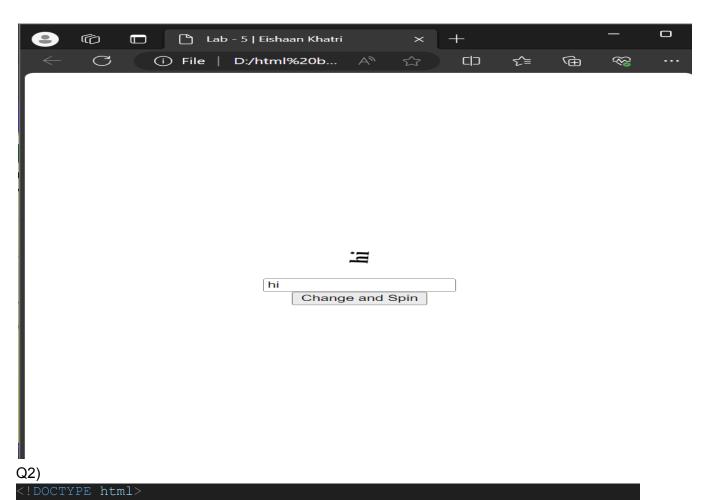
```
Q1
<!DOCTYPE html>
<html lang="en">
<head>
 <meta charset="UTF-8">
 <meta name="viewport" content="width=device-width, initial-scale=1.0">
 <style>
  body {
   display: flex;
   flex-direction: column;
   align-items: center;
   justify-content: center;
   height: 100vh;
   margin: 0;
  }
  #output {
   transition: transform 0.5s ease-in-out;
  }
  .spin {
   animation: spin 2s linear infinite;
  }
  @keyframes spin {
   0% {
    transform: rotate(0deg);
   }
   100% {
    transform: rotate(360deg);
   }
  }
 </style>
 <title>Word Spinner</title>
</head>
<body>
 <h2 id="output">Hello</h2>
 <input type="text" id="textInput" placeholder="Enter a word or phrase">
 <button onclick="changeText()">Change and Spin</button>
 <script>
  function changeText() {
   const inputElement = document.getElementById('textInput');
```

```
const outputElement = document.getElementById('output');

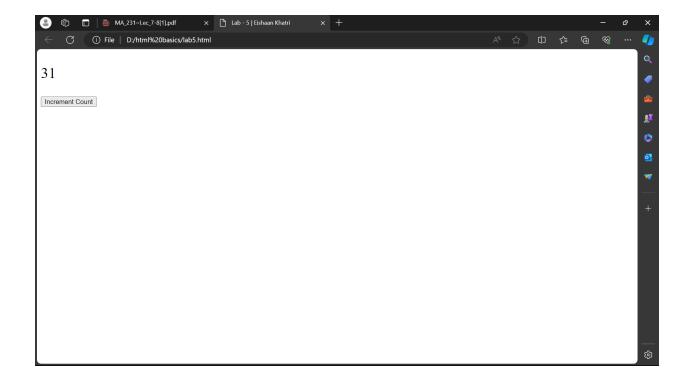
const inputValue = inputElement.value.trim();
if (inputValue !== ") {
  outputElement.textContent = inputValue;

  // Add the 'spin' class to trigger the animation
  outputElement.classList.add('spin');

  // Remove the 'spin' class after the animation completes
  setTimeout(() => {
    outputElement.classList.remove('spin');
    }, 2000); // Adjust the duration to match the animation duration
  }
}
```



```
<html lang="en">
<head>
<meta charset="UTF-8">
<meta name="viewport" content="width=device-width, initial-scale=1.0">
   #count {
       font-size: 16px; /* Initial font size */
<button onclick="incrementCount()">Increment Count</button>
   function incrementCount() {
       count++;
       document.getElementById('count').innerText = count;
       document.getElementById('count').style.fontSize = count + 'px';
```



Q3)

```
const countList = document.getElementById('countList');
   function incrementCount() {
        count++;
        const newItem = document.createElement('li');
        newItem.innerText = count;
        newItem.style.fontSize = count + 'px';
        countList.appendChild(newItem);
MA_231~Lec_7-8[1].pdf
                         X Counting Button with List
← ♂ ⊕ File | D:/html%20basics/lab5.html
 • 11
• 12
• 13
• 14
• 15
• 16
• 17
• 18
• 19
 • 21
Increment Count
```

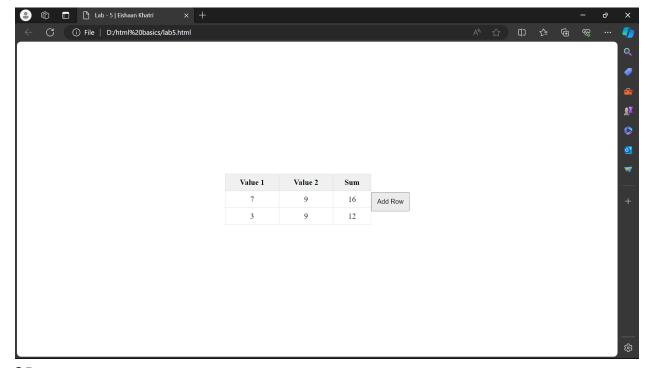
Q4)

```
display: flex;
align-items: center;
justify-content: center;
height: 100vh;
margin: 0;
border-collapse: collapse;
width: 300px;
text-align: center;
padding: 8px;
background-color: #f2f2f2;
margin-top: 10px;
padding: 10px;
  Value 2
  Sum
```

```
<button onclick="addRow()">Add Row</button>
 function addRow() {
   var table = document.getElementById("myTable");
   var tbody = table.getElementsByTagName("tbody")[0];
   var rowCount = tbody.rows.length;
   var newRow = tbody.insertRow(rowCount);
   var cell1 = newRow.insertCell(0);
   var cell2 = newRow.insertCell(1);
   var cell3 = newRow.insertCell(2);
   var value1 = parseFloat(prompt("Enter Value 1") || 0);
   var value2 = parseFloat(prompt("Enter Value 2") || 0);
   cell1.innerText = value1;
   cell2.innerText = value2;
   cell3.innerText = value1 + value2;
     var prevRow = newRow.previousSibling;
     var prevValue1 = parseFloat(prevRow.cells[0].innerText) || 0;
     var prevValue2 = parseFloat(prevRow.cells[1].innerText) || 0;
```

```
prevRow.cells[2].innerText = prevValue1 + prevValue2;
}

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



Q5

```
margin: 0;
   input, button {
     margin: 5px;
     padding: 8px;
   #result {
     margin-top: 10px;
 <input type="text" id="input1" placeholder="Enter value 1">
 <input type="text" id="input2" placeholder="Enter value 2">
 <button onclick="performOperation('+')">+</button>
 <button onclick="performOperation('-')">-</button>
 <button onclick="performOperation('*')">*</button>
 <button onclick="performOperation('/')">/</button>
   function performOperation(operator) {
Number.parseInt(document.getElementById("input1").value) || 0;
     var input2 =
Number.parseInt(document.getElementById("input2").value) || 0;
     var resultElement = document.getElementById("result");
     var result;
     switch (operator) {
         result = input1 + input2;
```

```
break;
          result = input1 - input2;
          result = input1 * input2;
          result = input2 !== 0 ? input1 / input2 : 'Cannot divide by
zero';
      resultElement.innerText = 'Result: ' + result;
Lab - 5 | Eishaan Khatri
← ♂ i File | D:/html%20basics/lab5.html
                               4 + - * / Result: 1.75
                    7
```

```
!DOCTYPE html>
<html lang="en">
<head>
 <meta charset="UTF-8">
     display: flex;
     align-items: center;
     justify-content: center;
     height: 100vh;
     margin: 0;
     font-family: 'Segoe UI', Tahoma, Geneva, Verdana, sans-serif;
     background-color: #f5f5f5;
     text-align: center;
     padding: 20px;
     border: 1px solid #ddd;
     border-radius: 10px;
     background-color: #fff;
     box-shadow: 0 0 15px rgba(0, 0, 0, 0.1);
   input, button {
     margin: 10px;
     padding: 10px;
     font-size: 16px;
     width: 100%;
     background-color: #4caf50;
     color: #fff;
```

```
background-color: #45a049;
   #result {
     font-weight: bold;
     margin-top: 20px;
     text-align: left;
   <label for="billAmount">Bill Amount: $</label>
   <input type="number" id="billAmount" required>
   <label for="tipPercentage">Tip Percentage: %</label>
   <input type="number" id="tipPercentage" required>
   <label for="numOfPeople">Number of People:
   <input type="number" id="numOfPeople" required>
   <button type="button" onclick="calculateTip()">Calculate Tip</button>
   <div id="result"></div>
   function calculateTip() {
     var billAmount =
parseFloat(document.getElementById("billAmount").value) || 0;
     var tipPercentage =
parseFloat(document.getElementById("tipPercentage").value) || 0;
     var numOfPeople =
parseInt(document.getElementById("numOfPeople").value) || 1;
```

