Assignment2

1) Write a HTML code with inline C

```html
<html>

<head>

</head>

<body style="background-color:yellow;">

<h2 style="color:pink;text-align:center"> Inline CSS </h2>

<img src="abstract-1.jpg" style="align:center;width:500px;height:300px">

</body>
```

2) Write a HTML code with Internal Css

```html
<html>
<head>
<style>
body{
background-color:lightblue;
}
h1
{

color:red;
text-align:center;
}

</style>

</head>
<body>
<h1> Internal CSS </h1>
<img src="train.jpg"> </img>
</body>
</html
```

3) Write a HTML code with External Css

☐ Css – Color
☐ Css- background
☐ Css-Font
☐ Css-Text
☐ Css-Image
☐ Css-Link
☐ Css-Border
☐ Css-Margin
☐ Css-List
☐ Css-padding
☐ Css-Cursor

```html
<!DOCTYPE html>
<html>
<head>
    <title>External CSS Example</title>
    <link rel="stylesheet" href="mystyle1.css">
</head>
<body>
    <h1>External CSS</h1>
    <img src="badminton.jpg" alt="Badminton">
    <p>Badminton is a racquet sport played using racquets to hit a shuttlecock across a net.
Although it may be played with larger teams, the most common forms of the game are
"singles" (with one player per side) and "doubles" (with two players per side). Badminton is
often played as a casual outdoor activity in a yard or on a beach; formal games are played on
a rectangular indoor court. Points are scored by striking the shuttlecock with the racquet
and landing it within the other team's half of the court.</p>
    <a href="https://www.google.com">Visit this website</a>
</body>
</html>
```

3) Print hello word using internal JavaScript

```
<html>
<head>
<body>
<script>
document.write("Hello World");
</script>
</body>
```

4. Apply all the arithmetic Operation using JavaScript

```
<!DOCTYPE html>
<html>
<head>
   <title>Arithmetic Operations in JavaScript</title>
</head>
<body>
   <script>
      let a = 10;
      let b = 20;
      let c = a + b;
      let d = b - a;
      let e = a * b;
      let f = a / b;
      let g = a % b;
      let x = 5;
      let p = 5;
      let z = p ** 2;
      let l = Math.pow(5, 3);
      let s = (100 + 50) * 3;

      document.write("Addition of 10 and 20 is " + c + "<br>");
      document.write("Subtraction of 20 and 10 is " + d + "<br>");
      document.write("Multiplication of 10 and 20 is " + e + "<br>");
      document.write("Division of 10 and 20 is " + f + "<br>");
      document.write("Modulus of 10 and 20 is " + g + "<br>");
      document.write("Value of x in post-increment (x++) first time: " + (x++) + "<br>");
      document.write("Value of x after using x++: " + x + "<br>");
      document.write("Value of z in exponential (p^2): " + z + "<br>");
      document.write("Value of l in exponential with Math.pow (5^3): " + l + "<br>");
      document.write("Operator precedence performed: Value of s is " + s + "<br>");
   </script>
</body>
</html>
```

6. 6) Accept number from the user and find number is even or odd, display result using alert box

```html
<!DOCTYPE html>
<html>
<head>
   <title>Even or Odd Checker</title>
</head>
<body>
   <script>
     let n = prompt("Enter a number:");
     n = parseInt(n); // Ensures the input is treated as an integer
     if (n % 2 == 0) {
        alert(`Number ${n} is even.`);
     } else {
        alert(`Number ${n} is odd.`);
     }
   </script>
</body>
</html>
```

7) Using while loop print all even number between 1 -25.

```html
<html>
<head>
<script>
let n=1;
document.write("Even No is <br> ");
while(n<=25)
{
if(n%2==0)
{
document.write(`${n} <br>`);
}
n++;
}

</script>
</body>
</html>
```

8) Using for loop print multiplication table.

```html
<html>
<head>
<script>
let n=prompt("Enter no");
let multi;
document.write("Multiplication Table of" + n + " is"  + "<br>");
for(let i=1;i<=10;i++)
{
document.write(multi=n*i + "<br>");
}


</script>
</body>
</html>
```

 9) Using do while loop find number divisible by 3 between 1-50

```html
<html>
<head>
</head>
<body>
<script>
let n=1;
do{
if(n%3==0)
{
document.write(n +" is divisibe by 3" + "<br>");
}
n++;
}while(n<=50);

</script>
</html>
</body>
```

10) Implement all the dialog Box: Apply all dialogue box 1. Alert 2. Prompt 3.
Confirm

```html
<html>
<head>
</head>
<body>
<script>
alert("Hello");
prompt("Enter day name", "Wednesday");
confirm("Are you sure");
</script>
</body>
</html>
```

Assignment3.

1. 1) Simple calculator with 3 Textboxes.

```html
<!DOCTYPE html>
<html>
<head>
  <title>Simple Calculator</title>
  <script>
    function calculate() {
      var num1 = parseFloat(document.getElementById('num1').value);
      var num2 = parseFloat(document.getElementById('num2').value);
      var operation = document.getElementById('operation').value;
      var result;

      switch(operation) {
        case '+':
          result = num1 + num2;
          break;
        case '-':
          result = num1 - num2;
          break;
        case '*':
          result = num1 * num2;
          break;
        case '/':
          result = num1 / num2;
          break;
        default:
          result = 'Invalid operation';
      }
```

```
                document.getElementById('result').value = result;
            }
        </script>
    </head>
    <body>
        <h2>Simple Calculator</h2>
        <input type="text" id="num1" placeholder="Enter first number">
        <input type="text" id="num2" placeholder="Enter second number">
        <select id="operation">
            <option value="+">+</option>
            <option value="-">-</option>
            <option value="*">*</option>
            <option value="/">/</option>
        </select>
        <button onclick="calculate()">Calculate</button>
        <br><br>
        <input type="text" id="result" placeholder="Result" readonly>
    </body>
</html>
```

2) Leap Year

```
<!DOCTYPE html>
<html>
<head>
    <title>Leap Year Checker</title>
</head>
<body>
    <p id="p1"></p>
    <script>
        let n = prompt("Enter a year:");
        if ((n % 4 == 0 && n % 100 != 0) || (n % 400 == 0)) {
            document.getElementById("p1").innerHTML = "It is a leap year";
        } else {
            document.getElementById("p1").innerHTML = "It is not a leap year";
        }
    </script>
</body>
</html>
```

3. 3) Odd, Even , Positive ,Negative
```
<!DOCTYPE html>
<html>
<head>
    <title>Odd, Even, Positive, Negative Checker</title>
</head>
<body>
```

```html
    <p id="p1"></p>
    <p id="p2"></p>
    <script>
      let n = prompt("Enter a number:");
      n = parseFloat(n); // Ensure the input is treated as a number

      if (n % 2 === 0) {
        document.getElementById("p1").innerHTML = "Even Number";
      } else if (n % 2 !== 0) {
        document.getElementById("p1").innerHTML = "Odd Number";
      }

      if (n > 0) {
        document.getElementById("p2").innerHTML = "Positive Number";
      } else if (n < 0) {
        document.getElementById("p2").innerHTML = "Negative Number";
      } else {
        document.getElementById("p2").innerHTML = "The number is zero";
      }
    </script>
</body>
</html>
```

4. 4) Maximum, Minimum number

```html
<!DOCTYPE html>
<html>
<head>
  <title>Max and Min Number Finder</title>
</head>
<body>
  <h1>Find Maximum and Minimum Numbers</h1>
  <input type="text" id="numbers" placeholder="Enter numbers separated by commas"><br><br>
  <button onclick="findMaxMin()">Find Max and Min</button><br><br>
  <p id="result"></p>

  <script>
    function findMaxMin() {
      // Get input from the textbox
      var input = document.getElementById("numbers").value;
      var numArray = [];
      var currentNum = '';

      // Parse the input manually to create an array of numbers
      for (var i = 0; i < input.length; i++) {
        if (input[i] === ',') {
```

```javascript
        if (currentNum) {
          numArray.push(parseFloat(currentNum.trim()));
          currentNum = '';
        }
      } else {
        currentNum += input[i];
      }
    }
    // Push the last number if exists
    if (currentNum) {
      numArray.push(parseFloat(currentNum.trim()));
    }

    // Initialize max and min with the first element
    var maxNum = numArray[0];
    var minNum = numArray[0];

    // Find max and min manually
    for (var i = 1; i < numArray.length; i++) {
      if (numArray[i] > maxNum) {
        maxNum = numArray[i];
      }
      if (numArray[i] < minNum) {
        minNum = numArray[i];
      }
    }

    // Display the results
    document.getElementById("result").innerText = "Maximum: " + maxNum + " |
Minimum: " + minNum;
    }
  </script>
</body>
</html>
```

5. 5) Get Mark of 3 subjects and give result like if total marks are between 0 – 50 then fail
,50 –100 then pass ,100-150 then first class

```html
<!DOCTYPE html>
<html>
<head>
  <title>Mark Evaluation</title>
</head>
<body>
  <h1>Mark Evaluation</h1>
  <input type="number" id="subject1" placeholder="Enter marks for Subject 1"><br><br>
  <input type="number" id="subject2" placeholder="Enter marks for Subject 2"><br><br>
  <input type="number" id="subject3" placeholder="Enter marks for Subject 3"><br><br>
  <button onclick="evaluateMarks()">Evaluate</button><br><br>
```

```html
    <p id="result"></p>

    <script>
      function evaluateMarks() {
        // Get input marks
        var marks1 = parseFloat(document.getElementById("subject1").value);
        var marks2 = parseFloat(document.getElementById("subject2").value);
        var marks3 = parseFloat(document.getElementById("subject3").value);

        // Calculate total marks
        var totalMarks = marks1 + marks2 + marks3;

        // Determine result based on total marks
        var result;
        if (totalMarks >= 0 && totalMarks <= 50) {
          result = "Fail";
        } else if (totalMarks > 50 && totalMarks <= 100) {
          result = "Pass";
        } else if (totalMarks > 100 && totalMarks <= 150) {
          result = "First Class";
        } else {
          result = "Invalid marks entered";
        }

        // Display the result
        document.getElementById("result").innerText = "Total Marks: " + totalMarks + " -
Result: " + result;
      }
    </script>
</body>
</html>
```

6) Enter Color name and according to it textbox color will change
```html
<html>
<body>
<p id="p1"> </p>
<input type="text" id="c" placeholder="Enter Color Name">
<button onclick="colo()">Color change </button>
<script>
function colo(){
let col=document.getElementById("c");
col.style.backgroundColor=col.value;

}
</script>
</body>
</html>
```

7) Enter student no according to no display message "Good", "Try best in next exam", "Need to improve" (Select case)

```html
<!DOCTYPE html>
<html>
<head>
    <title>Student Performance Evaluation</title>
</head>
<body>
    <h1>Student Performance Evaluation</h1>
    <input type="number" id="studentNo" placeholder="Enter student number"><br><br>
    <button onclick="evaluateStudent()">Evaluate</button><br><br>
    <p id="result"></p>

    <script>
      function evaluateStudent() {

          var studentNo = parseInt(document.getElementById("studentNo").value);
          var message;


          switch (studentNo) {
            case 1:
               message = "Good";
               break;
            case 2:
               message = "Try best in next exam";
               break;
            case 3:
               message = "Need to improve";
               break;
            default:
               message = "Invalid student number";
          }


          document.getElementById("result").innerText = message;
       }
    </script>
</body>
</html>
```

8) Print Table

```html
<!DOCTYPE html>
<html>
<head>
    <title>Multiplication Table</title>
</head>
```

```
<body>
  <p id="p1"></p>
  <script>
    let n = prompt("Enter a number:");
    let text = "";

    for (let i = 1; i <= 10; i++) {
      let multi = n * i;
      text += `${n} x ${i} = ${multi}<br>`;
    }

    document.getElementById("p1").innerHTML = text;
  </script>
</body>
</html>
```

9. 9) Reverse number , Reverse string , Palindrome

```
<!DOCTYPE html>
<html>
<head>
  <title>Palindrome Checker</title>
</head>
<body>
  <h1>Palindrome Checker</h1>
  <p id="p1"></p>
  <p id="p2"></p>
  <input type="text" id="no" placeholder="Enter a number to reverse and check
palindrome">
  <button onclick="number()">Reverse & Check Number</button> <br><br>
  <input type="text" id="s" placeholder="Enter a string to reverse and check palindrome">
  <button onclick="strin()">Reverse & Check String</button>
  <script>
    function number() {
      let text = "";
      let n = document.getElementById("no").value;
      let original = n; // Store the original number
      n = parseInt(n);
      while (n > 0) {
        let mod = n % 10;
        text += mod;
        n = parseInt(n / 10);
      }
      let result = "Reversed number is " + text;
      if (text === original) {
        result += " (Palindrome)";
      } else {
        result += " (Not a Palindrome)";
      }
```

```
            document.getElementById("p1").innerHTML = result;
        }

        function strin() {
            let txt = "";
            let str = document.getElementById("s").value;
            let original = str; // Store the original string
            for (let i = str.length - 1; i >= 0; i--) {
                txt += str[i];
            }
            let result = "Reversed string is " + txt;
            if (txt === original) {
                result += " (Palindrome)";
            } else {
                result += " (Not a Palindrome)";
            }
            document.getElementById("p2").innerHTML = result;
        }
    </script>
</body>
</html>
```

10. 10) Factorial of number.

```
<!DOCTYPE html>
<html>
<head>
    <title>Factorial Calculator</title>
</head>
<body>
    <p id="p1"> </p>
    <script>
        let n = prompt("Enter a number to print the factorial of that number");
        n = parseInt(n); // Ensure the input is treated as a number
        let i;
        let f = 1;
        for (i = 1; i <= n; i++) {
            f = f * i;
        }
        document.getElementById("p1").innerHTML = "Factorial of " + n + " is " + f;
    </script>
</body>
</html>
```

11. 11) Addition of series like 1234 then answer 1+2+3+4 = 10

```
<!DOCTYPE html>
<html>
<head>
    <title>Sum of Series</title>
</head>
```

```html
<body>
  <h1>Sum of Series</h1>
  <input type="number" id="number" placeholder="Enter a number">
  <button onclick="sumOfSeries()">Calculate Sum</button><br><br>
  <p id="result"></p>

  <script>
    function sumOfSeries() {
      let number = parseInt(document.getElementById("number").value);
      let sum = 0;
      let series = "";

      for (let i = 1; i <= number; i++) {
        sum += i;
        series += i;
        if (i < number) {
          series += " + ";
        }
      }

      let result = series + " = " + sum;
      document.getElementById("result").innerText = result;
    }
  </script>
</body>
</html>
```

12. 12) To display Good morning, Good afternoon, Good evening depending upon the system
time.

```html
<!DOCTYPE html>
<html>
<head>
  <title>Greeting Based on Time</title>
</head>
<body>
  <h1 id="greeting"></h1>

  <script>
    function displayGreeting() {
      var now = new Date();
      var hours = now.getHours();
      var greeting;

      if (hours < 12) {
        greeting = "Good Morning!";
      } else if (hours < 18) {
```

```
      greeting = "Good Afternoon!";
    } else {
      greeting = "Good Evening!";
    }

    document.getElementById("greeting").innerText = greeting;
  }

  displayGreeting();
  </script>
</body>
</html>
```

13. 13) To display today's date in the status bar of the browser.

```
<!DOCTYPE html>
<html>
<head>
  <title>Display Date in Status Bar</title>
  <script>
    function displayDate() {
      var today = new Date();
      var dateString = today.toDateString();
      window.status = "Today's Date: " + dateString;
    }

    window.onload = displayDate;
  </script>
</head>
<body>
  <h1>Check the status bar for today's date</h1>
</body>
</html>
```

14. 14) Take 2 textboxes and 2 radio buttons one radio button name is Square and second one
name is Cube. First text box accept the value from user whenever you click on square
appropriate result will be display in second textbox.

```
<!DOCTYPE html>
<html>
<head>
  <title>Square and Cube Calculator</title>
  <script>
    function calculate() {
      let value = parseFloat(document.getElementById('inputValue').value);
      let result;

      if (document.getElementById('square').checked) {
        result = value * value;
```

```
      } else if (document.getElementById('cube').checked) {
         result = value * value * value;
      } else {
         result = 'Please select an operation';
      }

      document.getElementById('resultValue').value = result;
    }
  </script>
</head>
<body>
  <h2>Square and Cube Calculator</h2>
  <input type="text" id="inputValue" placeholder="Enter a value">
  <br><br>
  <input type="radio" id="square" name="operation" value="square">
  <label for="square">Square</label><br>
  <input type="radio" id="cube" name="operation" value="cube">
  <label for="cube">Cube</label><br><br>
  <button onclick="calculate()">Calculate</button>
  <br><br>
  <input type="text" id="resultValue" placeholder="Result" readonly>
</body>
</html>
```

15. 15) Display digital clock on button and on status bar.

```
<!DOCTYPE html>
<html>
<head>
  <title>Digital Clock</title>
</head>
<body>
  <h1>Digital Clock</h1>
  <button onclick="showClock()">Show Digital Clock</button>
  <p id="clock"></p>

  <script>
    function showClock() {
      setInterval(updateClock, 1000);  // Update clock every second
    }

    function updateClock() {
      const now = new Date();
      let hours = now.getHours();
      let minutes = now.getMinutes();
      let seconds = now.getSeconds();

      // Manually add leading zeros if needed
      hours = hours < 10 ? '0' + hours : hours;
```

```
        minutes = minutes < 10 ? '0' + minutes : minutes;
        seconds = seconds < 10 ? '0' + seconds : seconds;

        const timeString = hours + ":" + minutes + ":" + seconds;

        document.getElementById('clock').innerText = timeString;
        window.status = "Current Time: " + timeString;
      }
   </script>
</body>
</html>
```

16) Write JavaScript code having two (number) textbox and one ADD button that display addition of two number in third –result text box, Apply proper validation

```
<!DOCTYPE html>
<html>
<body>
<input type="text" id="n1" placeholder="Enter value for no1"> <input type="text" id="n2"
placeholder="Enter value for no2"> <button onclick="add()">+</button><br>
<input type="text" id="n3" placeholder="Result"><br>

<script>
function add(){
let x=document.getElementById("n1").value;
let y=document.getElementById("n2").value;

if(x=='' || y == '' || x==null || y== null ||  isNaN(x) || isNaN(y)  )
{
alert("Please enter number");
return false;
}

//let z=document.getElementById("n3").value;
let z=parseInt(x)+parseInt(y);
document.getElementById("n3").value=z;



}

</script>


</body>
</html>
```

17) Form with all the validations

```html
<!DOCTYPE html>
<html>
<head>
   <title>Form with Validations</title>
   <script>
     function validateForm() {
        let name = document.getElementById("name").value;
        let email = document.getElementById("email").value;
        let password = document.getElementById("password").value;
        let phone = document.getElementById("phone").value;
        let terms = document.getElementById("terms").checked;

        let emailPattern = /^[a-zA-Z0-9._-]+@[a-zA-Z0-9.-]+\.[a-zA-Z]{2,6}$/;
        let phonePattern = /^[0-9]{10}$/;

        if (name === "") {
           alert("Name is required");
           return false;
        }

        if (!emailPattern.test(email)) {
           alert("Please enter a valid email address");
           return false;
        }

        if (password.length < 6) {
           alert("Password must be at least 6 characters long");
           return false;
        }

        if (!phonePattern.test(phone)) {
           alert("Please enter a valid 10-digit phone number");
           return false;
        }

        if (!terms) {
           alert("You must agree to the terms and conditions");
           return false;
        }

        alert("Form submitted successfully!");
        return true;
     }
   </script>
</head>
<body>
   <h1>Registration Form</h1>
   <form onsubmit="return validateForm()">
```

```html
    <label for="name">Name:</label><br>
    <input type="text" id="name" name="name"><br><br>

    <label for="email">Email:</label><br>
    <input type="text" id="email" name="email"><br><br>

    <label for="password">Password:</label><br>
    <input type="password" id="password" name="password"><br><br>

    <label for="phone">Phone Number:</label><br>
    <input type="text" id="phone" name="phone"><br><br>

    <input type="checkbox" id="terms" name="terms">
    <label for="terms">I agree to the terms and conditions</label><br><br>

    <input type="submit" value="Submit">
  </form>
</body>
</html>
```

19. Takes one number from user using prompt and display its square on screen and square root.

```html
<!DOCTYPE html>
<html>
<head>
  <title>Fahrenheit to Celsius Converter</title>
</head>
<body>
  <h1>Fahrenheit to Celsius Converter</h1>
  <p id="result"></p>

  <script>
    function convertTemperature() {
      let fahrenheit = prompt("Enter the temperature in Fahrenheit:");
      fahrenheit = parseFloat(fahrenheit);

      if (!isNaN(fahrenheit)) {
        let celsius = (fahrenheit - 32) * 5 / 9;
        document.getElementById("result").innerText = fahrenheit + "°F is equal to " +
celsius.toFixed(2) + "°C.";
      } else {
        alert("Please enter a valid number!");
      }
    }

    // Call the function immediately when the page loads
    convertTemperature();
```

```
        </script>
    </body>
    </html>
```

20) change user input into uppercase and lower case using two button Uppercase &
Lower Case

```
<!DOCTYPE html>
<html>
<head>
    <title>Uppercase and Lowercase Converter</title>
</head>
<body>
    <h1>Text Case Converter</h1>
    <input type="text" id="textInput" placeholder="Enter text here"><br><br>

    <button onclick="convertToUpper()">Uppercase</button>
    <button onclick="convertToLower()">Lowercase</button><br><br>

    <p id="result"></p>

    <script>
        function convertToUpper() {
            let text = document.getElementById("textInput").value;
            document.getElementById("result").innerText = text.toUpperCase();
        }

        function convertToLower() {
            let text = document.getElementById("textInput").value;
            document.getElementById("result").innerText = text.toLowerCase();
        }
    </script>
</body>
</html>
```

21) Display welcome message using alert when page loaded and display message bye
when page unloaded/closed.

```
<!DOCTYPE html>
<html>
<body onload="welcomemessage()" onbeforeunload="return ByeMessage()">
    <script>
        function welcomemessage() {
            alert("Welcome");
        }

        function ByeMessage() {
            let message = "Are you sure you want to leave this page?";
            window.confirm(message);
```

```
        return message;
    }
  </script>
</body>
</html>
```

22) Count number of occurrence of particular character

```
<!DOCTYPE html>
<html>
<head>
  <title>Character Search</title>
</head>
<body>
  <h1>Character Search</h1>
  <p id="p1"></p>
  <input type="text" id="c" placeholder="Enter character to search from PGDCSAAA"
style="width:500px;">
  <button onclick="validate()">Click</button>
  <script>
    let str = "PGDCSAAA";

    function validate() {
      let c = document.getElementById("c").value;
      if (c == ' ' || c == null || c.length != 1) {
        alert("Enter a single character");
        return false;
      }
      let cn = 0;
      for (let i = 0; i < str.length; i++) {
        if (str.charAt(i) == c) {
          cn++;
        }
      }
      document.getElementById("p1").innerHTML = "Number of '" + c + "' characters is " +
cn;
    }
  </script>
</body>
</html>
```

23) Email validation, check whether email address is valid or not

```
<html>
<body>
<form name="f1"  onsubmit="return validate()">

<input type="text" id="email" placeholder="Enter Email" >
```

```html
<button type="submit"> Submit </button>
</form>

<p id="msg" style="display:none;">Form submitted succesfully </p>
<script>
function validate(){
let email=document.getElementById("email").value;
let ef=/^[a-zA-Z0-9_-]+@[a-zA-Z]+\.[a-zA-Z]{2,4}$/;
if(!email.match(ef))
{
alert("Enter valid email address");
return false;
}
let msg=document.getElementById("msg");
msg.style.display="block";
return false;
}




</script>
</body>
</html>
```

24. 24) Print 11,22,33,44 upto (1 to N) Like 1^1 =1 2^2 =4.

```html
<!DOCTYPE html>
<html>
<head>
   <title>Exponent Series</title>
</head>
<body>
   <h1>Exponent Series</h1>
   <input type="number" id="number" placeholder="Enter a number">
   <button onclick="printSeries()">Print Series</button><br><br>
   <p id="result"></p>

   <script>
     function printSeries() {
        let N = parseInt(document.getElementById("number").value);
        let result = "";

        for (let i = 1; i <= N; i++) {
          let powerResult = Math.pow(i, i);
          result += `${i}^${i} = ${powerResult}`;
          if (i < N) {
             result += ", ";
          }
```

```
        }

        document.getElementById("result").innerHTML = result;
      }
    </script>
</body>
</html>
```

25) Print various pyramids.

```html
<!DOCTYPE html>
<html>
<head>
  <title>Left-Angled Triangle Pyramid</title>
  <script>
    function printLeftAngledTriangle(rows) {
      let triangle = '';
      for (let i = 1; i <= rows; i++) {
        for (let j = 1; j <= i; j++) {
          triangle += '* ';
        }
        triangle += '<br>';
      }
      document.getElementById('triangle').innerHTML = triangle;
    }
  </script>
</head>
<body>
  <h2>Left-Angled Triangle Pyramid</h2>
  <input type="number" id="rows" placeholder="Enter number of rows">
  <button onclick="printLeftAngledTriangle(document.getElementById('rows').value)">Print
Triangle</button>
  <div id="triangle" style="white-space: pre;"></div>
</body>
</html>
```