

## Program: - 1

AIM: - WAP to collect the number using pop up box and check that number is even or odd, show message to user using alert box in javascript.

INPUT: -

```
<!DOCTYPE html>
```

```
<html>
```

```
<head>
```

```
    <title>age</title>
```

```
    <script type="text/javascript">
```

```
        function oddevenn() {
```

```
            var number = prompt("Enter a number: ",10);
```

```
            var odd = (number % 2 != 0);
```

```
            var even = (number % 2 == 0);
```

```
            if (odd == true) {
```

```
                alert("The entered number is odd.");
```

```
            }
```

```
        else if (even == true) {
            alert("The entered number is even.");
        }
        else {
            alert("Invalid input!!!");
        }
    }
</script>
</head>
<body>

<p><h1>Hello....<h1></p>
    <script type="text/javascript">
        oddevenn();
    </script>
</body>
</html>
```

OUTPUT: -

---

This page says

The entered number is even.

OK

## Program: - 2

AIM: - WAP to change the content of an HTML element using javascript.

INPUT: -

```
<!DOCTYPE html>
```

```
<html>
```

```
<head>
```

```
  <title>
```

```
    Change
```

```
  </title>
```

```
  <script type="text/javascript">
```

```
    function inputf() {
```

```
      var input = prompt("Enter the text. ","hello")
```

```
      return input;
```

```
    }
```

```
  </script>
```

```
</head>
```

```
<body>
```

```
  <h1>
```

```
    Hello.....
```

```
  </h1>
```

```
<p id="GFG">
```

```
    This is a sentence.
```

```
</p>
```

```
<button type="button" onclick=
```

```
    'document.getElementById("GFG").innerHTML
```

```
        = inputf()>
```

```
    Click Here to change the sentence.
```

```
</button>
```

```
</body>
```

```
</html>
```

OUTPUT: -

**Hello.....**

fasdfsadfasdfsadfsadfsd

Click Here to change the sentence.