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Roll Number: 11

**Experiment Number: 06** 

## Conditional Statements

- Project Idea: Create a simple weather app that suggests activities based on the weather condition (e.g., sunny, rainy, snowy).
- Description: Participants will use conditional statements (if, else if, else) to display different messages depending on the weather condition. This project introduces learners to decision-making in JavaScript based on specific conditions.

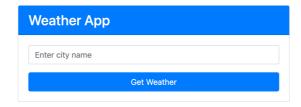
## Code:

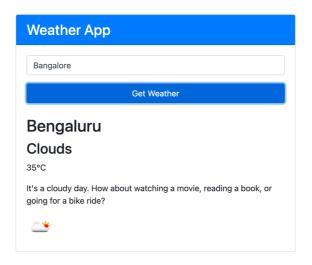
```
<!DOCTYPE html>
<html lang="en">
 <meta charset="UTF-8">
 <meta name="viewport" content="width=device-width, initial-scale=1.0">
 <title>Weather App</title>
 <link rel="stylesheet" href="https://stackpath.bootstrapcdn.com/bootstrap/4.5.2/css/bootstrap.min.css">
 <link rel="stylesheet" href="styles.css">
</head>
 <div class="container">
   <div class="row justify-content-center mt-5">
     <div class="col-md-6">
       <div class="card">
        <div class="card-header bg-primary text-white">
          <h3 class="mb-0">Weather App</h3>
         </div>
         <div class="card-body">
           <div class="form-group">
            <input type="text" class="form-control" id="city" placeholder="Enter city name">
           <button class="btn btn-primary btn-block" id="submit">Get Weather
           <div class="weather-container mt-4" id="weather-container">
            <div class="weather-info">
              <h2 id="location"></h2>
              <h3 id="weather"></h3>
              <img id="icon" src="" alt="Weather Icon">
 </div>
 <script src="script.js"></script>
```

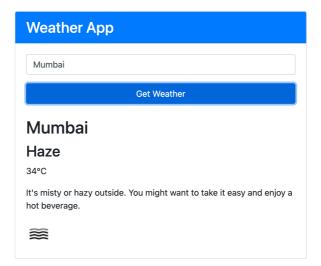
```
document.addEventListener('DOMContentLoaded', function () {
  const apiKey = '62d7a50e6f4b25ed70de07839c010508';
  const submitBtn = document.getElementById('submit');
   const weatherContainer = document.getElementById('weather-container');
const weatherIcon = document.getElementById('icon');
   submitBtn.addEventListener('click', function () {
  const city = document.getElementById('city').value.trim();
  const apiUrl = `https://api.openweathermap.org/data/2.5/weather?q=${city}&appid=${apiKey}&units=metric`;
           .then(response => response.json())
          .then(data => {
   const location = data.name;
             const tocation = uata.name,
const weather = data.weather[0].main;
const temperature = Math.round(data.main.temp);
const icon = `http://openweathermap.org/img/w/${data.weather[0].icon}.png`;
             if (weather === 'Clear') {
    activity = "It's a sunny day! You can go for a walk, have a picnic, or play outdoor sports.";
} else if (weather === 'Clouds') {
                ease if (weather === troods ) {
    activity = "It's a cloudy day. How about watching a movie, reading a book, or going for a bike ride?";
    else if (weather === 'Rain') {
             etse if (weather === 'snow') {
   activity = "It's snowing. You can build a snowman, have a snowball fight, or stay indoors and enjoy a movie.";
   else if (weather === 'Mist' || weather === 'Haze') {
    activity = "It's misty or hazy outside. You might want to take it easy and enjoy a hot beverage.";
    else if (weather === 'Fog') {
        activity = "It's foggy outside. Be cautious while driving and consider staying indoors.";

             | activity = "it's Toggy outside. Be cautious while driving and consider staying indoors.";
} else if (weather === 'Smoke' || weather === 'Dust' || weather === 'Sand') {
| activity = "There's smoke, dust, or sand in the air. It's best to stay indoors and avoid outdoor activities.";
} else if (weather === 'Tornado') {
              activity = "There's a tornado warning! Seek shelter immediately and stay indoors.";
} else if (weather ==== 'Squall') {
                 activity = "There's a squall warning! Seek shelter immediately and stay indoors.";
                activity = "Enjoy your day!";
             document.getElementById('location').textContent = location;
             document.getElementById('weather').textContent = veather;
document.getElementById('temperature').textContent = '${temperature}'C';
weather!Con.setAtribute('src', icon);
document.getElementById('activity').textContent = activity;
             weatherContainer.style.display = 'block';
          .catch(error => -
             console.log('Error fetching weather data', error);
alert('Error fetching weather data. Please try again.');
```

## **Output:**







## Javascript description in the code:

In this JavaScript code it fetches weather data from the OpenWeatherMap API based on the user's input city and displays the weather information along with a suggested activity.

- 1. It waits for the DOM content to be loaded.
- 2. It defines an event listener for the submit button.
- 3. When the submit button is clicked, it retrieves the value of the city input, constructs the API URL, and makes a fetch request to the OpenWeatherMap API.
- 4. It then processes the response, extracting the relevant weather information such as location.