<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

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

<!-- Primary Meta Tags -->

<meta name="title" content="Number System Converter">

<meta name="description"

content="Convert any number system to other, like Decimal, Binary, Octal, Hexadecimal easily">

<title>Number System Converter</title>

<style>

body {

background-color: #324efd;

box-sizing: border-box;

color: #ffffff;

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

height: 100%;

margin: 0;

text-align: center;

width: 100%;

}

#container {

display: flex;

margin: 50px auto;

text-align: center;

flex-flow: column;

justify-content: center;

}

h1 {

font-size: 3rem;

}

label {

font-size: 1.5rem;

font-weight: bold;

}

input {

background-color: transparent;

border-radius: 5px;

border: 3px solid #ffffff;

color: #ffffff;

display: block;

font-size: 30px;

font-weight: bold;

height: 50px;

margin: 10px auto;

outline: 1px solid transparent;

text-align: center;

text-transform: uppercase;

transition: .3s ease;

width: 40%;

}

input:focus {

border: 3px solid #ffffff;

width: 50%;

}

::placeholder {

color: #ffffff80;

font-weight: normal;

}

footer {

padding: 10px;

}

@media (max-width: 767px) {

body {

height: 100%;

}

h1 {

font-size: 2rem;

}

input {

width: 80%;

}

input:focus {

width: 90%;

}

}

</style>

</head>

<body>

<div id="container">

<h1>Convert Any Number</h1>

<label for="input1">Decimal:</label>

<input type="number" name="" id="input1" placeholder="Decimal Number">

<label for="input2">Binary:</label>

<input type="number" name="" id="input2" placeholder="Binary Number">

<label for="input3">Octal:</label>

<input type="number" name="" id="input3" placeholder="Octal Number">

<label for="input4">Hexadecimal:</label>

<input type="text" name="" id="input4" placeholder="Hexadecimal Number">

</div>

<script>

// Global Variables

let input1 = document.getElementById("input1"),

input2 = document.getElementById("input2"),

input3 = document.getElementById("input3"),

input4 = document.getElementById("input4");

// Start Converting on Key Up in the decimal input fields

// Global Functions

// Decimal to All Number System

function deciToAll() {

// Local Variables for the value of input fields

let valInput1 = parseInt(input1.value, 10),

valInput2 = parseInt(input2.value, 2),

valInput3 = parseInt(input3.value, 8),

valInput4 = parseInt(input4.value, 16);

// Generate result

input2.value = valInput1.toString(2).toUpperCase();

input3.value = valInput1.toString(8).toUpperCase();

input4.value = valInput1.toString(16).toUpperCase();

}

function octToAll() {

// Local Variables for the value of input fields

let valInput1 = parseInt(input1.value, 10),

valInput2 = parseInt(input2.value, 2),

valInput3 = parseInt(input3.value, 8),

valInput4 = parseInt(input4.value, 16);

// Generate result

input1.value = valInput3.toString(10).toUpperCase();

input2.value = valInput3.toString(2).toUpperCase();

input4.value = valInput3.toString(16).toUpperCase();

}

function hexaToAll() {

// Local Variables for the value of input fields

let valInput1 = parseInt(input1.value, 10),

valInput2 = parseInt(input2.value, 2),

valInput3 = parseInt(input3.value, 8),

valInput4 = parseInt(input4.value, 16);

// Generate result

input1.value = valInput4.toString(10).toUpperCase();

input2.value = valInput4.toString(2).toUpperCase();

input3.value = valInput4.toString(8).toUpperCase();

}

// End of Global Functions

// Made changes on key up

input1.addEventListener("keyup", function () {

deciToAll();

});

// Made changes on any value change

input1.addEventListener("change", function () {

deciToAll();

});

// Start Converting on Key Up in the binary input fields

input2.addEventListener("keyup", function () {

// Local Variables for the value of input fields

let valInput1 = parseInt(input1.value, 10),

valInput2 = parseInt(input2.value, 2),

valInput3 = parseInt(input3.value, 8),

valInput4 = parseInt(input4.value, 16);

// Generate result

input1.value = valInput2.toString(10).toUpperCase();

input3.value = valInput2.toString(8).toUpperCase();

input4.value = valInput2.toString(16).toUpperCase();

});

// Start Converting on Key Up in the octal input fields

// Made changes on key up

input3.addEventListener("keyup", function () {

octToAll()

});

// Made changes on any value change

input3.addEventListener("change", function () {

octToAll()

});

// Start Converting on Key Up in the hexadecimal input fields

// Made changes on key up

input4.addEventListener("keyup", function () {

hexaToAll();

});

// Made changes on any value change

input4.addEventListener("change", function () {

hexaToAll();

});

</script>

</body>

</html>