

Javascript notes

```
<html>
```

```
<body>
```

```
<h2>Welcome to JavaScript</h2>
```

```
Name: <input type="text" id="myText" value="Mickey">
```

```
<p>Click the button to change the value of the text field.</p>
```

```
<button onclick="myFunction()">Try it</button>
```

```
<script>
```

```
function myFunction()
```

```
{
```

```
    var a=document.getElementById("myText").value
```

```
    alert(a)
```

```
}
```

```
</script>
```

```
</body>
```

```
</html>
```

parseInt() // it is used for type casting

Program 2:

Java script addition program

```
<html>

<body>

<h2>Welcome to JavaScript</h2>

Number 1: <input type="text" id="myText" value="0">
Number 2: <input type="text" id="myText1" value="0">

<p>Click the button to change the value of the text field.</p>

<button onclick="myFunction()">additon</button>


<script>

function myFunction()
{
    var a=document.getElementById("myText").value
    var b=document.getElementById("myText1").value
    document.write(parseInt(a)+parseInt(b))
}

</script>

</body>

</html>
```

.....

Program 3:::

```
<!DOCTYPE html>
```

```
<html>
```

```
<body>
```

```
<p id="demo" >23</p>
```

```
<script>
```

```
var a=document.getElementById("demo").innerHTML;
```

```
document.write(parseInt(a)+parseInt(23));
```

```
</script>
```

```
</body>
```

```
</html>
```

.....

Program 4:.....".....".....

```
<!DOCTYPE html>
```

```
<html>

<body>

<input type="text" id="num1" ><br><br>
<input type="text" id="num2" ><br><br>
<button onclick="add()">Click me</button>
<input type="text" id="result" ><br><br>
<script>

    function add()
    {
        var a=parseInt(document.getElementById("num1").value);
        var b=parseInt(document.getElementById("num2").value);
        var result=a+b;
        alert(result);
        document.getElementById("result").value=result;
    }
</script>

</body>

</html>
```

.....

Javascript random module >>>>>>>>>>>

Guessing game :::

<html>

<head>

<title>local storage</title>

<body>

```
<input type = "text" id = "num1">
```

```
<button onclick="check()">guess the number</button>
```

```
<script>
```

```
window.value=1;
```

</script>

```
<script>
```

```
function check()
```

{

```
var result=parseInt(Math.random()*2);
```

```
alert(result);
```

```
var num=document.getElementById("num1").value;
```

```
var num1=parseInt(num);
```

```
if(result==num1)
{
    alert("it run");
    value=value+1;
    window.value=value;
    alert(value);
}
}

</script>

</body>

</html>
```

[illegible]

Program 11

```
<html>

<head>

<title>local storage</title>

<body>

<input type = "text" id = "num1">

<button onclick = "check()">guess the number</button>
```

```
<script>
```

```
window.value=1;
```

```
</script>
```

```
<script>
```

```
function check()
```

```
{
```

```
var result=parseInt(Math.random()*2);
```

```
alert(result);
```

```
var num=document.getElementById("num1").value;
```

```
var num1=parseInt(num);
```

```
if(result==num1)
```

```
{
```

```
  alert("it run");
```

```
  value=value+1;
```

```
  window.value=value;
```

```
  alert(value);
```

```
}
```

```
if(result!=num1)
```

```
{
```

```
    value=value+1;
```

```
        window.value=value;
    }
    if(value==5)
    {
        window.location.href="https://www.wikipedia.org/";
    }

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