Practical-4

Aim: JS Object

• Create JavaScript Object of Spoural Registration User input and Display the Object Details on Webpage(Table)

```
<!DOCTYPE html>
<html lang="en">
   <meta charset="UTF-8">
   <meta http-equiv="X-UA-Compatible" content="IE=edge">
   <meta name="viewport" content="width=device-width, initial-scale=1.0">
   <title>Spoural</title>
   <h1>SPOURAL FORM DETAILS</h1>
   <button id="Details" >Details
       table,tr,td{
           border: 2px solid pink;
   <script>
       let srui = {
           Name: "Pari",
           Branch: "IT",
           Id: "d22it190",
           Sem: '4th',
       let tbl = document.getElementById("t");
       function prachi() {
           Object.entries(srui).forEach(([key, value]) => {
               var tr = document.createElement('tr');
               var td = document.createElement('td');
               td.innerHTML = key;
               tr.appendChild(td);
               tbl.appendChild(tr);
               td = document.createElement('td');
               td.innerHTML = value;
               tr.appendChild(td);
               tbl.appendChild(tr);
           });
       let btn = document.getElementById('Details');
       btn.onclick = () => {
           prachi()
   </script>
</body>
```

Output:



Conclusion: In this practical we learn that how use button and after pressing showing details JavaScript.

• Create Car Object and Its methods like is Fuel Type (CNG, Petrol, Diesel, Hybrid), is Type(like SUV, Hatchback, Luxury), is Brand(like BMW, Audi, Tata, Mahindra)

```
<!-- Create Car Object and Its methods like isFuelType(CNG, Petrol, Diesel, Hybrid),
isType(like SUV, Hatchback, Luxury), isBrand(like BMW, Audi,
Tata, Mahindra) -->
<!DOCTYPE html>
<html lang="en">
    <meta charset="UTF-8">
    <meta http-equiv="X-UA-Compatible" content="IE=edge">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>Cars</title>
    <!-- <button id="btn">show</button> -->
    <script>
            isFuelType: "PETROL",
            isType: "SPORTS ",
            isBrand: "BMW",
            display() {
                // console.log(`this car use ${this.isFuelType}. type of this car is
${this.isType} and brand is ${this.isBrand}`);
                document.write(`<h1>Called by an object</h1>The car uses
${this.isFuelType}. The type of the car is ${this.isType} and brand is
${this.isBrand}<br>`);
        console.log(car.display())
        function GetDetail(petrol, Hatchback, Audi) {
            this.isFuelType = petrol;
            this.isType = Hatchback;
            this.isBrand = Audi;
            this.display = function () {
                document.write(`<h1>Constructor called</h1>The car uses
${this.isFuelType}. The type of the car ${this.isType} and brand is
${this.isBrand}`);
        let ans = new GetDetail("Diesel", "SEDAN", "KIA SELTOS")
```

```
console.log(ans.display());

</script>

</body>

</html>
```

Output:

Called by an object

The car uses PETROL. The type of the car is SPORTS and brand is $\ensuremath{\mathsf{BMW}}$

Constructor called

The car uses Diesel. The type of the car SEDAN and brand is KIA SELTOS

Conclusion: In this practical we learn how to use object and constructors.