# **UCS1601---Internet Programming**

# Exercise 3: JavaScript event handling mechanisms, DOM

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## **Learning objective of the experiment:**

- To generate a registration form for a hospital to register new patient details.
- Write a JS program to develop a memory matching game.

## **Program file contents:**

### **Registration form**

index.html

```
<body background="Images/bg.png" onload="startTime()" style="height: 120%;">
  <div id="container">
  <header>
    <div class="heading">
         <img id="logo" src="Images/hospital.png" width="70" height="50" class=</pre>
"logo" style="display:inline-block;"></img>
        <br>
         <h1>Hospital Management System</h1>
     </div>
    </header>
<h2 id="form_title">New patient Registration</h2>
<form id="myform">
<label for="name">Name</label>
<input name="name" type="text" id="name" onfocus="focusFunction(this)" onblur=</pre>
"blurFunction(this)" oninvalid="nInvalidFunc()" required><br>
<br>
<label for="add">Address</label>
<textarea id="add" name="add" rows="4" cols="50" onfocus="focusFunction(this)"</pre>
onblur="blurFunction(this)" onselect="selectFunc()"></textarea><br><br>
<label for="age">Age</label>
<input name="age" type="number" id="age" onfocus="focusFunction(this)" onblur=</pre>
"blurFunction(this)" onkeypress="okpFunc()"><br>
<label for="dob">DOB</label>
<input name="dob" type="date" id="dob" onfocus="focusFunction(this)" onblur="b</pre>
lurFunction(this)"><br>
<label for="sex">Gender</label>
<input name="sex" type="radio" value="Male" id="sex1">Male
<input name="sex" type="radio" value="Female" id="sex2">Female
<input name="sex" type="radio" value="Others" id="sex3">Others
<br>
<label for="ms">Marital Status</label>
<input name="ms" type="radio" value="Married" id="ms1" onchange="msFunc(this)"</pre>
>Married
<input name="ms" type="radio" value="Unmarried" id="ms2" onchange="msFunc(this</pre>
)">Unmarried
<hr>>
```

```
<label for="phno">Contact number</label>
<input name="phno" type="tel" id="phno" maxlength="10" onfocus="focusFunction(</pre>
this)" onblur="blurFunction(this)" oninvalid="phInvalidFunc()" required><br>
<label for="addic">Addictions(if any)</label>
<textarea id="addic" rows="4" cols="30"></textarea>
 ne-block;">Smoking
 ne-block;">Drinking
 <br>
<button type="submit" onclick="submitFunc()">Submit</button>
<button type="reset" onclick="resetFunc()">Reset</button>
</form>
 <div id="footer">
 <footer>
   This website is created by Vishal T
 </footer>
 </div>
</div>
</body>
</html>
```

## display.html

```
<script>
      function init() {
       // Retrieving the text input's value which was stored into localStorag
       var myname = localStorage.getItem("name");
       var myadd = localStorage.getItem("add");
       var myage = localStorage.getItem("age");
       var mydob = localStorage.getItem("dob");
       var mygen = localStorage.getItem("sex");
       var myms = localStorage.getItem("ms");
       var myphno = localStorage.getItem("phno");
       var myaddic = localStorage.getItem("addic");
       // Writing the value in the document
       document.getElementById("myname").innerHTML= myname;
       document.getElementById("myadd").innerHTML= myadd;
       document.getElementById("myage").innerHTML= myage;
       document.getElementById("mydob").innerHTML= mydob;
       document.getElementById("mygen").innerHTML= mygen;
       document.getElementById("myms").innerHTML= myms;
       document.getElementById("mycontact").innerHTML= myphno;
       document.getElementById("myaddic").innerHTML= myaddic;
   </script>
 </head>
 <body background="Images/bg.png" onload="startTime();init()" style="height:</pre>
120%;">
 <div id="container">
 <header>
   <div class="heading">
        <img id="logo" src="Images/hospital.png" width="70" height="50" class=</pre>
"logo" style="display:inline-block;"></img>
       <br>
         <h1>Hospital Management System</h1>
     </div>
   </header>
<caption>Patient's Details</caption>s
   Name
```

```
Address
 Age
 DOB
 Gender
 Martital Status
 Contact Number
 Addictions
 <div id="footer">
<footer>
  This website is created by Vishal T
</footer>
</div>
</div>
</body>
```

#### script.js

```
//Name
function focusFunction(elemt)
{
    elemt.style.background="#61b3ff";
}
```

```
function blurFunction(elemt) {
    elemt.style.background="#a9ff88";
function nInvalidFunc() {
    alert("Name is required");
//address
function selectFunc(){
    alert("Text selected!");
//Age
function okpFunc(){
    document.getElementById("age").style.color="red";
//Gender
function genValue(){
        var ele = document.getElementsByName("sex");
        for(i = 0; i < ele.length; i++) {</pre>
            if(ele[i].checked)
                return ele[i].value;
//Marital Status
function msFunc(elemt){
    if(elemt.id=="ms1"){
        alert("You are married");
    else{
        alert("You are Unmarried");
function msValue(){
    var ms = document.getElementsByName("ms");
    for(i = 0; i < ms.length; i++) {</pre>
        if(ms[i].checked)
            return ms[i].value;
        }
```

```
//phno
function phInvalidFunc() {
    alert("Contact Number is required");
document.addEventListener('dragstart', function (event) {
    event.dataTransfer.setData('text/plain', event.target.innerHTML);
 });
//Clock
function startTime() {
   var today = new Date();
   var h = today.getHours();
   var m = today.getMinutes();
   var s = today.getSeconds();
   m = checkTime(m);
    s = checkTime(s);
   document.getElementById('clock').innerHTML =
   h + ":" + m + ":" + s;
   var t = setTimeout(startTime, 500);
  function checkTime(i) {
   if (i < 10) {i = "0" + i}; // add zero in front of numbers < 10
   return i;
//Submit
function submitFunc(){
    var name= document.getElementById("name").value;
    localStorage.setItem("name", name);
    var add= document.getElementById("add").value;
    localStorage.setItem("add", add);
    var age= document.getElementById("age").value;
    localStorage.setItem("age", age);
    var dob= document.getElementById("dob").value;
    localStorage.setItem("dob", dob);
    var sex= genValue();
    localStorage.setItem("sex", sex);
    var ms= msValue();
    localStorage.setItem("ms", ms);
```

```
var phno= document.getElementById("phno").value;
  localStorage.setItem("phno", phno);

var addic=document.getElementById("addic").value;
  localStorage.setItem("addic", addic);

window.open("display.html");
}

//Reset
function resetFunc(){
  alert("The Form has been reset");
}
```

#### style.css

```
#form_title,caption{
  color:#41cc0a;
 text-align: center;
 font-family: 'Courier New', Courier, monospace;
 font-size: 30px;
 font-style: italic;
 font-weight: bold;
h1 {
  color:#fdc200;
 font-family:Arial, Helvetica, sans-serif;
 font-size: 40px;
 letter-spacing: 1px;
  text-shadow: 2px 2px black ;
.heading {
     margin: auto;
     text-align:center;
label{
  color:black;
 font-family:Arial, sans-serif;
 width: 200px;
  display: inline-block;
```

```
p{
  color:black;
  font-family:Arial, sans-serif;
 font-size: 20px;
 line-height: 26px;
  margin: 0;
table{
 font-size:20px;
html,
body {
  margin:0;
   padding:0;
   height:100%;
#container {
 min-height:100%;
  position:relative;
#footer {
  position:absolute;
  bottom:0;
 width:100%;
 height:40px; /* Height of the footer */
  background:#6cf;
td{
 color:black;
  font-family:Arial, sans-serif;
  font-size: 20px;
```

#### **Memory Game:**

#### index.html

```
<!DOCTYPE html>
<html lang="en" dir="ltr">
 <meta charset="UTF-8">
 <title>Memory Game</title>
 <link rel="stylesheet" href="style.css"></link>
 <script src="script.js" charset="utf-8"></script>
</head>
<body>
 <h1>Memory Game</h1>
 <div style="text-align: center;">
 <h3>Level:<span id="level">1</span></h3>
 <h3>Score:<span id="result"></span></h3>
 <h3>Timer:<span id="time">60</span></h3>
 </div>
 <div class="grid" id="grid" style="margin: auto;">
 </div>
 <div style="text-align: center;">
    <input type="button" id="mixBut" value="Start" onclick="Start_Stop()">
 </div>
</body>
</html>
```

#### script.js

```
function start_game(){
    //card options

const cardArray = [
    {
        name: 'fries',
        img: 'images/fries.png'
    },
    {
        name: 'cheeseburger',
        img: 'images/cheeseburger.png'
    },
    {
        name: 'ice-cream',
        img: 'images/ice-cream.png'
    },
    {
}
```

```
name: 'pizza',
    img: 'images/pizza.png'
  },
    name: 'milkshake',
    img: 'images/milkshake.png'
  },
    name: 'hotdog',
    img: 'images/hotdog.png'
  },
    name: 'fries',
    img: 'images/fries.png'
  },
    name: 'cheeseburger',
    img: 'images/cheeseburger.png'
    name: 'ice-cream',
    img: 'images/ice-cream.png'
  },
    name: 'pizza',
    img: 'images/pizza.png'
  },
    name: 'milkshake',
    img: 'images/milkshake.png'
  },
    name: 'hotdog',
    img: 'images/hotdog.png'
cardArray.sort(() => 0.5 - Math.random())
const grid = document.querySelector('.grid')
const resultDisplay = document.querySelector('#result')
var score=0;
let cardsChosen = []
let cardsChosenId = []
let cardsWon = []
//create your board
function createBoard() {
```

```
for (let i = 0; i < cardArray.length; i++) {
    const card = document.createElement('img')
    card.setAttribute('src', 'images/blank.png')
    card.setAttribute('data-id', i)
   card.addEventListener('click', flipCard)
   grid.appendChild(card)
//check for matches
function checkForMatch() {
 const cards = document.querySelectorAll('img')
 const optionOneId = cardsChosenId[0]
 const optionTwoId = cardsChosenId[1]
 if(optionOneId == optionTwoId) {
    cards[optionOneId].setAttribute('src', 'images/blank.png')
   cards[optionTwoId].setAttribute('src', 'images/blank.png')
   alert('You have clicked the same image!')
 else if (cardsChosen[0] === cardsChosen[1]) {
   alert('You found a match')
    score=score+1;
    resultDisplay.textContent=score;
   cards[optionOneId].setAttribute('src', 'images/white.png')
    cards[optionTwoId].setAttribute('src', 'images/white.png')
   cards[optionOneId].removeEventListener('click', flipCard)
   cards[optionTwoId].removeEventListener('click', flipCard)
    cardsWon.push(cardsChosen)
  } else {
   cards[optionOneId].setAttribute('src', 'images/blank.png')
    cards[optionTwoId].setAttribute('src', 'images/blank.png')
   alert('Sorry, try again')
 cardsChosen = []
 cardsChosenId = []
 resultDisplay.textContent = cardsWon.length
 if (cardsWon.length === cardArray.length/2) {
   alert('Congratulations! You won 1st level and going to next');
   level++;
   if(level==1){
     level time=60;
   else if(level==2){
     level_time=40;
   else{
     level time=25;
```

```
document.getElementById("level").innerHTML=level;
      document.getElementById("time").innerHTML=level_time;
      Start_Stop();
      reset_game();
 //flip your card
  function flipCard() {
   let cardId = this.getAttribute('data-id')
   cardsChosen.push(cardArray[cardId].name)
   cardsChosenId.push(cardId)
   this.setAttribute('src', cardArray[cardId].img)
   if (cardsChosen.length ===2) {
      setTimeout(checkForMatch, 500)
 createBoard()
function reset_game(){
  document.getElementById("grid").innerHTML=" ";
var myTimer;
var level=1;
var level time=60;
function clock() {
 myTimer = setInterval(myClock, 1000);
  if(level==1){
   var c = 60;
  else if(level==2){
   var c = 40;
 else{
    var c = 25;
  function myClock() {
    document.getElementById("time").innerHTML = --c;
   if (c == 0) {
      clearInterval(myTimer);
      alert("Reached zero. Game Over!!!!!");
      location.reload();
```

```
function Start_Stop(){
   var but= document.getElementById("mixBut");
   if(but.value=="Start"){
      start_game();
      clock();
      but.value="Stop";
      //code
   }
   else{
      clearInterval(myTimer);
      reset_game();
      but.value="Start"
   }
}
```

#### style.css

```
h1{
  color: blue;
  text-decoration: underline;
  text-align: center;
}

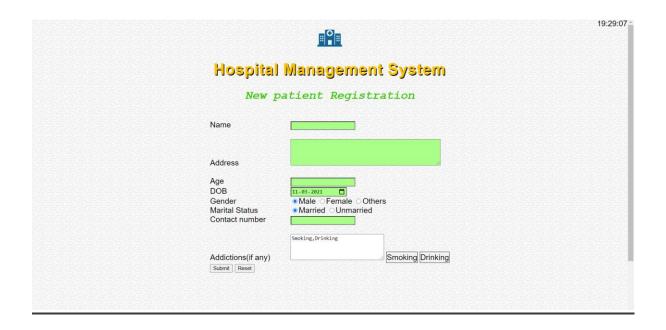
input{
  margin: 20px;
  font-size: 30px;
}

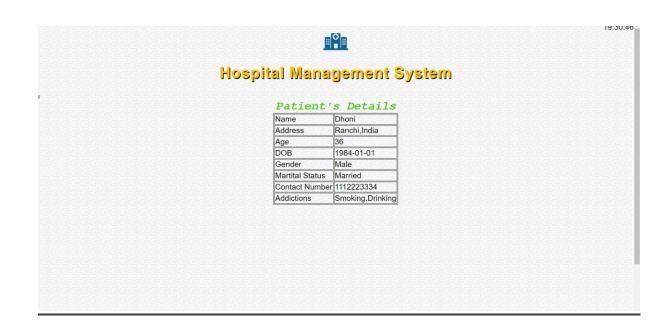
.grid {
    display: flex;
    flex-wrap: wrap;
    width: 400px;
    height: 300px;
}
```

# **Output Screenshots:**

# **Registration form**

	19:28:19
Hospital Management System	
New patient Registration	
Name	
Address	
Age DOB Gender Marital Status Contact number	
Addictions(if any)  Smoking Drinkin	g
OLGHIN J POSSE J	
	Hospital Management System  New patient Registration  Name  Address  Age DOB Gender Marital Status Contact number  Management System  Namagement S





## **Memory Game:**

#### **Memory Game**

Level:1

Score:

Timer:60

Start

# Memory Game Level:1

Score:

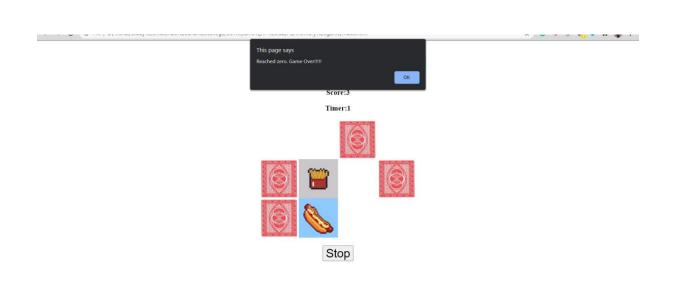




Stop







# **Learning outcomes:**

- Learned to implement basic Javascript.
- Learned to use and implement various Javascript inbuilt functions.
- Learned to create and use user defined functions in Javascript.
- Learned to use Javascript for calculation, manipulation and validation of data.