BACHELOR OF COMPUTER SCIENCE (SOFTWARE ENGINEERING)

COURSE NAME AND CODE:

CSF3133 – WEB-BAED INTERFACE DESIGN (K4)

LAB 6

SEMESTER I SESSION 2025/2026

PREPARED BY:

NAME: AINAA NADHIRAH BINTI ASMADI

MATRIC NUMBER: S75246

COURSE LECTURER:
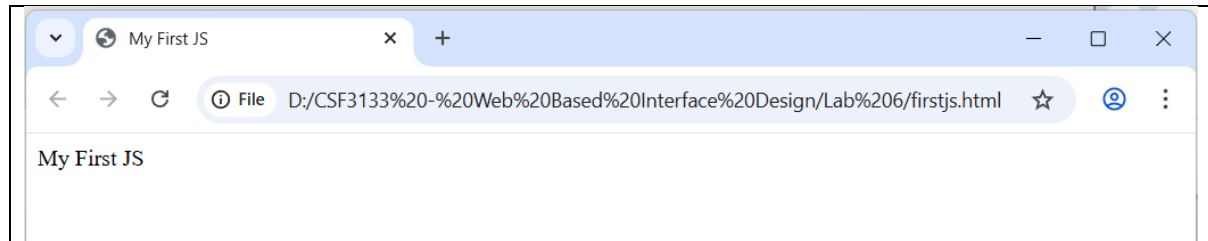
DR. WAN NURAL JAWAHIR BINTI HJ WAN YUSSOF

LAB MODERATOR:
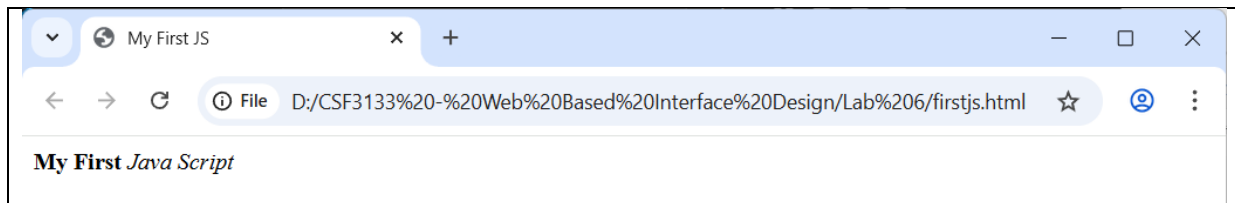
PN. WAN FATIN FATIHAH BINTI YAHYA

LAB 6

Activity 6.3 – Basic Javascript:

Result:

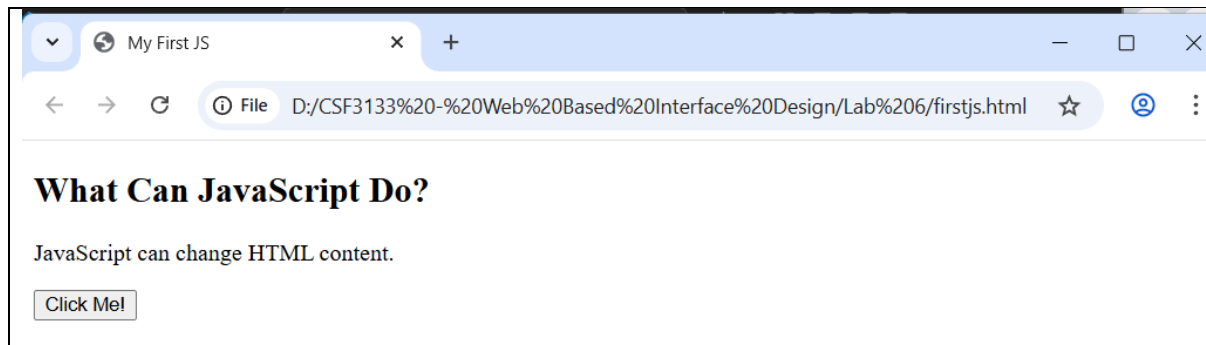

After change change the statement document.write("My First JS!") into document.write(" My First "+"<i>Java Script</i>");
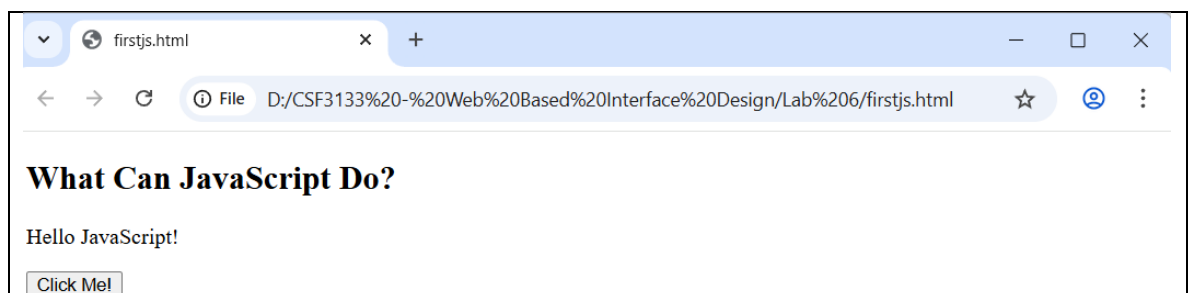
Result:

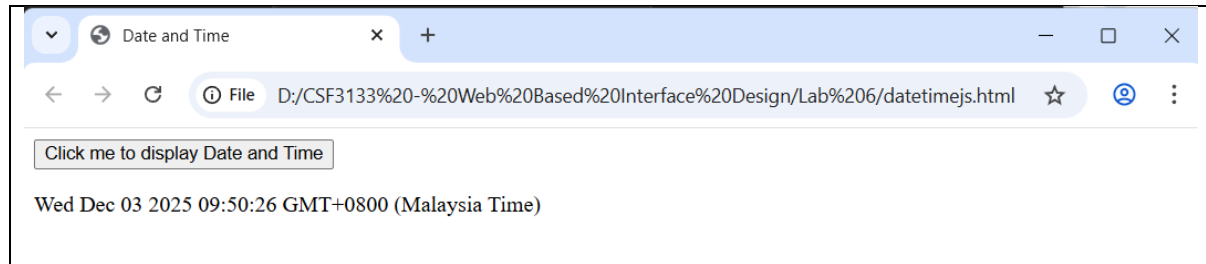Activity 6.4 – getElementById():

Result:

After click the Click Me
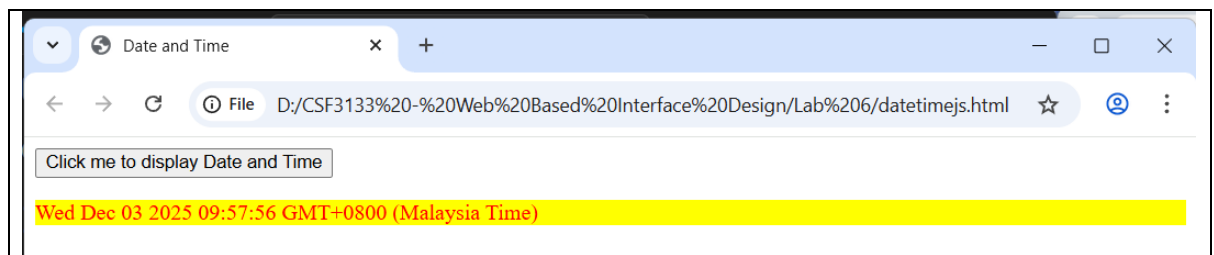
Result:

Activity 6.5 – Date and Time:

Result:

After you try to display date/time and get the result, now add these scripts to change the style of variable (demo):

document.getElementById("demo").style.color = "red";

document.getElementById("demo").style.backgroundColor "yellow";

Result:

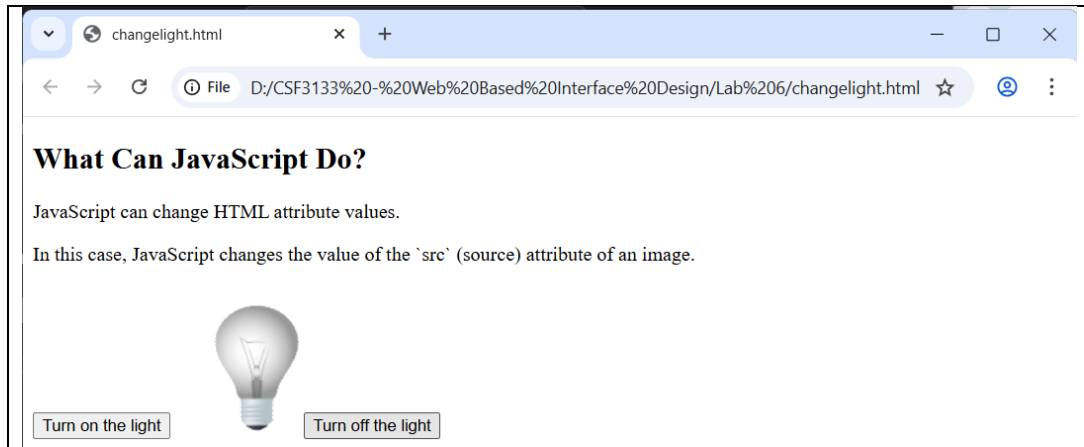Activity 6.6 – Change HTML Attribute Value

Turn on the light:
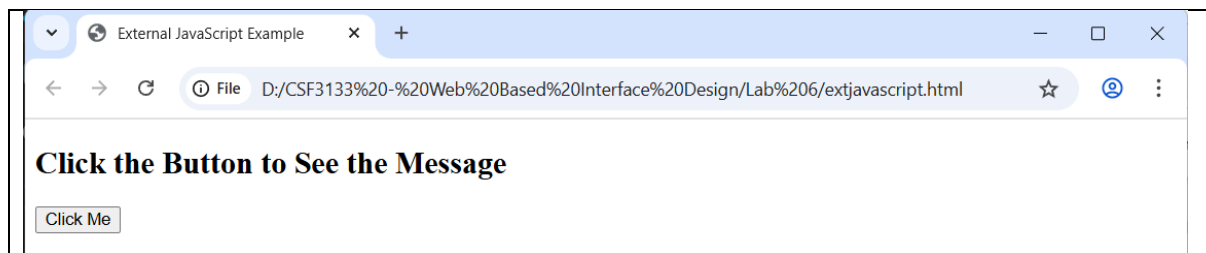
Result:

Turn off the light:
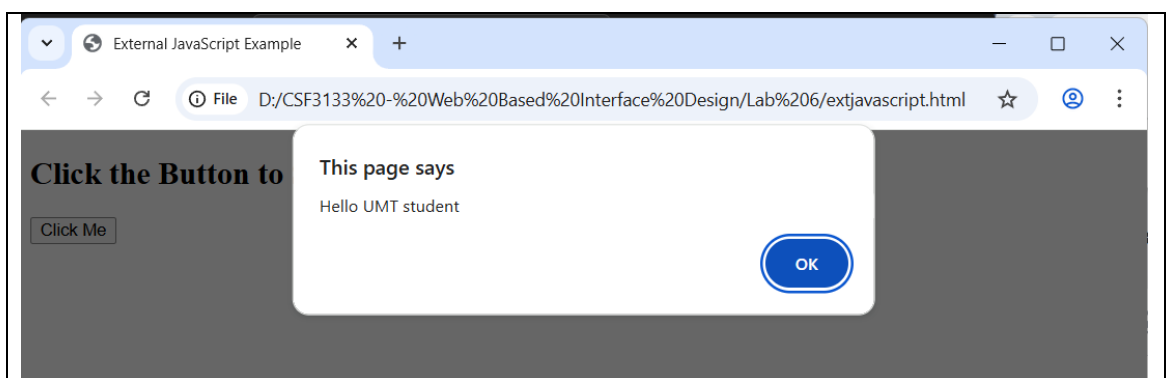
Result:

Activity 6.7 – Link to file Javascript (*.js)
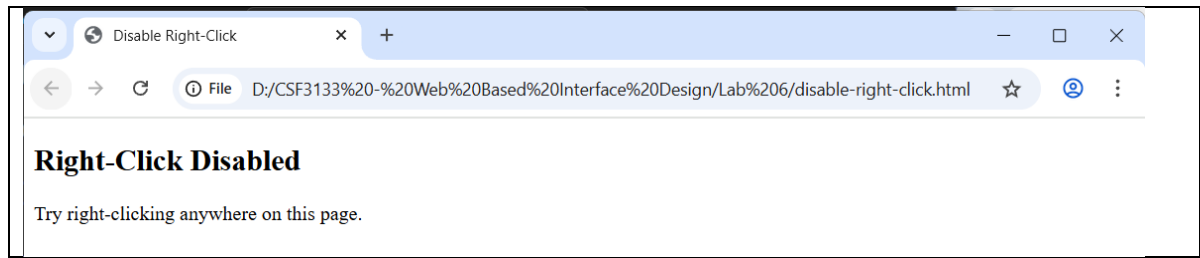
6.7.3 – External References:

Result:

After click the button "Click Me"

Result:

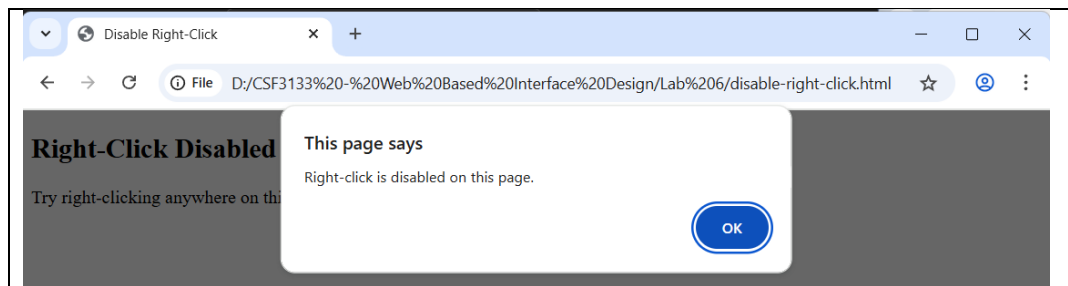## Activity 6.8 – Working with events

Result:

After right-clicking anywhere:

Activity 6.9 – Multiplication Table

Result:
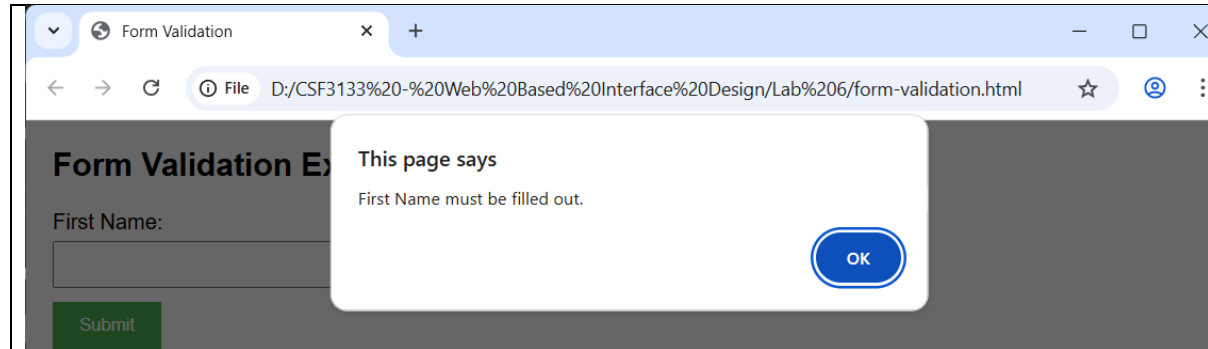
Activity 6.10 – Client-side validation
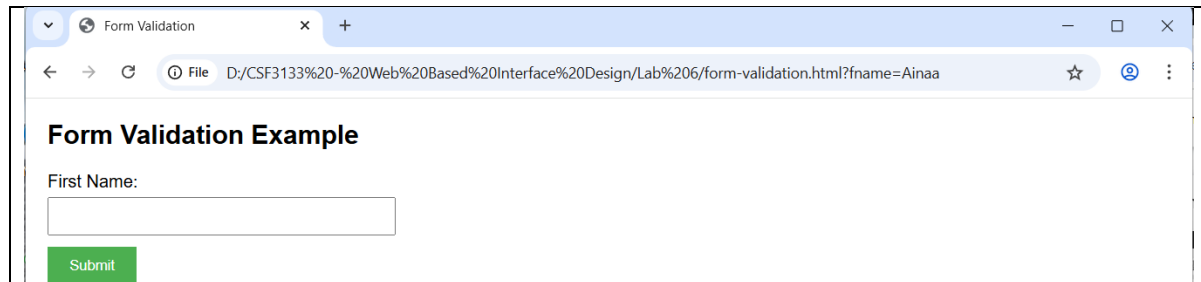
6.10.1 – Form Validation

Case 1: Leave the "**First Name**" field empty and click Submit. An alert should appear saying, "**First Name must be filled out**.".

Result:

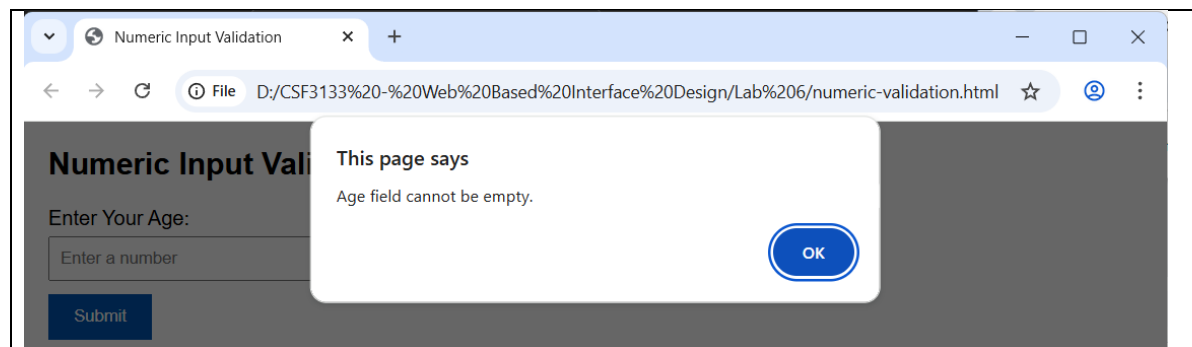Case 2: Fill in the "**First Name**" field and click Submit. The form should submit successfully.

Result:
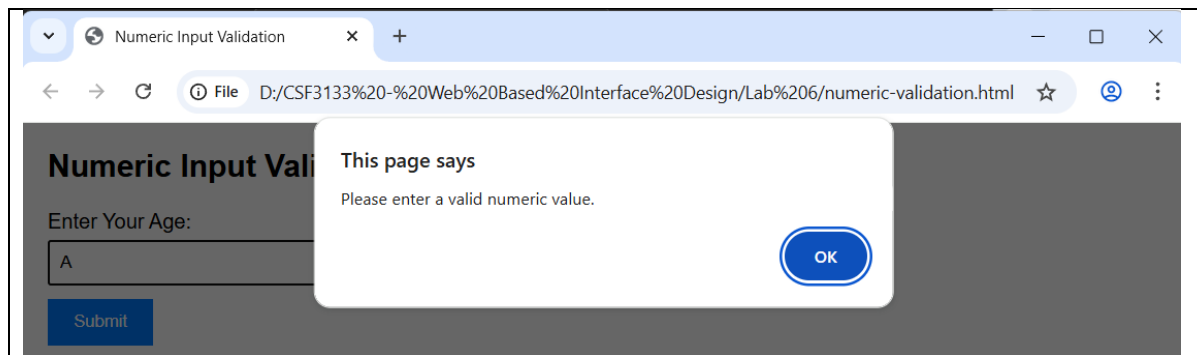

6.10.2 – Numeric Input Validation:

Case 1: Leave the input field empty and click Submit. An alert should appear saying, "**Age field cannot be empty.**".
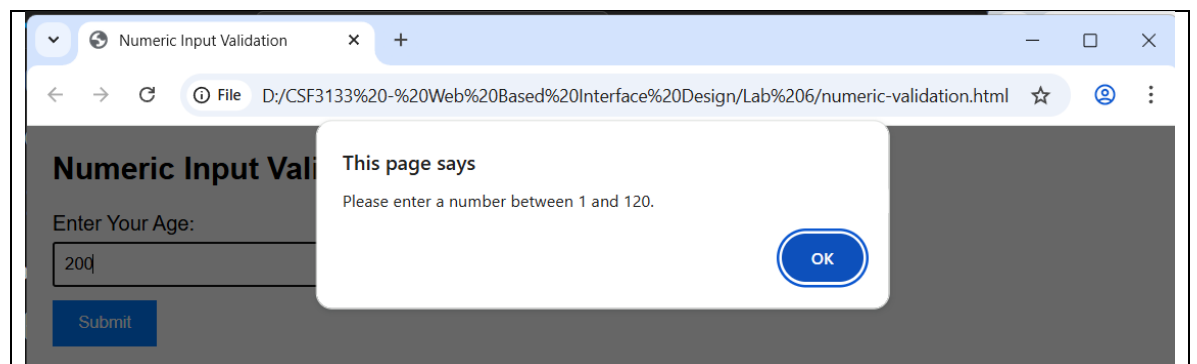
Result:

Case 2: Enter non-numeric characters and click Submit. An alert should appear saying, **"Please enter a valid numeric value"**.
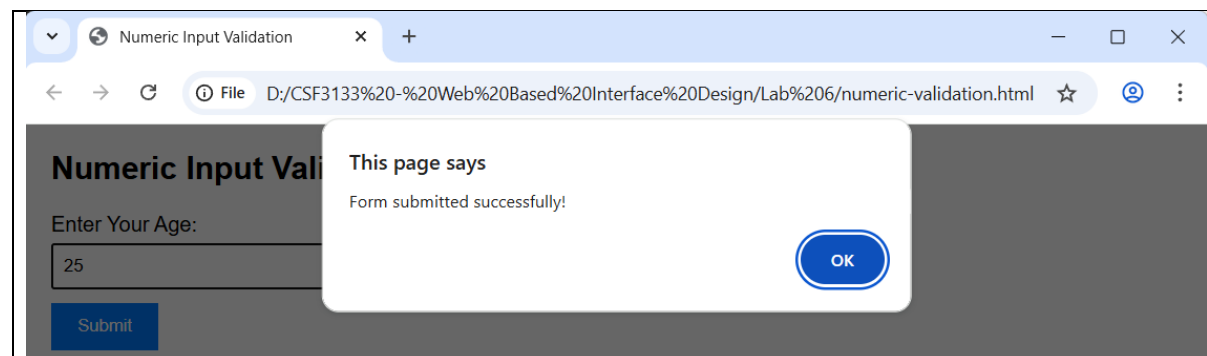
Result:

Case 3: Enter a number outside the range (e.g., -5 or 200) and click Submit. An alert should appear saying, **"Please enter a number between 1 and 120."**.

Result:

Case 4: Enter a valid number (e.g., 25) and click Submit. A success message will appear.

Result:

Activity 6.11 – Math Function
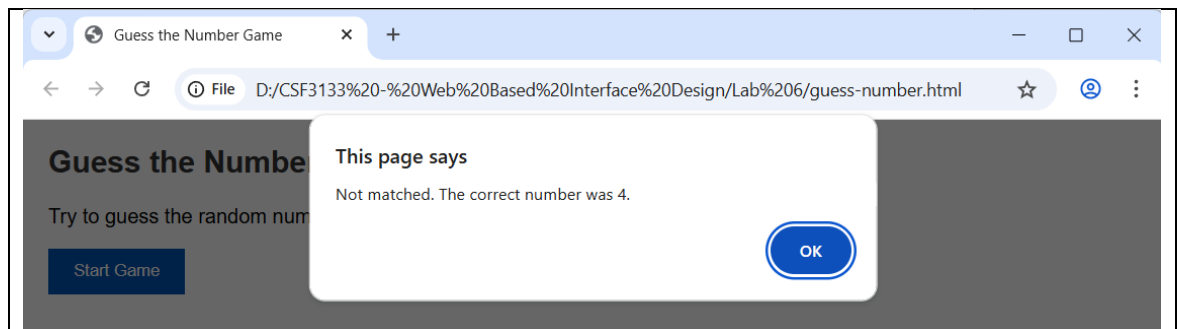
6.11.1 - Guess a Number:

If guess matches the random number:
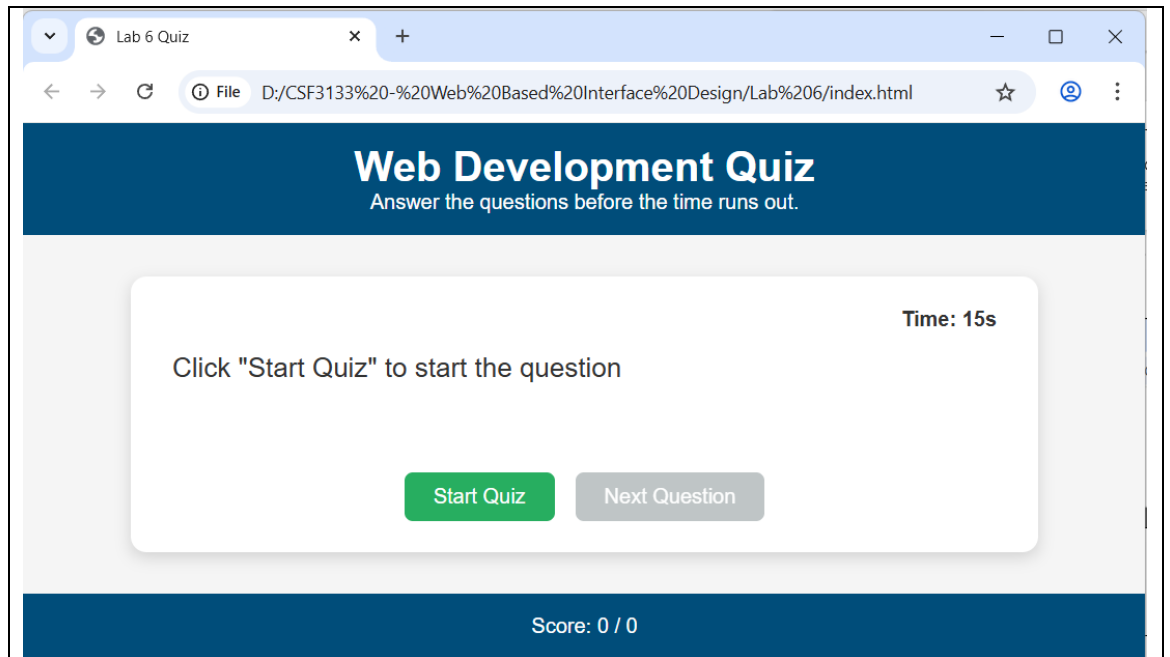
Result:

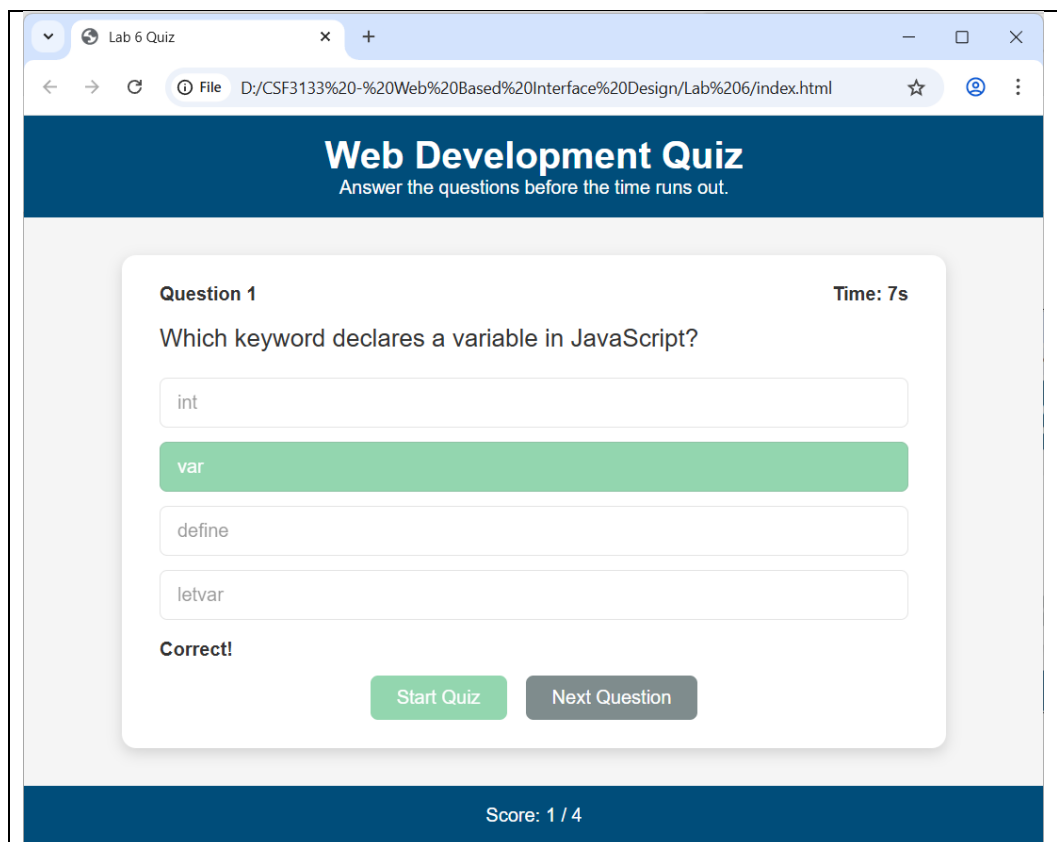If guess is incorrect, along with the correct number:

Result:

Lab Exercise 6:

Result:

When the answer is correct:

When the answer is incorrect:

Result:

When you didn't answer the question:

Result: