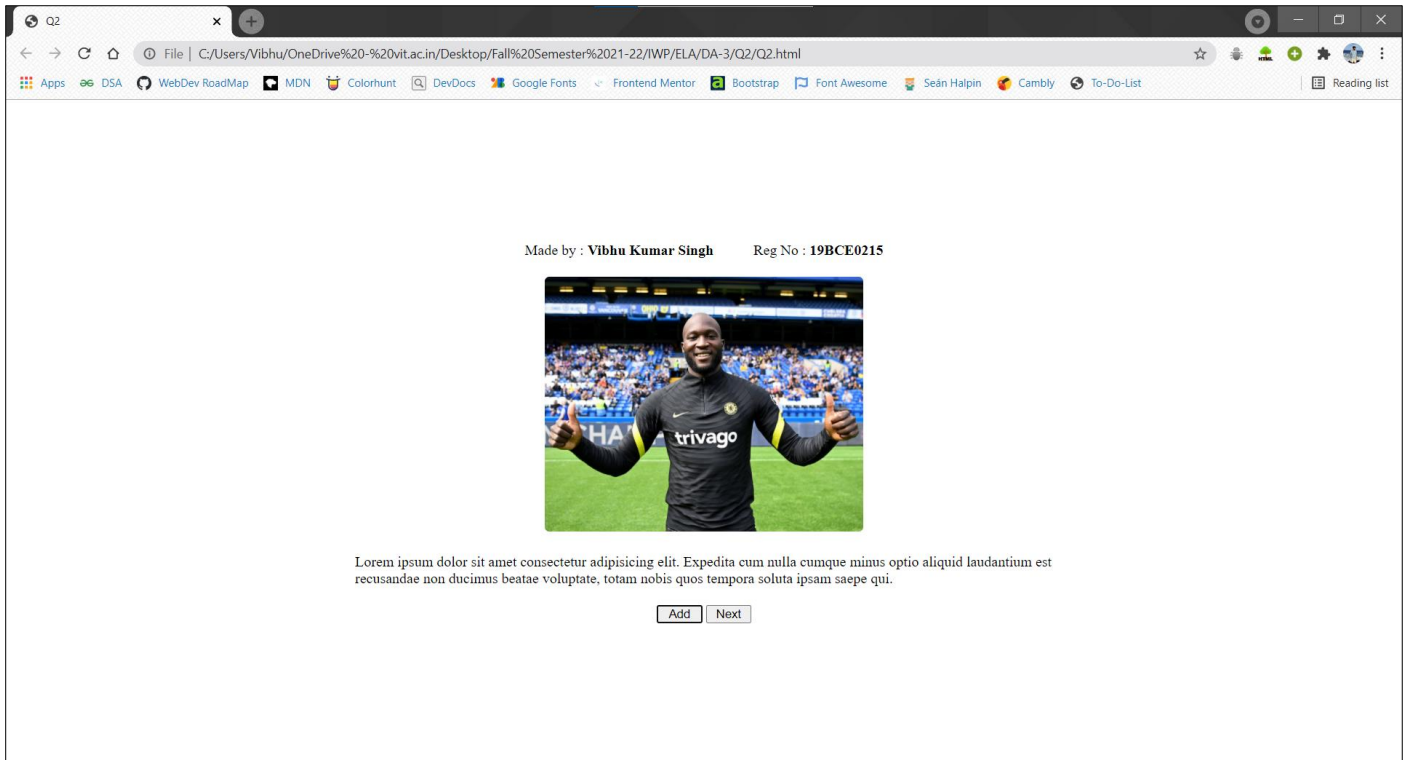


Next Button:



Add Button:





3. Design the page given below. Perform action as mentioned in the button (grey color) and print the result in a corresponding text box.

Q3.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>Q3</title>
  </head>
  <body>
    <h2>Increment</h2>
    <button id="incBtn" onClick="incfn()">add 1</button>
    <input type="text" id="incResult" />
    <h2>Add Numbers</h2>
    <input type="text" id="addInp1" /> + <input type="text" id="addInp2" />
    <button id="addBtn" onClick="addfn()">=</button>
    <input type="text" id="addResult" />
    <h2>Is it Prime?</h2>
    <input type="text" id="primeInp" />
    <button id="primeBtn" onClick="primefn()">Prime?(Yes/No)</button>
    <input type="text" id="primeResult" />
    <h2>Number Guessing Game(0 to 10)?</h2>
    <input type="text" id="guessInp" />
    <button id="guessBtn" onClick="guessfn()">Am I Right?(Yes/No)</button>
    <input type="text" id="guessResult" />
    <p class="id">
      Made by : <strong>Vibhu Kumar Singh</strong> &emsp; &emsp; Reg No :
      <strong>19BCE0215</strong>
    </p>
```

```
<script src="Q3.js"></script>
</body>
</html>
```

Q3.js:

```
function isPrime(num) {
  if (num === 2) {
    return true;
  } else if (num > 1) {
    for (var i = 2; i < num; i++) {
      if (num % i !== 0) {
        return true;
      } else if (num === i * i) {
        return false;
      } else {
        return false;
      }
    }
  } else {
    return false;
  }
}

var counter = 0;
function incfn() {
  var incResult = document.getElementById("incResult");
  counter += 1;
  incResult.value = counter;
}

function addfn() {
  let addInp1 = parseInt(document.getElementById("addInp1").value);
  let addInp2 = parseInt(document.getElementById("addInp2").value);
  if (!addInp1 || !addInp2) {
    return null;
  }
  let addResult = document.getElementById("addResult");
  addResult.value = addInp1 + addInp2;
}

function primefn() {
  let primeInp = document.getElementById("primeInp").value;
  if (primeInp.length === 0) {
    return null;
  }
  let primeResult = document.getElementById("primeResult");
  if (isPrime(primeInp)) primeResult.value = "Yes";
  else primeResult.value = "No";
}

const rnum = parseInt(Math.floor(Math.random() * 10) + 1);
console.log(rnum);

function guessfn() {
  let guessInp = document.getElementById("guessInp").value;
  if (guessInp.length === 0) {
    return null;
  }
}
```

```

let guessResult = document.getElementById("guessResult");
if (rnum == guessInp) guessResult.value = "Yes";
else guessResult.value = "No";
}

```

Output:

Increment Function:

BEFORE:

Increment

add 1 1

Add Numbers

+ =

Is it Prime?

Prime?(Yes/No)

Number Guessing Game(0 to 10)?

Am I Right?(Yes/No)

Made by : Vibhu Kumar Singh Reg No : 19BCE0215

AFTER:

Increment

add 1 2

Add Numbers

+ =

Is it Prime?

Prime?(Yes/No)

Number Guessing Game(0 to 10)?

Am I Right?(Yes/No)

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Add Numbers:

BEFORE:



A screenshot of a web browser window with a single tab titled 'Q3'. The address bar shows a local file path. The page contains four sections: 'Increment' with a button 'add 1' and a text input '2'; 'Add Numbers' with inputs '3' and '7', an equals sign button, and an empty result box; 'Is it Prime?' with an empty input and a 'Prime?(Yes/No)' button; and 'Number Guessing Game(0 to 10)?' with an empty input and an 'Am I Right?(Yes/No)' button. The footer reads 'Made by : Vibhu Kumar Singh' and 'Reg No : 19BCE0215'.

Increment

add 1 2

Add Numbers

3 + 7 =

Is it Prime?

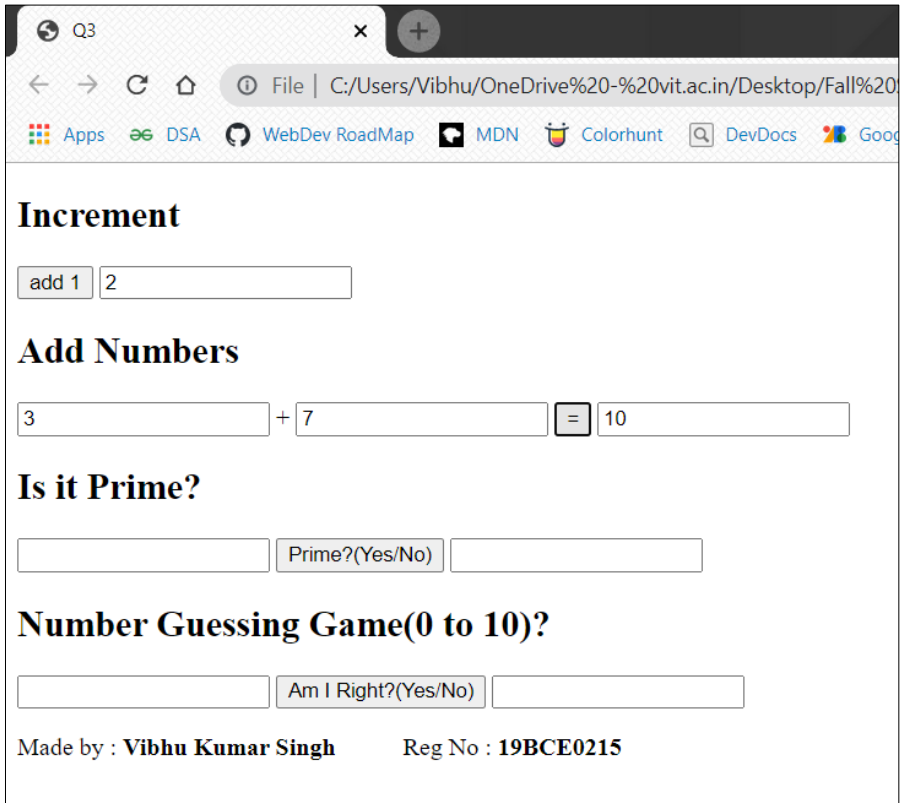
Prime?(Yes/No)

Number Guessing Game(0 to 10)?

Am I Right?(Yes/No)

Made by : Vibhu Kumar Singh Reg No : 19BCE0215

AFTER:



The same web browser window as before, but the 'Add Numbers' section now shows the result '10' in the empty box after the equals sign button was clicked. All other elements remain the same.

Increment

add 1 2

Add Numbers

3 + 7 = 10

Is it Prime?

Prime?(Yes/No)

Number Guessing Game(0 to 10)?

Am I Right?(Yes/No)

Made by : Vibhu Kumar Singh Reg No : 19BCE0215

Is it Prime? :

BEFORE:

Q3

File | C:/Users/Vibhu/OneDrive%20-%20vit.ac.in/Desktop/Fall%20Sem

Apps DSA WebDev RoadMap MDN Colorhunt DevDocs Google

Increment

add 1 2

Add Numbers

3 + 7 = 10

Is it Prime?

23 Prime?(Yes/No)

Number Guessing Game(0 to 10)?

Am I Right?(Yes/No)

Made by : Vibhu Kumar Singh Reg No : 19BCE0215

AFTER:

Q3

File | C:/Users/Vibhu/OneDrive%20-%20vit.ac.in/Desktop/Fall%20Sem

Apps DSA WebDev RoadMap MDN Colorhunt DevDocs Google Fo

Increment

add 1 2

Add Numbers

3 + 7 = 10

Is it Prime?

23 Prime?(Yes/No) Yes

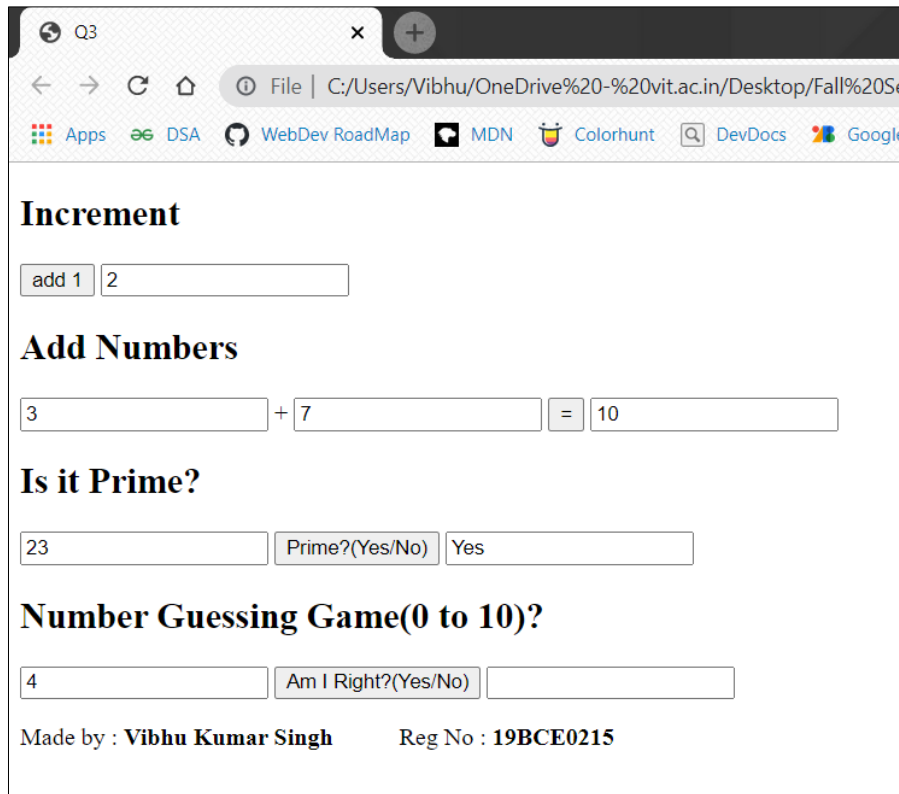
Number Guessing Game(0 to 10)?

Am I Right?(Yes/No)

Made by : Vibhu Kumar Singh Reg No : 19BCE0215

Number Guessing Game (0 to 10) :

BEFORE:



A screenshot of a web browser window with a single tab titled 'Q3'. The address bar shows a local file path. The page contains four sections: 'Increment' with an 'add 1' button and a text box containing '2'; 'Add Numbers' with two text boxes containing '3' and '7', an equals sign, and a text box containing '10'; 'Is it Prime?' with a text box containing '23', a 'Prime?(Yes/No)' button, and a text box containing 'Yes'; and 'Number Guessing Game(0 to 10)?' with a text box containing '4', an 'Am I Right?(Yes/No)' button, and an empty text box. At the bottom, it says 'Made by : Vibhu Kumar Singh' and 'Reg No : 19BCE0215'.

Increment

add 1 2

Add Numbers

3 + 7 = 10

Is it Prime?

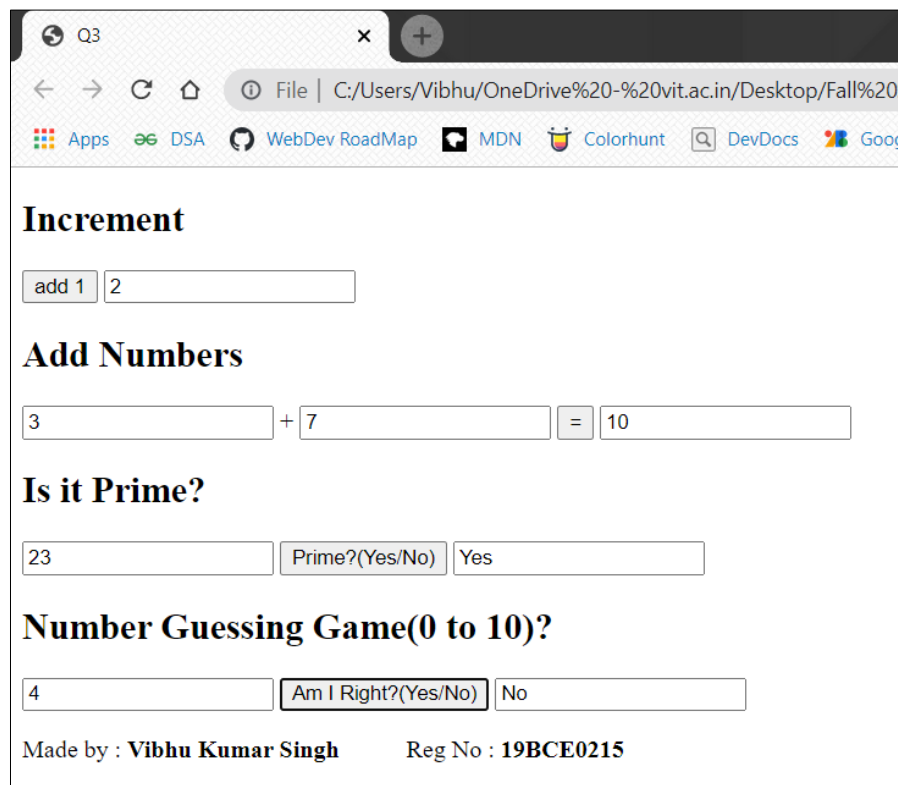
23 Prime?(Yes/No) Yes

Number Guessing Game(0 to 10)?

4 Am I Right?(Yes/No)

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AFTER:



A screenshot of the same web browser window after the 'Am I Right?(Yes/No)' button has been clicked. The text box next to the button now contains 'No'. All other elements on the page remain the same as in the 'BEFORE' screenshot.

Increment

add 1 2

Add Numbers

3 + 7 = 10

Is it Prime?

23 Prime?(Yes/No) Yes

Number Guessing Game(0 to 10)?

4 Am I Right?(Yes/No) No

Made by : Vibhu Kumar Singh Reg No : 19BCE0215