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**WEB Lab 07.**

1)

<html>

<body>

<button id="myButton">Button</button>

<script>

function handleClick() {

alert('This is a alert');

}

document.getElementById('myButton').addEventListener('click', handleClick);

</script>

</body>

</html>

2)

<html>

<body>

<label>Enter 5 marks:</label><br>

<input type="number" id="mark1" min="0" max="100"><br>

<input type="number" id="mark2" min="0" max="100"><br>

<input type="number" id="mark3" min="0" max="100"><br>

<input type="number" id="mark4" min="0" max="100"><br>

<input type="number" id="mark5" min="0" max="100"><br>

<button onclick="calculateGrade()">Grade</button>

<script>

function calculateGrade() {

var mark1 = parseFloat(document.getElementById('mark1').value);

var mark2 = parseFloat(document.getElementById('mark2').value);

var mark3 = parseFloat(document.getElementById('mark3').value);

var mark4 = parseFloat(document.getElementById('mark4').value);

var mark5 = parseFloat(document.getElementById('mark5').value);

var total = mark1 + mark2 + mark3 + mark4 + mark5;

var average = total / 5;

alert("Total marks: " + total + "\nAverage marks: " + average);

if (average > 30) {

alert("Congrats! You passed.");

} else {

alert("Better luck next time.");

}

}

</script>

</body>

</html>