Programing Lab 3 Assignment 4

PRN: 21510120

Batch: T1

Github Link: https://github.com/hakutoshiro1/PI3/tree/main/Assignment4

Problem 1:

```
OFF

Click Me

C
```

```
OFF
                                                   OFF
                      OFF
                                                   OFF
                      OFF
                                                   OFF
                                                   OFF
                      OFF
                      OFF
// assign the correct elements to the variable
const listItems = document.querySelectorAll("#list li");
const handleHover = (event) => {
 return event.target.innerText = 'ON';
if(listItems.length > 1) {
 listItems.forEach(item => item.addEventListener('mouseover', handleHover));
```

Problem 2:

```
Click Me

View

Const button = document.getElementById('button');
const input = document.getElementById('input');

const handleClick = () => {
    input.value = 'Hello World';
};

// type in your code here
button.addEventListener('click', handleClick);

Javascript
```

```
Hover Me

\( \langle \text{div id="element"} \)

Hover Me

\( \langle \text{div} \)

HTML

\( \text{const element = document.getElementById('element');} \)

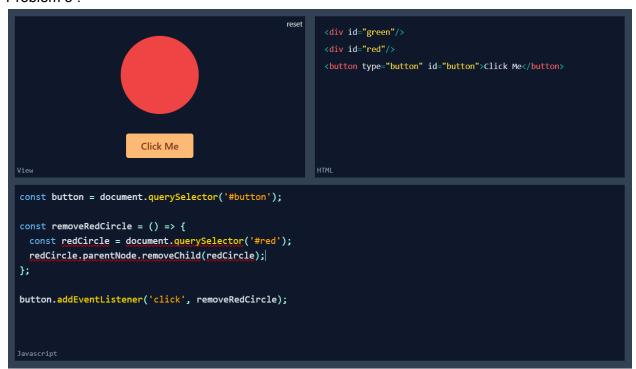
\( \text{const changeText = () => { \} \}

\( \text{element.innerText = 'Thanks!';} \)

\( \text{type in your code here element.addEventListener("mouseover", changeText);} \)

\( \text{Javascript} \)
```

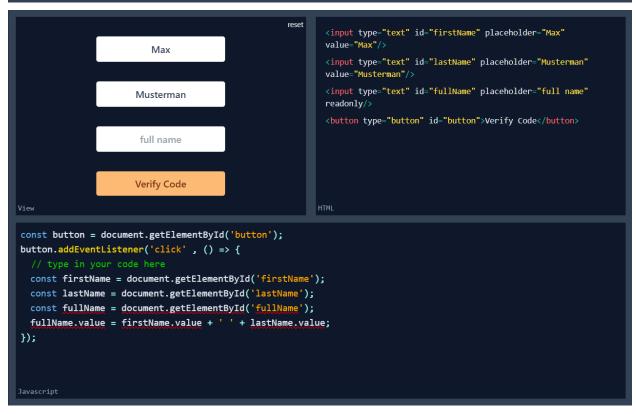
Problem 3:



Problem 4:

```
checkbox

checkb
```



Problem 5:

```
reset
                                                         <button type="button" id="button">Click Me</button>
     Click Me
const button = document.getElementById('button');
let stopped = false;
function move(isReturning) {
const width = button.parentNode.clientWidth;
const left = parseInt(button.style.left , 10) || 0;
if (!stopped) {
   button.style.left = (isReturning ? left - 1 : left + 1) + 'px';
    setTimeout(() => move ((isReturning && left > 0) || left === width - button.clientWidth ), 10);
};
};
move();
button.addEventListener('click', () => {
 stopped = !stopped;
 move();
```