

Tutorial 1 Additional Project

Consider a form named “sample” that contains an input area named “area1.” The value of this input area can be accessed with the syntax: `sample.area1.value`.

This means we could do both of the following. We could “get” the value in the input area with the line of code: `var answer = sample.area1.value`; or we could “set” the value in the input area with the line of code: `sample.area1.value = 25`;

1. Open the **carpet_calculator.htm** file in a simple text editor.
2. Add the title **Carpet Calculator**.
3. Insert an HTML comment that designates you as the author of the page.
4. Complete the code for the following functions to provide functionality to the page. Once the code is completed, each function will run when the associated button is clicked.

```
function ComputeSquareFeet()  
{  
    /* get the values for length, width, and overage */  
    /* compute the correct number of square feet needed */  
    /* set the value of the appropriate form input area */  
}  
  
function ComputeSquareYards()  
{  
    /* get the values for length, width, and overage */  
    /* compute the correct number of square yards needed */  
    /* set the value of the appropriate form input area */  
}
```

5. Test your finished code in a browser. Make corrections as necessary.
6. Print a copy of your HTML code.