

Practical - 19: Implementing keyboard event

60. 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)

```
<!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>
```

61. WAP to recognize which keyboard event is fired. (B)

```
<!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>
```

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>



Darshan
UNIVERSITY

Subject: 2304CS431 – CSJS

DICA|BCA/BSCIT

Academic Year 2025-26 | Semester-4

Practical Solution

Faculty: Prof. Chirag K. Sakhrani