*<!-- Q.1 JavaScript DOM -->*

<!DOCTYPE html>

<html lang="en">

<head>

    <meta charset="UTF-8">

    <meta name="viewport" content="width=device-width, initial-scale=1.0">

    <title>DOM Selector</title>

</head>

<body>

    <h1>Update Profile Picture</h1>

    <input type="file" id="input-file">

    <h3>Your Profile Picture</h3>

    <img id="profile-pic" src alt="No Profile Picture">

    <script>

        let = inputFile = document.getElementById("input-file");

        let = profilePic = document.getElementById("profile-pic");

        inputFile.onchange = function(){

            profilePic.src = URL.createObjectURL(inputFile.files[0]);

        }

    </script>

</body>

</html>

*<!-- Q.2 JavaScript DOM -->*

<!DOCTYPE html>

<html lang="en">

<head>

    <meta charset="UTF-8">

    <meta name="viewport" content="width=device-width, initial-scale=1.0">

    <title>Assignement DOM</title>

    <style>

        body {

            background-color: white;

            color: black;

        }

        .dark-mode {

            background-color: black;

            color: white;

        }

    </style>

</head>

<body>

    <h1 id="text">This is Light Mode</h1>

    <button onclick="myFunction()">Toggle Theme</button>

    <script>

        function myFunction() {

            var element = document.body;

            element.classList.toggle("dark-mode");

            document.getElementById("text").innerHTML = "This is Dark Mode";

        }

    </script>

</body>

</html>

*<!-- Q.3 JavaScript DOM -->*

<!DOCTYPE html>

<html lang="en">

<head>

    <meta charset="UTF-8">

    <meta name="viewport" content="width=device-width, initial-scale=1.0">

    <title>DOM Assignement</title>

</head>

<body>

    <h1>Counter</h1>

    <h1>

        <button onclick="increment()">+</button>

        <span id="count">0</span>

        <button onclick="decrement()">-</button>

    </h1>

    <script>

        const count = document.getElementById("count");

        function increment() {

            count.innerHTML = Number(count.innerHTML) + 1;

        }

        function decrement() {

            if (Number(count.innerHTML) > 0) {

                count.innerHTML = Number(count.innerHTML) - 1;

            }

            else {

                alert("Counter is going beyond 0");

            }

        }

    </script>

</body>

</html>

*<!-- Q.4 JavaScript DOM -->*

<!DOCTYPE html>

<html lang="en">

<head>

    <meta charset="UTF-8">

    <meta name="viewport" content="width=device-width, initial-scale=1.0">

    <title>DOM Assignement</title>

    <style>

        body{

            display: flex;

            justify-content: center;

        }

        div{

            margin: 10px 10px;

        }

    </style>

</head>

<body>

    <form onsubmit="validAndSubmit(event)" >

        <h1>Sign Up Form</h1>

        <div>

            <label for="name">Name:</label>

            <input type="text" id="name" placeholder="( Minimum 3 Character )">

        </div>

        <div>

            <label for="email">Email:</label>

            <input type="email" name="email" id="email" placeholder="Enter Your Email">

        </div>

        <div>

            <label for="password">Password:</label>

            <input type="password" name="password" id="password" placeholder="( Minimum 8 Character )">

        </div>

        <div>

            <button type="submit" id="submit">Submit</button>

        </div>

    </form>

    <script>

        function validAndSubmit(*event*){

*event*.preventDefault();

            console.log("Entered");

            const name = document.getElementById("name");

            const email = document.getElementById("email");

            const password = document.getElementById("password");

            if(name.value.length >= 3 && password.value.length >= 8){

                alert("Form Validation Successful !!");

            }else{

                alert("Form Validation Failed !!");

            }

        }

    </script>

</body>

</html>

*<!-- Q.5 JavaScript DOM -->*

<!DOCTYPE html>

<html lang="en">

<head>

    <meta charset="UTF-8">

    <meta name="viewport" content="width=device-width, initial-scale=1.0">

    <title>DOM Assignement</title>

</head>

<body>

    <h1 id="heading">Your Image is visible</h1>

    <button style="margin-bottom: 10px;" onclick="hiddenFun()">Toggle Image</button>

    <div>

    <img id="img" src="/Dom\_Assignment/phyimage.png" style="opacity: 100;" alt="Course">

    </div>

    <script>

        const heading = document.getElementById("heading");

        function hiddenFun(){

            const image = document.getElementById("img");

            if(image.style.opacity == 0){

                image.style.opacity = 100;

                heading.innerText = "Your Image is visible";

            }

            else{

                image.style.opacity = 0;

                heading.innerText = "Your Image is hidden";

            }

        }

    </script>

</body>

</html>

*<!-- Q.6 JavaScript DOM -->*

<!DOCTYPE html>

<html lang="en">

<head>

    <meta charset="UTF-8">

    <meta name="viewport" content="width=device-width, initial-scale=1.0">

    <title>DOM Assignement</title>

</head>

<body>

    <h3>

        Which is favorite Programming Language :

        <select id="mySelect">

*<!-- <option value="java">Java</option>*

*<option value="javascript">JavaScript</option>*

*<option value="python">Python</option>*

*<option value="c++">C++</option>*

*<option value="c">C</option> -->*

        </select>

    </h3>

    <script>

        var mySelect = ['Java', 'JavaScript', 'Python', 'C++', 'C'];

        var option = " ";

        for(var i = 0; i < mySelect.length; i++){

            option += '<option value ="'+ mySelect[i] + '">' +mySelect[i] + "</option>"

        }

        document.getElementById("mySelect").innerHTML = option

    </script>

</body>

</html>

*<!-- Q.7 JavaScript DOM -->*

<!DOCTYPE html>

<html lang="en">

<head>

    <meta charset="UTF-8">

    <meta name="viewport" content="width=device-width, initial-scale=1.0">

    <title>DOM Assignement</title>

    <style>

        ul li {

            list-style-type: none;

        }

    </style>

</head>

<body>

    <input type="text" id="search" placeholder="Search for items">

    <h3>Results:</h3>

    <ul id="list">

        <li>HTML</li>

        <li>CSS</li>

        <li>Tailwind CSS</li>

        <li>GitHub</li>

        <li>JavaScript</li>

    </ul>

    <script>

        const searchitem = document.getElementById("search");

        const itemlist = document

        .getElementById("list")

        .getElementsByTagName("li");

        searchitem.addEventListener("input", function(){

            const searchValue = searchitem.value.toLowerCase();

            for(let i = 0; i < itemlist.length; i++){

                const itemText = itemlist[i].innerText.toLowerCase();

                if(itemText.includes(searchValue)){

                    itemlist[i].style.display = "block";

                }else{

                    itemlist[i].style.display = "none";

                }

            }

        });

    </script>

</body>

</html>

*<!-- Q.8 JavaScript DOM -->*

<!DOCTYPE html>

<html lang="en">

<head>

    <meta charset="UTF-8">

    <meta name="viewport" content="width=device-width, initial-scale=1.0">

    <title>Dynamic Time Display</title>

    <style>

        body {

            display: flex;

            justify-content: center;

            align-items: center;

            height: 100vh;

*/\* margin: 0; \*/*

            font-size: 48px;

            color: #fff;

            background-color: #000;

        }

        #timer {

            padding: 20px;

            border: 2px solid #fff;

            border-radius: 10px;

        }

    </style>

</head>

<body>

    <div id="timer">

        <span id="hours">00</span> :

        <span id="minutes">00</span> :

        <span id="seconds">00</span>

    </div>

    <script>

        function updateTimer() {

            const currentTime = new Date();

            const hours = currentTime.getHours().toString().padStart(2, "0");

            const minutes = currentTime.getMinutes().toString().padStart(2, "0");

            const seconds = currentTime.getSeconds().toString().padStart(2, "0");

            const hexCode = `#${hours}${minutes}${seconds}`;

            document.getElementById("hours").innerText = hours;

            document.getElementById("minutes").innerText = minutes;

            document.getElementById("seconds").innerText = seconds;

            document.body.style.backgroundColor = hexCode;

        }

        setInterval(updateTimer, 1000);

    </script>

</body>

</html>

*<!-- Q.9 JavaScript DOM -->*

<!DOCTYPE html>

<html lang="en">

<head>

    <meta charset="UTF-8" />

    <meta name="viewport" content="width=device-width, initial-scale=1.0" />

    <title>Session Storage</title>

</head>

<body>

    <button onclick="login()">Login</button>

    <button onclick="logout()">Logout</button>

    <h1 id="login-status"></h1>

    <script>

        function login() {

            localStorage.setItem("auth", true);

            window.location.reload();

        }

        function logout() {

            localStorage.setItem("auth", false);

            window.location.reload();

        }

        const heading = document.getElementById("login-status");

        const loginStatus = localStorage.getItem("auth");

        if (loginStatus != "false") {

            heading.innerHTML = "User is logged In";

        } else {

            heading.innerHTML = "User Has Not logged In";

        }

    </script>

</body>

</html>