**Practical No. 2: Develop Javascript to use decision making and looping statements**

1. **Practical Significance:** Looping is a procedure whereby the execution is repetitive and will only terminate until a certain condition is met. Decision Making In JavaScript. and execute statements only if condition is true. of the time comparison operators are used while making decisions

### Relevant Program Outcomes (POs):

* Basic knowledge: Apply knowledge of basic mathematics, sciences and basic engineering to solve the computer group related problems.
* Discipline knowledge: Apply Computer Programming knowledge to solve the computer group related problems.
* Experiments and practice: Plan to perform experiments and practices to use the results to solve the computer group related problems.
* Engineering tools: Apply relevant Computer programming / technologies and tools with an understanding of the limitations.
* Individual and Team work: Function effectively as a leader and team member in diverse/multidisciplinary teams.
* Communication: Communicate effectively in oral and written form.

1. **Competency and Practical skills:**
2. Write a simple Javascript to use decision making statement
3. Write a simple Javascript to use looping statement

### Relevant Course Outcome(s):

Create interactive Webpage(using program flow control structure)

### Practical Outcome (PrOs):

Develop Javascript to use decision making and looping statements

### Relevant Affective domain related Outcome(s):

* 1. Follow safety practices.
  2. Practice good housekeeping
  3. Demonstrate working as a leader/ a team member.
  4. Follow ethical practices.

1. **Minimum Theoretical Background:**

*Syntax Conditional Statements:*

1. if(expression)

{

block of code is executed if the expression is true

}

2. if (expression) {

block of code is executed if the expression is true

} else {

block of code is executed if the expression is false

}

3. if (condition 1){

code is to be executed if condition 1 is true

}

else if (condition 2){

code is to be executed if condition 2 is true

}

else if (condition 3){

code is to be executed if condition 3 is true

}

else{

code is to be executed if no condition is true

}

4. switch (expression)

{

case condition n: code block

break;

case condition n: code block

break;

case condition n: code block

break;

default: code block

}

*Syntax Loop Statements:*

Syntax:

1. for (statement 1; statement 2; statement 3) {  
   // code block to be executed  
 }

2. do

{

statements..

}while (condition);

1. **Resources required**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Sr. No. | Name of Resource | Broad specification | Quantity | Remark (If any) |
| 1 | Computer System | Computer (i3-i5 preferable), RAM minimum 2 GB and onwards | As per batch size | For all Experiments |
| 2 | Operating System | Windows / Linux |
| 3 | Development Software | Browser and Notepad/any Text Editor  Free Webpage Designing Tool  Any IDE |

1. **Resources used**

| S. No. | Name of Resource | Broad Specification | Qty | Remarks (If any) |
| --- | --- | --- | --- | --- |
|  | Computer System  with broad specifications | Intel Core –i5  RAM – 8 GB | 1 PC / Student |  |
|  | Operating System | Windows 10 |  |
|  | Development Software | Micromedia Dreamviewer 8 |  |

Print out of Program along with title

1. **Result**

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1. **Conclusion**

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| --- | --- | --- | --- |
| Marks Obtained | | | Dated Signature of Teacher |
| Process Related ( ) | Product Related ( ) | Total ( ) |  |
|  |  |  |