

Subject: 2304CS431 – CSJS

Faculty: Prof. Chirag K. Sakhrani

Practical - 19: Implementing keyboard event

60.	<p>WAP to greet a user as per the current time. E.g. if anyone opens page at 08:00 am it should greet GOOD Morning. (A)</p> <pre><!DOCTYPE html> <html> <body> <h2 id="msg"></h2> <script> let hour = new Date().getHours(); let greet = ""; if (hour < 12) { greet = "Good Morning"; } else if (hour < 17) { greet = "Good Afternoon"; } else { greet = "Good Evening"; } document.getElementById("msg").innerHTML = greet; </script> </body> </html></pre>
61.	<p>WAP to recognize which keyboard event is fired. (B)</p> <pre><!DOCTYPE html> <html> <body> <h2 id="msg">Press any key...</h2> <input type="text" onkeydown="show('Key Down')" onkeyup="show('Key Up')" onkeypress="show('Key Press')" <script> function show(text) { document.getElementById("msg").innerHTML = "Event: " + text; } </script> </body> </html></pre>

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62.	62. WAP to demonstrate change in properties of HTML element using JavaScript. (C)
	<pre><!DOCTYPE html> <html> <body> <p id="p1">This is a paragraph.</p> <button onclick="change()">Change Properties</button> <script> function change() { let p = document.getElementById("p1"); p.style.color = "red"; p.style.fontSize = "25px"; p.style.backgroundColor = "yellow"; } </script> </body> </html></pre>
63.	WAP to take a character from the user and you have to display whether the key pressed is number, alphabet or a symbol. (C)
	<pre><!DOCTYPE html> <html> <body> <h2>Type Whatever</h2> <input type="text" onkeypress="check(event)"> <p id="result"></p> <script> function check(e) { let ch = e.key; if (ch >= '0' && ch <= '9') { document.getElementById("result").innerHTML = "Number"; } else if ((ch >= 'a' && ch <= 'z') (ch >= 'A' && ch <= 'Z')) { document.getElementById("result").innerHTML = "Alphabet"; } else { document.getElementById("result").innerHTML = "Symbol"; } } </script> </body> </html></pre>

