T1. **Make a simple web page that contains an** h2 **with the word "Hello**" **a** text **input box, and**

a button**.** When the **user** types **a word or** phrase into the input box and presses the button, replace **the old** h2 **with the word** entered. Using **animation, make the word spin**.

**Ans:-<!DOCTYPE** html>

<html lang="en"**>**

**<head>**

**<meta charset="**UTF-**8">**

<meta name**="viewport"** content**="width=device-width**, initial-scale=**1.0"> <title**>Dynamic Text Spinner<**/title**>

**<style>**

**#text-**container **{**

**position: relative**;

}

**display**: inline-block;

**#text-**container span **{**

}

**display**: inline-block;

**transition**: **transform** 0.5s **ease-in-**out;

#text**-**container.spin span {

**transform:** rotateY(360deg);

}

**</style>**

</**head>**

**<**body**>**

<h2 **id**="display-text**"**>Hello**</h2>**

**<div id="text-container">**

**<**input **type=**"**text" id="text-input"** placeholder="Enter text**"> <**button onclick**=**"updateText**()">**Change Text**</**button> **</div>**

**<script>**

function updateText() {

const **newText =** document.getElementById('text-input').value; **const displayText =** document.getElementById**(**'**display-text**'); **const** textContainer **=** document.getElementById**('text**-container');

// Add spin **class to trigger animation** textContainer.classList.add('**spin**'**)**;

**//** Set **new** text after animation completes

setTimeout**(**function() {

displayText.innerText **= new** Text;

**textContainer.classList.remove('spin**'**)**; ***//*** Remove spin class to **reset animation**

}

**}**, **500**); // Adjust timeout to match transition duration

**</**script>

**</body>**

**<**/**html**>

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<meta charset="UTF-8">

Dynamic Text Spinner >

**Hello**

5 <meta name="viewport" content="width=device-width, initial-scale=1.0">

6 <title>Dynamic Text Spinner</title>

7 <style>

#text-container {

Enter text

position: relative;

display: inline-block;

#text-container span {

display: inline-block;

8

9

10

11

}

12

13

14

15

}

16

17

18

}

19

</style>

transition: transform 0.5s ease-in-out;

#text-container.spin span {

transform: rotateY(360deg):

20 </head>

21

<body>

22

<h2 id=display-text">Hello</h2>

23

<div id="text-container">

24

<input type="text" id="text-input" placeholder="Enter text">

25 <button onclick="updateText()">Change Text</button>

26

</div>

27

28

<script>

29

function updateText() {

30

31

32

const newText = document.getElementById('text-input').value; const displayText = document.getElementById('display-text'); const textContainer = document.getElementById('text-container');

33

34

// Add spin class to trigger animation

35

36

37

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textContainer.classList.add('spin');

// Set new text after animation completes

setTimeout(function() {

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T2. **Make** a **simple web** page **that** contains **a button and a paragraph with** the id of **count** Whenever **this** button **is** pressed increment the **count** by 1 and **update** the paragraph text. **Also** update the font **size so** that as the number **gets** larger, **so** does the font. Ans**:-<!**DOCTYPE **html**>

**<**html **lang="en">**

**<head>**

**<meta charset="**UTF-**8">**

**<**meta **name="viewport"** content**="width=device-width, initial-scale=1.0">**

**<title>Counter</title>**

**<style>**

#count **{**

}

**font**-**size:** 16px**;** /\* Initial font **size \*/**

***<*/style>**

**<**/**head>**

**<body>**

**<**button onclick**=**"incrementCount**()">**Increment **Count</button>**

**<p** id="**count">0</p>**

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13-02-2024

**<script>**

let count = **0**;

function incrementCount() {

**count++;**

document.getElementById('count**')**.innerText **=** count;

// Update font size based on count

document.getElementById('count').style.fontSize **= `${**16+ **count**}px`;

}

**</script**> **<**/body**> </html>**

M New assignment: "Lab 5" - 22c

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<meta name="viewport" content="width=device-width, initial-scale=1.0"> <title>Counter</title>

7 <style>

#count {

font-size: 16px; /\* Initial font size \*/

8

9

10

}

11

</style>

12

</head>

13 <body>

<button onclick="incrementCount()">Increment Count</button>

14

15

<p id="count">0</p>

16

17

<script>

**18**

let count = 0;

19

201 function incrementCount() {

count++;

document.getElementById('count').innerText = count;

// Update font size based on count

document.getElementById('count').style.fontSize = ${16 + count}px;

21

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25

26

}

27

</script>

28 </body>

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T3. Repeat the **previous** exercise but **make a list of** numbers. **In** this **case you will** not be **able to** simply update the innerHTML **of the** paragraph, **you will** need to use the document.createElement() and document.appendChild() functions to add a new **list item**. Ans**:-<!**DOCTYPE **html**>

**<html** lang="en"**>**

<head**>**

**<meta charset=**"UTF**-8">**

**<meta** name**="viewport" content="width=device-**width, **initial-**scale**=1.0">**

**<title>Counter with List</title>**

**<style>**

#count {

}

**font-size: 16px**; */*\* Initial **font size \*/**

**</style>**

**</head>**

**<body>**

**<button** onclick**="incrementCount()">**Increment Count**</button>** <ul **id="count-list"></ul>**

**<script>**

let **count = 0**;

function incrementCount() {

**}**

count**++**;

const listitem = document.createElement**(**'**li**'**)**; **listltem.innerText =** count;

// **Update** font size based on count **listItem.style.fontSize =** `**${16+** count}px**'**;

**document.getElementById(**'**count-list**'**)**.**appendChild(listItem**);

**</script> </**body**>**

**</**html>

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4 <meta charset="UTF-8">

5 <meta name="viewport" content="width=device-width, initial-scale=1.0">

<title>Counter with List</title>

6

*7* <style>

8

#count {

9

10

}

11

</style>

font-size: 16px; */*\* Initial font size \*/

12 </head>

13

<body>

14

<button onclick="incrementCount()">Increment Count</button>

15

<ul id="count-list"></ul>

16

17

<script>

**18**

let count = 0;

19

201 function incrementCount() {

21

count++;

22

const listItem = document.createElement('li');

23

listItem.innerText = count:

24

25

// Update font size based on count

26

27

28

listItem.style. fontSize = ${16 + count}px";

document.getElementById('count-list').appendChild(listItem);

29

}

30

</script>

31 </body>

32

</html>

33

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T4. Given the following **html**. Every **time** the button **is pressed you should add a row** to the table, where the **new row of** the table contains the **sum of** the previous two **rows**. **You** should **make use of** the lastChild, **previousSibling,** and innerText attributes in this **exercise**.

**Ans**:**-<!DOCTYPE html>**

**<**html lang="en"**>**

<**head>**

**<meta charset="**UTF**-8">**

**<meta** name**="viewport"** content**="width=device-width,** initial**-scale=1.0">**

**<title>**Add **Rows with Sum</title>**

**</head>**

**<**body**>**

**<table id="sum-table">**

**<thead>**

**<tr>**

**<th>Number</**th>

**<th>Sum of Previous Two Rows</th**>

***<*/tr>**

**</thead>**

**<**tbody>

**<tr>**

**<td**>**1</td>**

**<td>1</td>**

***<*/tr>**

**<tr>**

**<td>1</td>**

**<td>1</td>**

***<*/tr> </tbody>**

*<***/table>**

**<button onclick="addRow()"**>Add **Row</button>**

**<script>**

function **addRow**(**)** {

const table = document.getElementByld('sum-table**')**;

**const** tbody **=** table.getElementsByTagName**(**'**tbody')[0]**;

const **rows =** tbody.getElementsByTagName**('tr')**;

**const lastRow = rows[**rows.length **- 1]**;

**const previousRow = lastRow.previousElementSibling**;

const **lastValue = parseInt(**lastRow.lastElementChild.innerText**)**;

const previousValue = parseInt(previous Row.lastElementChild.innerText);

**const sum =** lastValue **+ previousValue**;

**}**

const **newRow =** document.createElement('**tr')**;

const **newNumberCell =** document.createElement('td'**)**; const newSumCell **=** document.createElement**('td**');

newNumberCell.innerText **=** sum; **newSumCell.innerText = sum**;

**newRow.appendChild(newNumberCell)**; **newRow.appendChild**(**newSumCell)**;

**tbody.appendChild(newRow)**;

**</script>**

</body**>**

**</html>**

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4 <meta charset="UTF-8">

5 <meta name="viewport" content="width=device-width, initial-scale=1.0">

6 <title>Add Rows with Sum</title>

7

</head>

8 <body>

9 <table id="sum-table">

10

<thead>

11

<tr>

12

13

<th>Number</th>

<th>Sum of Previous Two Rows</th>

14

</tr>

15

</thead>

16

<tbody>

17

<tr>

18

<td>1</td>

19

<td>1</td>

201

</tr>

21

<tr>

22

<td>1</td>

23

<td>1</td>

24

</tr>

25

*<*/tbody>

26

</table>

27

28

<button onclick=" addRow()">Add Row</button>

29 <script>

30

function addRow() {

31

const table = document.getElementById('sum-table');

32

const tbody

table.getElementsByTagName('tbody')[0];

33

const rows = tbody.getElementsByTagName('tr');

34

const lastRow = rows [rows.length - 1];

35

const previous Row = lastRow.previous ElementSibling;

36

37

const lastValue = parseInt(lastRow.lastElementChild.innerText):

38

const previousValue = parseInt(previousRow.lastElementChild. innerText);

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Add Rows with Sum >

Number Sum of Previous **Two** Rows

1

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Add Row

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T5. **Create** an html page with two text input boxes and **four** buttons. The buttons should be labeled +,

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**}**

and */*. When one **of** these buttons **is** pressed you should **get** the value from both text input **boxes** and add, subtract, multiply**, or divide** the numbers **entered** in the text input **boxes.** The result should be displayed below the buttons. Note In order to do math on **the values you** read **from** the **text** input **boxes you** will **need to use** Number.parselnt on the **value.** for example **suppose you** get a reference to input **box 1** using myln1 = document.querySelector**(**"#in1id"); then the statement value1 =

**Number.parseInt**(**myln1.value)** converts the string from the **text input box** to an integer. In fact **most of** the **time Javascript will** do the **conversion for you** automatically except for

**addition**.

**Ans:-<!**DOCTYPE **html>**

**<**html lang="en"**>**

<**head>**

**<**meta **charset="**UTF-**8">**

<meta name**="viewport"** content**="**width=**device-width**, **initial-**scale=**1.0"> <title>Calculator</title>**

**<**/**head>**

**<**body>

**<input** type**="text**" id="input1**"** placeholder="Enter **a** number**">**

**<input type=**"text" id="**input2"** placeholder=**"**Enter another **number"><br>**

**<**button onclick**=**"performOperation(**'+')">+</button>**

**<**button onclick**=**"performOperation**("-")">-</**button**>**

**<button onclick="performOperation**("\***')">\*</**button>

**<**button onclick**=**"perform Operation('**/')">/</button><br> <p** id**="result"></p>**

**<script>**

function performOperation(operator**)** {

**const input1 = Number.parseInt(document.getElementById**('**input1'**).**value)**; **const input2** = Number.parseInt**(**document.getElementById**('input2**'**)**.value**)**; let **result**;

switch(operator) {

**case '+':**

**result** = input1 **+** input2;

**break**;

**case '**-'**:**

**result =** input1 **-** input2; **break**;

**case**

result = input1 \* input2;

**break**;

**case** *'/':*

**if**(input2 === **0) {**

**result = "Error**: Division by zero**"**;

} **else {**

}

**result =** input1 **/** input2;

**break**;

**default:**

**result = "**Invalid operator";

}

}

document.getElementById('**result**'**).**innerText = "Result: **" +** result;

**</**script> **</**body**>**

**</html>**

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5 <meta name="viewport" content="width=device-width, initial-scale=1.0">

<title>Calculator</title>

7

</head>

8

<body>

9

10

<input type="text" id="input1" placeholder="Enter a number">

<input type="text" id="input2" placeholder="Enter another number"><br>

11

<button onclick="performOperation('+')">+</button>

12

<button onclick="performOperation(-)">-</button>

13

<button onclick="performOperation(\*)">\*</button>

14

15

16

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<script>

**18**

19

201

<button onclick="performOperation("/")">/</button><br> <p id="result"></p>

function performOperation(operator) {

const input1 = Number.parseInt(document.getElementById('input1').value); const input2 = Number.parseInt(document.getElementById('input2').value);

21

let result:

22

23

24

case '+':

25

26

break;

27

28

29

break:

30

31

32

break;

33

case *'/*':

34

35

36

} else {

37

switch(operator) {

result = input1 + input2:

case '-':

result = input1 - input2;

case '\*':

result = input1 \* input2:

if(input2 === 0) {

result = "Error: Division by zero":

result input1 / input2:

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}

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Enter a number

Enter another number

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**T6.** Starting **with** the **code given**, create a page that looks like the **following** image**:** The rest **of** the page **must** be created using javascript. You **must use** document.createElement and the appendChild **functions**.

<html>

**<**body>

**<**button onclick**="**makePage**();">**Click **Here</button>**

**</**body>

**</html>**

**Ans**:**-<!DOCTYPE html>**

<html **lang=**"en"**>**

**<head>**

**<meta charset="**UTF-**8">**

**<meta** name**="viewport" content="width=device-**width, initial**-**scale=**1.0">**

**<title>**Dynamic Page Creation</**title>**

**<style>**

body {

font-family**: Arial**, sans**-serif**;

**margin: 0**;

**}**

padding**: 0**; **display**: **flex**;

**justify-content:** center;

**align-items:** center;

height**:** 100vh;

background-color: **#f0f0f0**;

**.container** {

}

**width:** 400px;

background-color: **#fff**;

border-radius**:** 10px;

**box-**shadow: **0px** 0px 10px rgba(**0, 0**, **0, 0.1)**;

padding: **20px**;

h1 **{**

text-**align: center**;

color**: #333**;

}

**P{**

**text-align: justify**;

color**: #**666;

}

**</style>**

*<***/head>**

**<body>**

<button onclick**="**makePage**();">Click** Here**</button>**

**<script>**

function makePage() {

// **Create container div**

const container **= document.createElement(**'**div**'); container.classList.add('container');

*//* **Create** heading

const heading **= document.createElement**('**h1')**;

heading.textContent = 'Dynamic Page **Created with** JavaScript';

**// Create** paragraph

**const** paragraph **=** document.createElement**(**'**p**'**)**;

**paragraph.textContent =** '**This page was dynamically** created **using JavaScript**. **We used** document.createElement() and appendChild**()** functions to construct the elements.';

*//* Append elements to container

**container.appendChild**(heading);

}

**container.appendChild**(**paragraph**);

**// Append container to** body

document.body.innerHTML **= "**; ***//*** Clear **existing** content

document.body.appendChild**(**container);

**</script> </body>**

**</**html>

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body {

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4 <meta charset="UTF-8">

5

<meta name="viewport" content="width=device-width, initial-scale=1.0">

6 <title>Dynamic Page Creation</title>

font-family: Arial, sans-serif;

margin: 0;

11

padding: 0;

12

display: flex;

13

14

15

16

17

}

**18**

19

201

21

22

23

justify-content: center;

align-items: center;

height: 100vh;

background-color: #f0f0f0;

.container {

width: 400px;

background-color: #fff;

border-radius: 10px;

box-shadow: 0px 0px 10px rgba(0, 0, 0, 0.1);

padding: 20px;

24

}

25

h1 {

26

27

text-align: center;

color: #333;

28

}

29

p {

30

text-align: justify;

31

color: #666;

32

}

33

*</*style>

34 </head>

35 <body>

36 <button onclick="makePage();">Click Here</button>

37

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T7**.** Create a Tip Calculator **as a** single page web application **(SPA**). **Design an** interface **that allows you** to enter the **amount** of the tip. **The** percentage **you would like** to **tip**, and the **number** of people **to split** the **tip with.** Do not **use 3 text** input **elements!** Calculate **and** dynamically **display** the tip.

**Ans:-<!DOCTYPE** html**>**

**<**html **lang**="en"**>**

**<head>**

**<meta charset="**UTF**-8">**

**<**meta name**="viewport"** content**="width=device-width**, **initial-**scale**=1.0">**

**<title>Tip** Calculator**</title>**

**<style>**

body {

font-family: Arial, **sans-serif**;

margin**: 0**;

padding: 0;

}

**display**: **flex**;

justify**-**content: center; **align**-items: center; height: **100vh**;

background-**color: #f0f0f0**;

**.container** {

}

text**-align**: center;

padding: 20px;

border**-**radius**: 10px**;

background-color: **#fff;**

**box-**shadow**: 0px 0px** 10px rgba(**0**, **0**, **0, 0.1)**;

**input[type=**"text**"**] **{**

}

**width: 200px**;

padding**: 10px;**

**margin-bottom**: **10px**;

border**: 1px solid** #ccc;

**border-radius: 5px**;

**button {**

padding**:** 10px **20px**;

**background**-color**: #007bff**;

color**: #fff**;

**border: none;**

**border-radius: 5px;**

**cursor: pointer**;

}

**</style**>

**</head>**

**<body>**

**<div class="container">**

**<input type="text" id="**input" placeholder**="Enter** amount, **percentage, and** number **of people"> <**button onclick**="**calculate Tip**()">Calculate Tip</**button>

**<p id=**"**tipResult"></p**>

**</div**>

**<script>**

function calculateTip() {

const **input** = document.getElementById**(**'**input')**.**value.trim**(); const values = **input.split('**,');

**if** (**values.length !== 3) {**

**document.getElementById('tipResult**'**)**.innerText = 'Please enter **amount**, **percentage,** and

number of people separated by commas.**'**;

}

**return**;

const amount = parseFloat(**values[0])**;

const percentage = parseFloat(**values[1])**;

const **numOfPeople = parseInt(values[2**]);

**if (isNaN**(amount) **|| isNaN**(percentage) **|| isNaN(**numOfPeople**)) {**

}

**document.getElementById**('**tipResult').**innerText **=** '**Invalid** input. Please enter valid numbers.';

**return**;

**if (amount <=** 0 || percentage **<= 0** || numOfPeople **<= 0) {**

document.getElementById(**'tipResult').**innerText **=** 'Amount, percentage, and number of people **must** be **greater** than zero**.';**

**return**; }

const tipAmount **=** (**amount\* (percentage /** 100**)) /** numOfPeople;

const totalAmount **= (amount /** numOfPeople**) +** tipAmount;

document.getElementById**('tipResult**'**).innerText = `**Tip per person: **$${**tipAmount.toFixed(2**)}** |

Total per person: **$${**totalAmount.toFixed(2)}`;

**}**

**</script>**

**</body>**

**</html>**

"

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N Error:

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index.html

style.css

**1**

<!DOCTYPE html>

script.js

2 <html lang="en">

3

<head>

4

<meta charset="UTF-8">

5

7 <style>

8

body {

9

10

<meta name="viewport" content="width=device-width, initial-scale=1.0">

6 <title>Tip Calculator</title>

font-family: Arial, sans-serif;

margin: 0;

11

padding: 0;

12

display: flex;

13

justify-content: center;

14

15

16

17

}

18

align-items: center;

height: 100vh;

background-color: #f0f0f0;

.container {

19

text-align: center:

20

padding: 20px;

21

22

23

24

}

25

26

border-radius: 10px;

background-color: #fff;

box-shadow: 0px 0px 10px rgba(0, 0, 0, 0.1):

input[type="text"] {

width: 200px;

27

28

padding: 10px;

margin-bottom: 10px;

29

30

31

}

32

33

34

border: 1px solid #ccc:

border-radius: 5px;

button {

padding: 10px 20px;

background-color: #007bff;

35

color: #fff;

36

37

38

border: none;

border-radius: 5px;

cursor: pointer;

20

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Type here to search

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Tip Calculator >

Enter amount, percentage, and nu

Calculate **Tip**

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