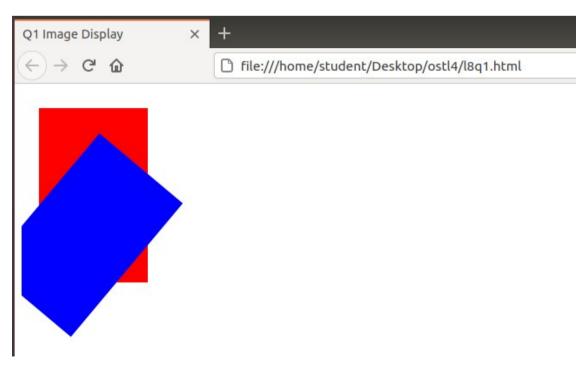
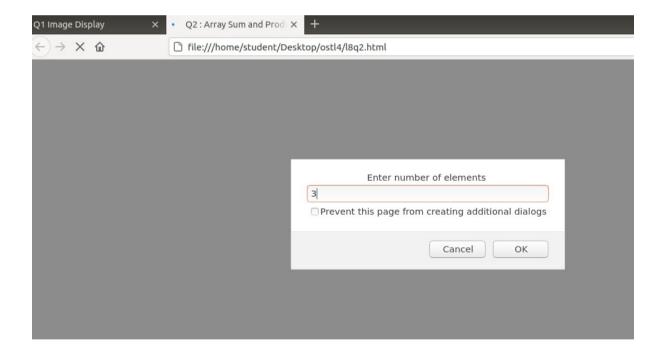
```
Ayush Goyal
190905522
```

OST Lab 8 (Session 4)

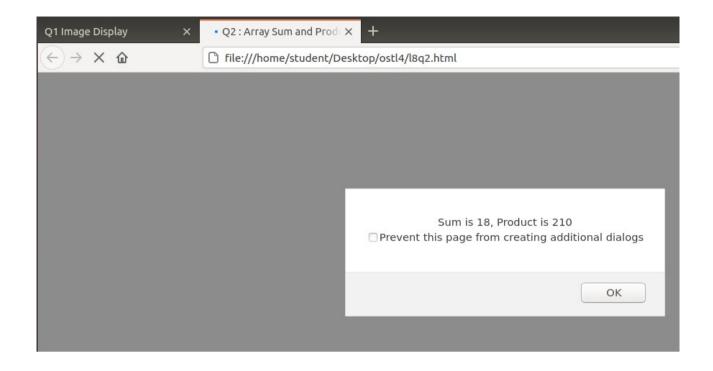
```
Q1)
<!DOCTYPE html>
<html>
<head>
  <title>Q1 Image Display </title>
  <style type="text/css">
    *{
       text-align: left;
  </style>
</head>
<body>
  <canvas id="myCanvas" width="200" height="300">
     <script type="text/javascript">
    var c = document.getElementById("myCanvas");
    var ctx = c.getContext("2d");
    ctx.fillStyle = "red";
    ctx.fillRect(20, 20, 125, 200);
    var d = document.getElementById("myCanvas");
    var dtx = d.getContext("2d");
    dtx.fillStyle = "blue";
    ctx.rotate(40 * Math.PI / 180);
    dtx.fillRect(100, -20, 125, 200);
  </script>
</canvas>
</body>
</html>
```



```
Q2)
<!DOCTYPE html>
<html>
<head>
  <title>Q2 : Array Sum and Product</title>
</head>
<body>
  <script>
    var sum = 0;
    var num = prompt("Enter number of elements ");
    var arr = Array();
    var n;
    var product = 1;
    for(var i = 0; i < num; i = i + 1){
    n = prompt("Enter number" + (i+1) + ":");
    sum += parseInt(n);
    product *= n;
     }
    alert("Sum is " + sum +", Product is " + product);
  </script>
</body>
</html>
```



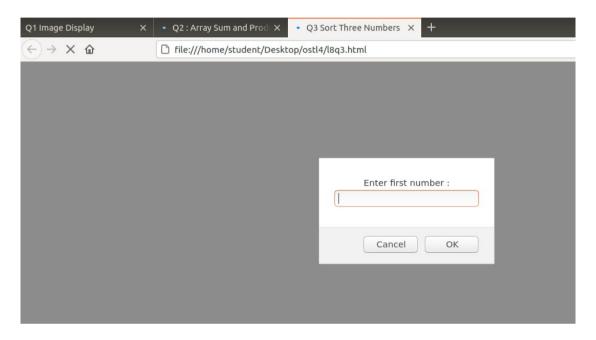




```
<!DOCTYPE html>
<html>
<head>
  <title>Q3 Sort Three Numbers</title>
</head>
<body>
<script type="text/javascript">
       var a = parseInt(prompt("Enter first number :"));
       var b = parseInt(prompt("Enter second number :"));
       var c = parseInt(prompt("Enter third number :"));
       if(a > b){
         if(a > c){
            max = a;
         else{
            max = c;
         }
       else if (b > a)
         if(b > c)
            max = b;
         else{
            max = c;
       alert("Max is " + max);
       if(a > b \&\& c > b){
         min = b;
```

Q3)

```
else if(b > a && c > a){
            min = a;
        }
        else{
            min = c;
        }
        alert("Min is " + min);
        </script>
        </body>
        </html>
```



Like this i take three inputs, in this case they are 14,12,16

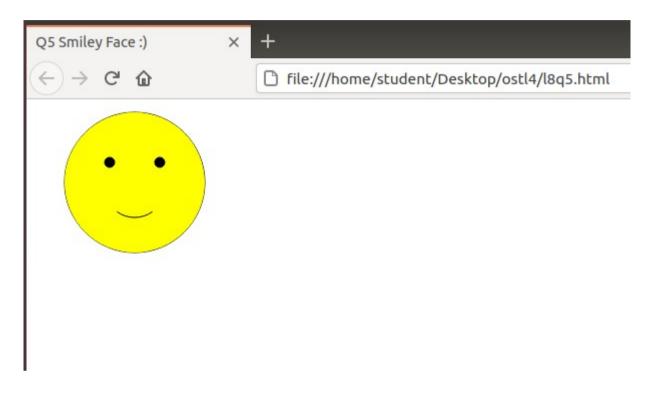




```
output.setAttribute("value","string");
       else output.setAttribute("value" ,"integer");
     }
  </script>
<input type="text" name="in" id="inp" placeholder="Enter something..."><br>
<input type="text" name="out" id="out"><br>
<button onclick="checkInput()">Check</button>
</body>
</html>
                    × • Q2: Array Sum and Prod X • Q3 Sort Three Numbers X
Q1 Image Display
                                                                       Q4 Data type of Input
 < >> C @
                        file:///home/student/Desktop/ostl4/l8q4.html
 Ayush Goyal
 string
  Check
Q5)
<!DOCTYPE html>
<html>
<head>
  <title>Q5 Smiley Face :)</title>
</head>
<body>
  <canvas id="myCanvas" width="400" height="250">
     <script type="text/javascript">
       var c = document.getElementById("myCanvas");
       var ctx = c.getContext("2d");
       ctx.beginPath();
       ctx.arc(100, 75, 70, 0, 2 * Math.PI);
       ctx.stroke();ctx.fillStyle = " #FFFF00";
       ctx.fill();
       var d = document.getElementById("myCanvas");
       var dtx = d.getContext("2d");
       dtx.beginPath();
       dtx.arc(75, 55, 5, 0, 2 * Math.PI);
       dtx.stroke();
       dtx.fillStyle = "black";
       dtx.fill();
       var e = document.getElementById("myCanvas");
       var etx = e.getContext("2d");
       etx.beginPath();
       etx.arc(125, 55, 5, 0, 2 * Math.PI);
       etx.stroke();
       etx.fillStyle = "black";
       etx.fill();
```

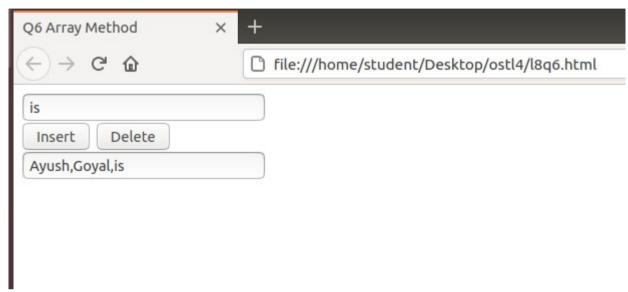
var f = document.getElementById("myCanvas");

```
var ftx = f.getContext("2d");
    ftx.beginPath();
    ftx.arc(100, 80, 30, 0.3 * Math.PI, 0.7 * Math.PI);
    ftx.stroke();
    </script>
    </canvas>
</body>
</html>
```



```
Q6)
<!DOCTYPE html>
<html>
<head>
  <title>Q6 Array Method</title>
</head>
<body>
  <script type="text/javascript">
    var array = [];
    function add(value) {
       array.push(value);
    document.getElementById("array_out").setAttribute("value", array);
    function del(value) {
       for (var i = array.length -1; i \ge 0; i--) {
         if (array[i] == value) {
            array.splice(i, 1);
          }
       document.getElementById("array_out").setAttribute("value", array);
     }
```

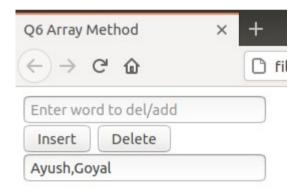
```
</script>
<input type="text" name="input" id="word_in" placeholder="Enter word to del/add"><br>
<button onclick="add(getElementById('word_in').value)">Insert</button>
<button onclick="del(getElementById('word_in').value)">Delete</button><br>
<input type="text" name="output" id="array_out">
</body>
</html>
```



After adding Three words: Ayush Goyal is

Q7)

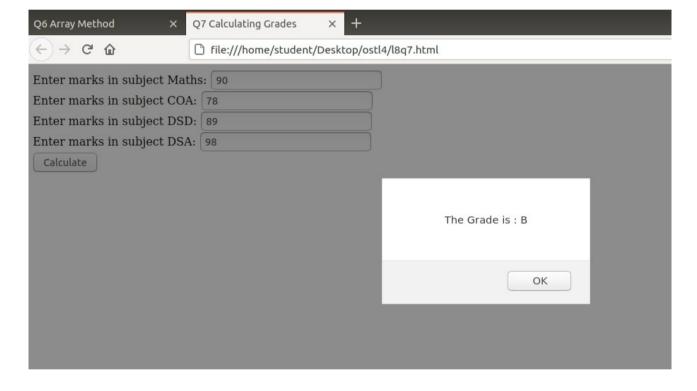
}



After deleting the last word.

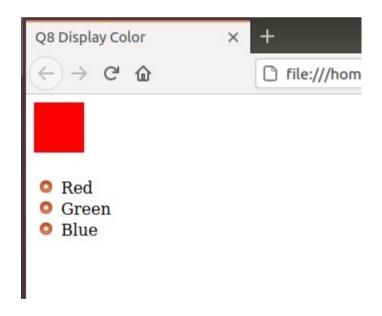
```
<!DOCTYPE html>
<html>
<head>
    <title>Q7 Calculating Grades</title>
</head>
<body>
<script type="text/javascript">
    function calc() {
      var sum=0;
      for (var i = 1; i <= 4; i++) {
            sum += parseInt(document.getElementById('m'+i).value);
      }
      **Touch in the sum of the sum of
```

```
var avg = sum/4;
    var grade = "";
    if (avg < 60) grade = 'Fail';
    else if (avg < 70 \&\& avg > 60) grade = 'D';
    else if (avg < 80 \&\& avg > 70) grade = 'C';
    else if (avg < 90 \&\& avg > 80) grade = 'B';
    else grade = 'A';
    alert('The Grade is : '+ grade );
  }
</script>
Enter marks in subject Maths: <input type="text" name="m1" id="m1"><br>
Enter marks in subject COA: <input type="text" name="m2" id="m2"><br>
Enter marks in subject DSD: <input type="text" name="m3" id="m3"><br>
Enter marks in subject DSA: <input type="text" name="m4" id="m4"><br>
<button onclick="calc()">Calculate</button>
</body>
</html>
```

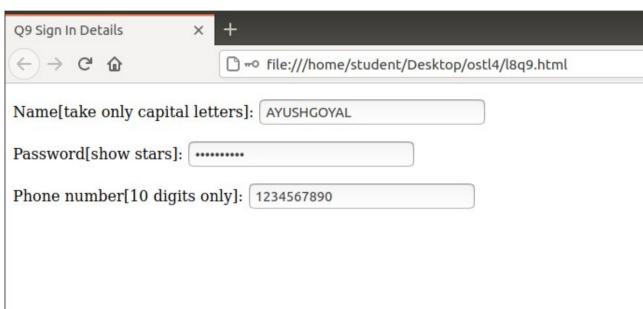


```
Q8)
```

```
}
function green(){
var canvas = document.getElementById("canvas");
var ctx = canvas.getContext("2d");
ctx.fillStyle = "green";
ctx.fillRect(0, 0, 50, 50);
function blue(){
var canvas = document.getElementById("canvas");
var ctx = canvas.getContext("2d");
ctx.fillStyle = "blue";
ctx.fillRect(0, 0, 50, 50);
}
</script>
<body>
  <canvas width=70 height=70 id="canvas"></canvas>
  <form>
     <input type="radio" onclick="red();"> Red<br>
     <input type="radio" onclick="green();"> Green<br>
     <input type="radio" onclick="blue();"> Blue
  </form>
</body>
</html>
```



```
Q9)
```



```
<!DOCTYPE html>
<html>
<head>
  <title>Q10 : Online Quiz</title>
</head>
<body>
  <h1 style = "text-align: left;">Online Quiz</h1>
  <script type="text/javascript">
  function calculate_score() {
      var score = 0;
             if (document.getElementById("q12").checked)
             score += 1;
             if (document.getElementById("q22").checked)
             score += 1;
             if (document.getElementById("q31").checked)
             score += 1;
             document.getElementById('Score').innerHTML = " "+score;
       }
      </script>
What is 3+3*2? <br>
<input type="radio" name="q1" id="q11">12<br>
<input type="radio" name="q1" id="q12">9<br>
```

Q10)

```
<input type="radio" name="q1" id="q13">8<br>>What is 5%6 ? <br>
<input type="radio" name="q2" id="q21">0<br>
<input type="radio" name="q2" id="q22">5<br>
<input type="radio" name="q2" id="q23">6<br>><input type="radio" name="q2" id="q23">6<br>><br>
What is color of the sky during day?<br>
<input type="radio" name="q3" id="q31">Blue<br>><input type="radio" name="q3" id="q32">White<br>><input type="radio" name="q3" id="q33">Black<br>><br>><br/>
<input type="radio" name="q3" id="q33">Black<br>><br>><br/>
<br/>
<br/
```

