WEB PROGRAMMING

jQuery - Home Assignment

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Q1 - 1. Design a webpage. The page contains:

- Dropdown list with HP, Nokia, Samsung, Motorola, Apple as items.
- Checkbox with Mobile and Laptop as items. Textbox where you enter quantity.
- There is a button with text as 'Produce Bill'.

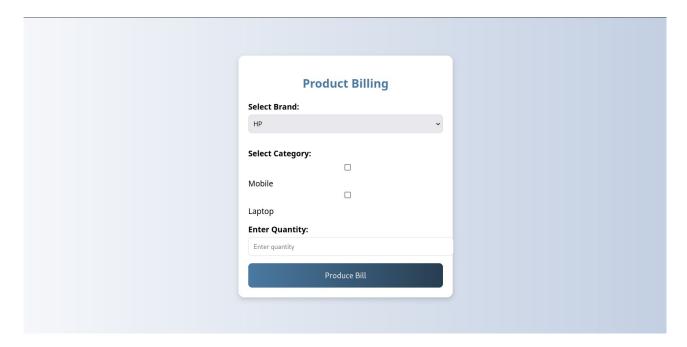
On Clicking Produce Bill button, alert should be displayed with total amount.

```
CODE:
            <!DOCTYPE html>
<html lang="en">
<head>
<meta charset="UTF-8">
<meta name="viewport" content="width=device-width, initial-scale=1.0">
<<mark>title</mark>>Dynamic Product Billing</t<mark>itle</mark>>
<style>
oody {
font-family: 'Segoe UI', Tahoma, Geneva, Verdana, sans-serif;
margin: <mark>0</mark>;
padding: 0;
background: linear-gradient(<mark>to right</mark>, #f5f7fa, #c3cfe2);
display: flex;
justify-content: center;
align-items: center;
height: 100vh;
.container {
background: #fff;
padding: 20px;
border-radius: 12px;
box-shadow: 0 4px 10px rgba(0, 0, 0, 0.15);
width: 400px;
text-align: center;
color: #4b79a1;
display: block;
margin: 15px 0 5px;
font-weight: <mark>bold</mark>;
```

```
select, input[type="text"], input[type="checkbox"] {
width: 100%;
padding: 10px;
margin-bottom: 15px;
border: 1px solid #ddd;
border-radius: 8px;
outton {
width: 100%;
padding: 15px;
font-size: 16px;
background: linear-gradient(<mark>to right</mark>, #4b79a1, #283e51);
color: #fff;
border: none;
border-radius: 8px;
cursor: pointer;
transition: transform 0.2s ease, background 0.3s ease;
button:hover {
transform: scale(1.05);
background: linear-gradient(<mark>to right</mark>, #283e51, #4b79a1);
.error {
color: red;
font-size: 14px;
text-align: center;
</style>
</head>
<body>
<div class="container">
<<mark>h2</mark>>Product Billing</<mark>h2</mark>>
<label for="brand">Select Brand:</label>
<select id="brand">
<option value="HP">HP</option>
<option value="Nokia">Nokia</option>
<option value="Samsung">Samsung</option>
<option value="Motorola">Motorola</option>
<option value="Apple">Apple</option>
</select>
<<u>label</u> for="category">Select Category:</label>
<input type="checkbox" id="mobile" value="Mobile"> Mobile<br>
<input type="checkbox" id="laptop" value="Laptop"> Laptop<br>
<a href="duantity">Enter Quantity:</label></a>
<input type="text" id="quantity" placeholder="Enter quantity">
```

```
<div class="error" id="error-message"></div>
<button onclick="produceBill()">Produce Bill</button>
</div>
<script>
function produceBill() {
const brand = document.getElementById('brand').value;
const mobileChecked = document.getElementById('mobile').checked;
const laptopChecked = document.getElementById('laptop').checked;
const quantity = parseInt(document.getElementById('quantity').value);
const errorMessage = document.getElementById('error-message');
errorMessage.textContent = ";
if (isNaN(quantity) || quantity <= 0) {
errorMessage.textContent = 'Please enter a valid quantity.';
return;
let totalAmount = 0;
const prices = {
HP: { mobile: 15000, laptop: 60000 },
Nokia: { mobile: 12000, laptop: 50000 },
Apple: { mobile: 80000, laptop: 55000 }
};
if (mobileChecked) totalAmount += prices[brand].mobile * quantity;
if (laptopChecked) totalAmount += prices[brand].laptop * quantity;
if (!mobileChecked && !laptopChecked) {
errorMessage.textContent = 'Please select at least one category (Mobile or Laptop).';
return;
alert(`Brand: ${brand}\nQuantity: ${quantity}\nTotal Amount: ₹${totalAmount}`);
```

OUTPUT:



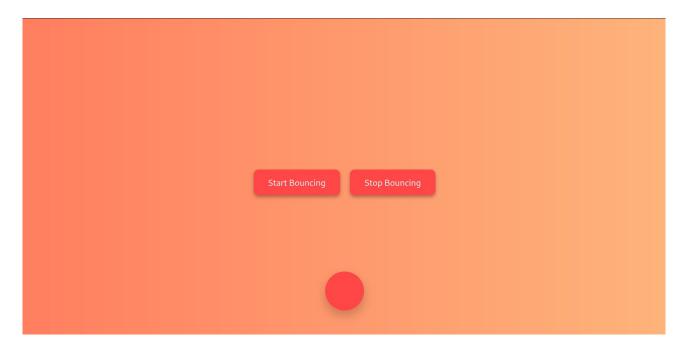
Q2 - Implement the bouncing ball using animate() function.

```
CODE: <!DOCTYPE html>
<html lang="en">
<head>
<meta charset="UTF-8">
<meta name="viewport" content="width=device-width, initial-scale=1.0">
<<mark>title</mark>>Bouncing Ball Animation</<mark>title</mark>>
<style>
/* Set up a gradient background for a more dynamic effect */
oody {
margin: <mark>0</mark>;
height: 100vh;
display: flex;
justify-content: center;
align-items: center;
background: linear-gradient(<mark>to right</mark>, #ff7e5f, #feb47b);    /* Soft orange gradient */
overflow: hidden; /* Prevents scrolling */
'* Style the ball with shadow and smooth movement */
#ball {
width: 80px;
height: 80px;
background-color: #ff4747; /* Bright red */
border-radius: 50%;
position: absolute;
top: 50%; /* Position ball in the middle */
```

```
left: 50%;
margin-left: -40px; /* To center the ball horizontally */
box-shadow: 0 10px 20px rgba(0, 0, 0, 0.2); /* Subtle shadow for 3D effect */
'* Style the buttons */
button {
margin-top: 20px;
padding: 15px 30px;
font-size: 18px;
background-color: #ff4747;
color: white;
border: none;
border-radius: 10px;
cursor: pointer;
box-shadow: 0 4px 6px rgba(0, 0, 0, 0.3);
'* Add hover effect on button */
outton:hover {
background-color: #ff2a2a; /* Darker red */
'* Add a bouncing shadow effect to make the button more interactive */
outton:active {
box-shadow: 0 2px 4px rgba(0, 0, 0, 0.4);
'* Add some space between buttons */
.buttons-container {
display: flex;
gap: 20px;
</style>
<!-- Include ¡Query and ¡Query UI for additional easing effects -->
<script src="https://code.jquery.com/jquery-3.6.0.min.js"></script>
<script src="https://code.jquery.com/ui/1.12.1/jquery-ui.min.js"></script> <!-- Include jQuery UI -->
<script>
$(document).ready(function() {
var animationRunning = false; // Flag to track animation status
// Function to make the ball bounce continuously
function bounceBall() {
if (animationRunning) return; // Prevent multiple animations from running at the same time
animationRunning = true; // Set flag to true
```

```
unction animateBounce() {
$("#ball").animate(
{ top: '<mark>80%' },</mark> // Move ball down
1200, // Duration for downward motion
 easeOutBounce", // Use easeOutBounce for a more natural bounce
function() {
// When the ball reaches the bottom, animate it back up
$(this).animate(
{ top: '50%' }, // Move ball back up
1200, // Duration for upward motion
'easeOutBounce", // Use easeOutBounce for a natural bounce effect
animateBounce // Call animateBounce again for continuous bouncing
animateBounce(); // Start the bouncing animation loop
// Start bouncing when the "Start Bouncing" button is clicked
$("#startButton").click(function() {
bounceBall();
});
// Stop the bouncing when the "Stop Bouncing" button is clicked
$("#stopButton").click(function() {
$("#ball").stop(true, false); // Stop the current animation
animationRunning = false; // Reset the flag
</script>
</head>
<body>
<!-- Ball Element -->
<div id="ball"></div>
<!-- Container for Buttons -->
<div class="buttons-container">
<!-- Buttons to control the animation -->
<<u>button id="startButton">Start Bouncing</button></u>
<button id="stopButton">Stop Bouncing</button>
</div>
</body>
```

OUTPUT:



Q3 - Write a web page which displays image and show the sliding text on the image.

```
CODE: <!DOCTYPE html>
<html lang="en">
<head>
<meta charset="UTF-8">
<meta name="viewport" content="width=device-width, initial-scale=1.0">
<title>Sliding Text on Image</title>
<style>
/* Style the body to center the content */
body {
margin: <mark>0</mark>;
font-family: Arial, sans-serif;
'* Set the image as background */
.image-container {
position: relative;
width: 100%;
height: 100vh;
background-size: cover;
background-position: center;
overflow: hidden;
'* Sliding text container */
.sliding-text {
position: absolute;
bottom: 20px; /* Position it near the bottom of the image */
```

```
left: 0;
font-size: 2rem;
color: white;
font-weight: bold;
padding: 10px;
background-color: rgba(0, 0, 0, 0.5); /* Semi-transparent background */
width: 100%;
text-align: center;
/* Keyframes for sliding text animation */
@keyframes slideIn {
0% {
50% {
100% {
transform: translateX(-100%); /* Slide out to the left */
</style>
</head>
<body>
<!-- Image container -->
<div class="image-container">
<!-- Sliding text -->
<div class="sliding-text">
This is sliding text on the image!
</div>
</div>
</body>
</html>
```

OUTPUT:

