

# DOM ASSIGNMENT

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Question . 1. Create Increment Decrement counter web.

Answer:-

Html Code:

```
<!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="./style.css">
  <title>Inc Dnc</title>
</head>
<body>
  <div id="container">
    <h1 id="head">Counter App</h1>
    <div>
      <Button id="dec">Decrement by 1</Button>
      <span id="displayValue">0</span>
      <Button id="inc">Increment by 1</Button>
    </div>
    <button id="reset">reset</button>
  </div>
  <script src="./script.js"></script>
</body>
</html>
```

CSS code:-

```
*{
  margin:0px;
  padding:0px;
}

body{
  display: flex;
  justify-content: center;
  align-items: center;
  height: 80vh;
}

#container{
  display: flex;
```

```

        justify-content: center;
        justify-items: center;
        display: table-column;
        column-gap: 5px;
        border: 2px solid;
        padding: 20px;
    }

#head{
    padding: 30px;
    margin-left: 5px;
    background-color: aqua;
    border-radius: 25px;
}

#dec{
    padding: 10px;
    margin: 2px;
    margin-top: 20px;
}
#inc{
    padding: 10px;
    margin: 2px;
    margin-top: 20px;
}

#displayValue{
    padding:10px;
    border: 2px solid black;
}

#reset{
    margin-left:114px;
    margin-top: 20px;
    padding: 10px;
}

```

JavaScript Code:-

```

const dec = document.getElementById("dec")
const inc = document.getElementById("inc")
const display = document.getElementById("displayValue")
const reset = document.getElementById("reset")

dec.addEventListener("click",()=>{
    const value = Number(display.innerText);
    if(value>0){
        display.innerText = value - 1;
    }else{
        alert("Negative Value not allowed")
    }
});

```

```
inc.addEventListener("click",() => {
    const value = Number(display.innerText);

    if(display.innerText > 20){
        alert("You have done enough increment")
        return;
    }else{
        display.innerText=value+1;
    }
})

reset.addEventListener("dblclick", ()=>{
    display.innerText = 0;
})
```

OutPut:-

---



Question – 2: Create 06 different projects on using different types of event listener

1. MouseOut
2. Mouse Over
3. Single Click
4. Double Click
5. Press any key

6. press up key

Answer:-

### 1. MouseOut

→ Html Code:

```
<!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="./style.css">
  <title>MouseOut</title>
</head>
<body>
  <div id="content">
    Here
  </div>
  <script src="./script.js"></script>
</body>
</html>
```

CSS code:

```
*{
  margin: 0px;
  padding: 0px;
}

body{
  margin: 30vh;
  display: flex;
  justify-content: center;
  align-items: center;
}

#content{
  padding: 100px;
  background-color: aqua;
}
```

JavaScript Code:

```
const content = document.getElementById("content");
```

```
content.addEventListener("mouseout",() =>{  
    content.style.backgroundColor="red";  
})  
  
content.addEventListener("mouseenter",() => {  
    content.style.backgroundColor="white";  
})
```

OutPut:-

1. When mouseOut is red

---



2. When MouseEnter on the red box it will become white

---

Here

## 2.On Single Click:

→ Html Code:

```
<!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="./style.css">
  <title>OnClick Event</title>
</head>
<body>
  <div id="content">
    <div id="onclick">This is onclick event</div>
    <button id="click">Click Me</button>
  </div>
  <script src="./script.js"></script>
</body>
</html>
```

CSS Code:

```
*{
  margin: 0px;
  padding: 0px;
}

body{
  margin: 40vh;
  display: flex;
  justify-content: center;
  align-content: center;
}

#content{
  padding: 10vh;
  background-color: black;
  color: aqua;
  border-radius: 20px;
  display: flex;
  flex-direction: column;
  justify-content: center;
  align-items: center;
  justify-items: space-between;
}

#click{
  background-color: aliceblue;
  color: bisque;
  border-radius: 20px;
  align-content : space-between;
}
```

```
#click{
  background-color: yellow;
  color: red;
  border-radius: 10px;
  padding: 10px;
  align-content: center;
}
```

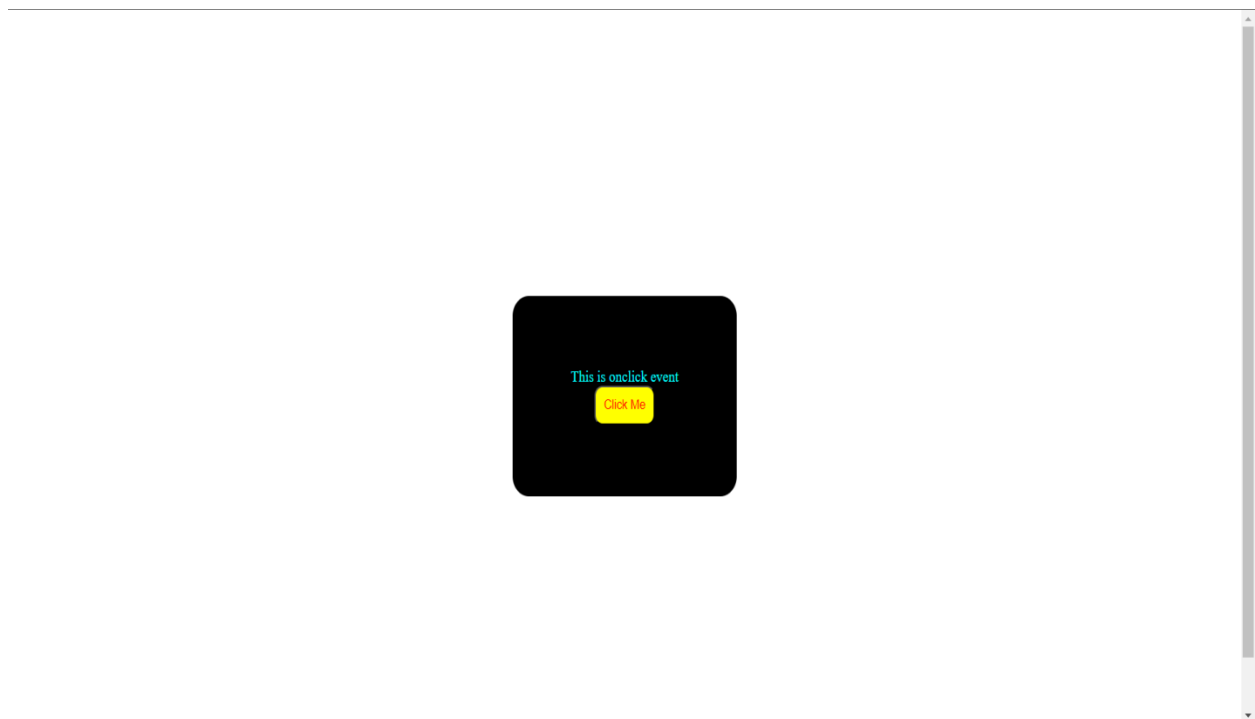
JavaScript Code:

```
const content = document.getElementById("content")
const eventh = document.getElementById("click")

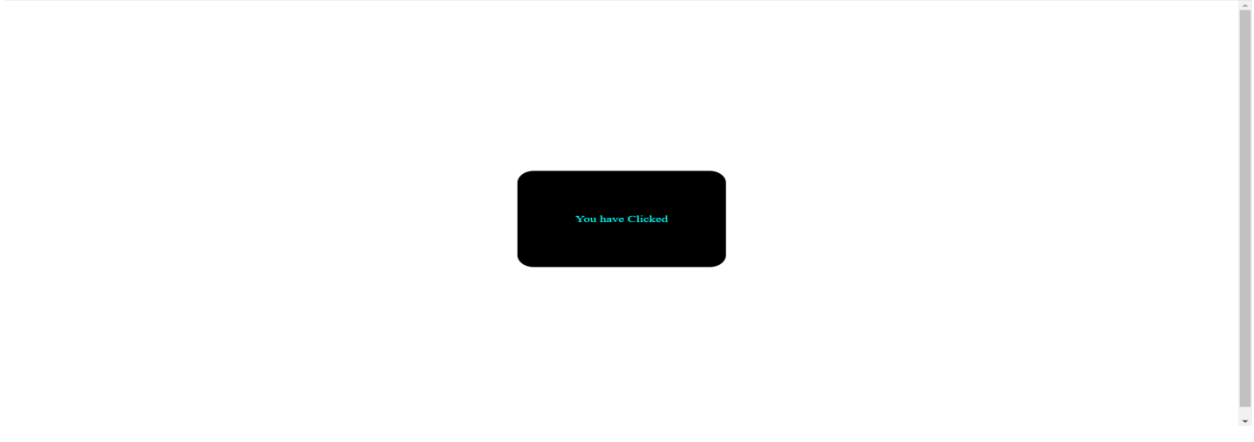
eventh.addEventListener("click",() => {
  content.innerText="You have Clicked";
})
```

Output:-

Before the click



After Click



You have Clicked

### 3. On Double Click

→ Html Code:

```
<!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="./style.css">

  <title>Ondoubleclick Event</title>
</head>
<body>
  <div id="content">
    <p id="para">Click the red button twice to save me</p>
    <Button id="click"> Don't Click</Button>
  </div>
  <script src="./script.js"></script>
</body>
</html>
```

CSS Code:

```
*{
  margin: 0px;
  padding: 0px;
}

body{
  margin-top: 40vh;
  display: flex;
  justify-content: center;
  align-items:center;
  justify-items: center;
}
```



```
#content{
  display: flex;
  flex-direction: column;
  align-items: center;
  gap: 25px;
  background-color: rgb(6, 6, 6);
  padding: 50px;
  color: aliceblue;
  border-radius: 20px;
}

#click{
  padding: 10px;
  background-color: #34f0e9;
}
```

JavaScript Code:

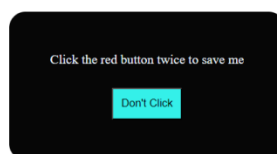
```
const button = document.getElementById("click")
const save = document.getElementById("content")

button.addEventListener("dblclick",()=>{
  save.innerText = "You have Saved Me"
})
```

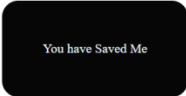
OutPut:

Before the Double Click

---



After The Double Click



You have Saved Me

#### 4. MouseOver

→Html Code:

```
<!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="./style.css">
  <title>MouseOver</title>
</head>
<body>
  <div id="content">
    <div id="para">Don't Hover here</div>
    <button id="here">Common baby</button>
  </div>
  <script src="./script.js"></script>
</body>
</html>
```

CSS Code:

```
*{
  margin: 0px;
  padding: 0px;
}

body{
```

```

    display: flex;
    justify-content: center;
    align-content: center;
}

#content{
    margin: 40vh;
    background-color: black;
    display: flex;
    flex-direction: column;
    justify-content: center;
    align-items: center;
    justify-content: space-between;
    padding: 30px;
}

#para{
    padding: 50px;
    color: bisque;
    display: flex;
    justify-content: center;
    align-items: center;
}

#here{
    border-radius: 10px;
    padding: 10px;
}

```

JavaScript Code:

```

const content = document.getElementById("content");
const but = document.getElementById("here");

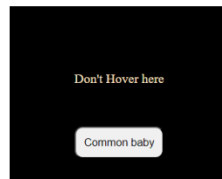
but.onmouseover = function(event) {
    let target = event.target;
    target.style.background = 'purple';
    target.innerText="ohh yeah";
};

but.onmouseout = function(event) {
    let target = event.target;
    target.style.background = '';
};

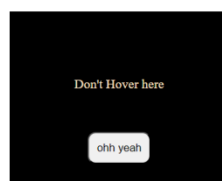
```

Output:

Before Mouse Over



After Mouse Over



## 5. On KeyPress

→ When ever you press any key the background color change.

Html Code:

```
<!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="./style.css">
  <title>OnKeyPress</title>
</head>
<body>
  <input type="text" id="content">
  <script src="./script.js"></script>
</body>
</html>

```

CSS Code:

```

*{
  margin: 0px;
  padding: 0px;
}

body{
  margin: 30vh;
  display: flex;
  justify-content: center;
  align-items: center;
}

#content{
  background-color: rgb(67, 197, 153);
  padding: 100px;
  display: flex;
  justify-content: center;
  border-radius: 25px;
}

```

JavaScript Code:

```

const cont = document.getElementById("content")

function generateRandomColor(){
  let maxVal = 0xFFFFFF; // 16777215
  let randomNumber = Math.random() * maxVal;
  randomNumber = Math.floor(randomNumber);
  randomNumber = randomNumber.toString(16);
  let randColor = randomNumber.padStart(6, 0);
  return `#${randColor.toUpperCase()}`
}

cont.addEventListener("keypress", ()=>{
  cont.style.backgroundColor= generateRandomColor();
})

```

Output:

Before any key press

---



After Key Press

---



It will change color when ever we press any key in the input section

## 6. On KeyUP

→ Html Code:

```
<!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>keyDown</title>
  <link rel="stylesheet" href="style.css">
</head>
<body>
  <div id="container">
    <div id="display">Press any key </div>
  </div>
  <script src="script.js"></script>
</body>
</html>
```

CSS Code:

```
#container {
  height: 100vh;
}

#display {
  font-size: 50px;
}
```

JavaScript Code:

```
let container = document.getElementById("container");
let display = document.getElementById("display");

document.addEventListener("keydown", function (e) {
  display.style.color = "red";
  display.innerText = e.key + " is keyDown";
});

document.addEventListener("keyup", function (e) {
  display.style.color = "green";
  display.innerText = e.key + " is keyUp";
});
```

Output:

Before press

Press any key

After Press

ArrowUp is keyUp