

Web Development Internship

Day-3 Assignment

SE-ITB-06

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Q1.Print square of numbers from 1 to 10.

Ans.

```
<!DOCTYPE HTML>

<head>

<title> Square </title>

<script type="text/javascript">

function square()

{

var n=10;

var msg="";

var res= "0";


for(var x= 1; x<=n;x++)

{

res = x * x;

msg = msg + " " + x + " * " + x + " = " + res + "<br>";

}

document.write(msg);

}

</script>
```

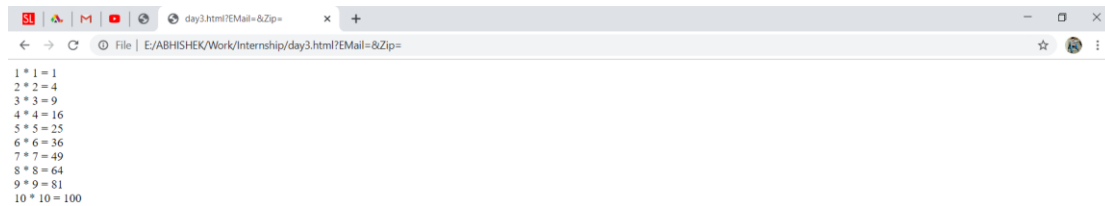
</head>

<body onload = "square()">

<h2 > Javascript to generate squares of 1 to 'N' numbers</h2>

</body>

</html>



Q2.Display calculator using switch case in html by javascript.

Ans.

<!DOCTYPE html>

<html>

<head>

<title>Calculator</title>

</head>

<body>

<script type="text/javascript">

function plus(a,b) {

```
        return (a + b);  
    }  
}
```

```
function minus(a,b) {  
    return (a - b);  
}
```

```
function multiply(a,b) {  
    return (a * b);  
}
```

```
function divide(a,b) {  
    return (a / b);  
}
```

```
function calc() {
```

```
    var x = document.getElementById("oper1").value;  
    var y = document.getElementById("operx").value;  
    var z = document.getElementById("oper2").value;  
    var w = document.getElementById("resul").value;
```

```
    switch (y) {  
        case '0':  
            w = plus(x, z);  
            break;
```

```

        case '1':
            w = minus(x, z);
            break;

        case '2':
            w = multiply(x, z);
            break;

        case '3':
            w = divide(x, z);
            break;

        default:
            w = "";
    }

}

```

```
</script>
```

```
<input type="text" id="oper1" value="">
```

```
<select id="operx">
```

```
    <option value="0">SUMAR</option>
```

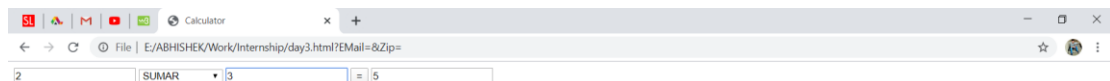
```
    <option value="1">RESTAR</option>
```

```
    <option value="2">MULTIPLICAR</option>
```

```
    <option value="3">DIVIDIR</option>
```

```
</select>
```

```
<input type="text" id="oper2" value="">
<input type="button" onClick="calc()" value="=">
<input type="text" id="resul" value="">
    </body>
</html>
```



Q3.Do form validation using javascript.

Ans.

```
<!DOCTYPE html>
<html>
    <head>
        <title>Form Validation</title>
        <script type = "text/javascript">

            function validate() {
                if( document.myForm.Email.value == "" ) {
```

```

        document.write( "Please provide your Email!" );

    }

    if( document.myForm.Zip.value ==
    ""||document.myForm.Zip.value.length != 5 )
    {
        document.write( "Please provide a zip in the format
        #####." );
    }

</script>

</head>

<body>
    <form   name = "myForm" onsubmit = "validate()">
        <table cellpadding = "2" cellspacing = "2" border = "1">

            <tr>
                <td align = "right">EMail</td>
                <td><input type = "text" name = "EMail" /></td>
            </tr>

            <tr>
                <td align = "right">Zip Code</td>
                <td><input type = "text" name = "Zip" /></td>
            </tr>

```

```

        <tr>
            <td align = "right"></td>
            <td><input type = "submit" value = "Submit" /></td>
        </tr>

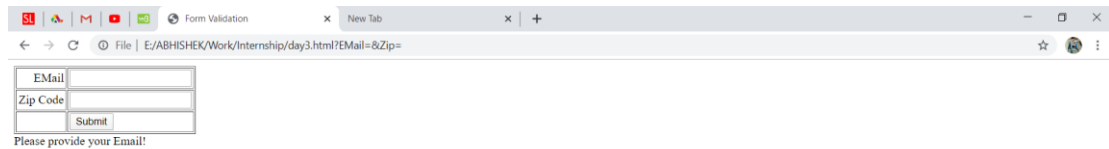
    </table>

</form>

</body>

</html>

```



Q4.Show the average marks of student and grade using java script.

Ans.

```

<!DOCTYPE html>

<html>

    <head>

        <title>Average marks and Grades</title>

```

<h2>Marks of student and grade</h2>

<script type="text/javascript">

var students = [60,50,80,90,85];

var Avgmarks = 0;

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

 Avgmarks += students[i];

 var avg = (Avgmarks/students.length);

}

document.write("Average grade: " +avg);

if (avg < 60){

 document.write("Grade : F");

}

else if (avg < 70) {

 document.write("Grade : D");

}

else if (avg < 80)

{

 document.write("Grade : C");

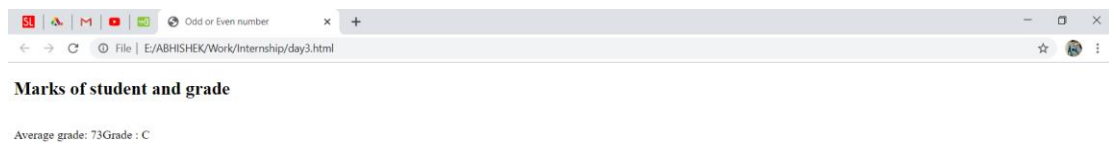
} else if (avg < 90) {

 document.write("Grade : B");

} else if (avg < 100) {

 document.write("Grade : A");


```
    }  
    </script>  
</head>  
<body>  
  
</body>  
</html>
```



Q5.Display if the number is odd or even using javascript.

Ans.

```
<!DOCTYPE html>  
<html>  
  <head>  
    <title>Odd or Even number</title>  
  
    <script type="text/javascript">
```

```
function findOddEven(numb){

    if ( numb % 2 == 0)
    {
        document.write("Even Number");
    }
    else
    {
        document.write('Odd Number');
    }
}
</script>

</head>

<body>

    <h2>Odd or Even number!</h2>

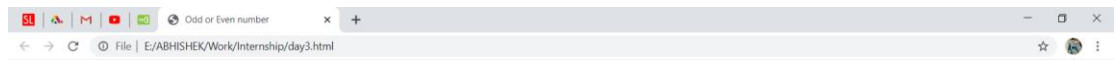
    Enter a number:  <input type="text" id="num" value="num"

/>

    <input type="button" value="Find Odd or Even"
onclick="findOddEven(num)"/>

</body>

</html>
```



Odd or Even number!

Enter a number:

Even number