Practical – 5

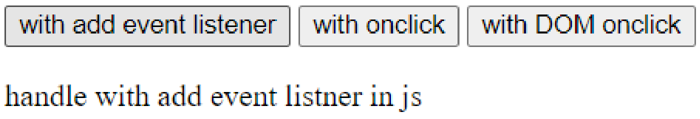
AIM: Demonstrate various Ways to handle Events

Source Code:

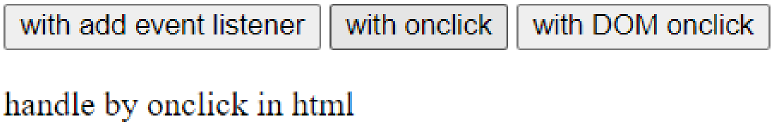
```html
<!DOCTYPE html>
<html lang="en">

<head>
    <meta charset="UTF-8">
    <meta http-equiv="X-UA-Compatible" content="IE=edge">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>Document</title>
</head>

<body>

    <button id="addevent"> with add event listener</button>
    <button id="oc" onclick="r();"> with onclick</button>

    <button id="ocd"> with DOM onclick</button>
    <p id="p"></p>
    <script src="./events.js"></script>
</body>

</html>
```

```javascript
let p = document.getElementById("p");
function r() {
    p.innerHTML = `handle by onclick in html`
}
let btn1 = document.getElementById("addevent")
let btn2 = document.getElementById("ocd")
btn1.onclick = () => {
    p.innerHTML = `handle with add event listner in js`
}
btn2.onclick = function () {
    p.innerHTML = `handle by with DOM Onclick property in js`
}
```

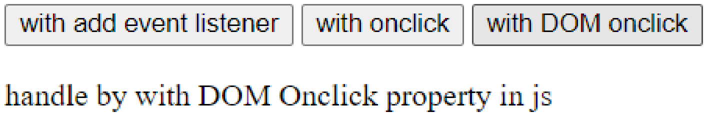
Output:



handle with add event listner in js



handle by onclick in html



handle by with DOM Onclick property in js

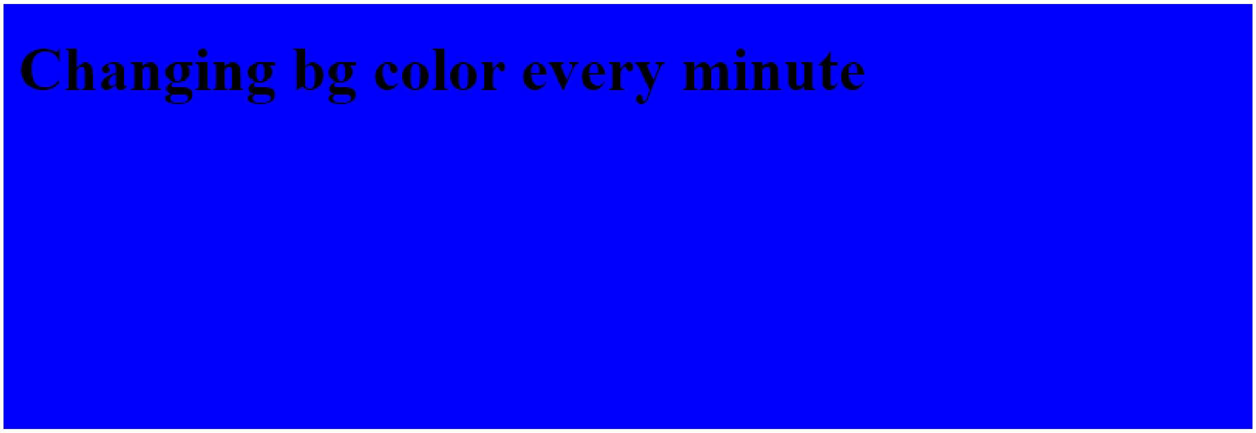
AIM: Write the Script to Change the background color randomly after every 1 mins

Source Code:

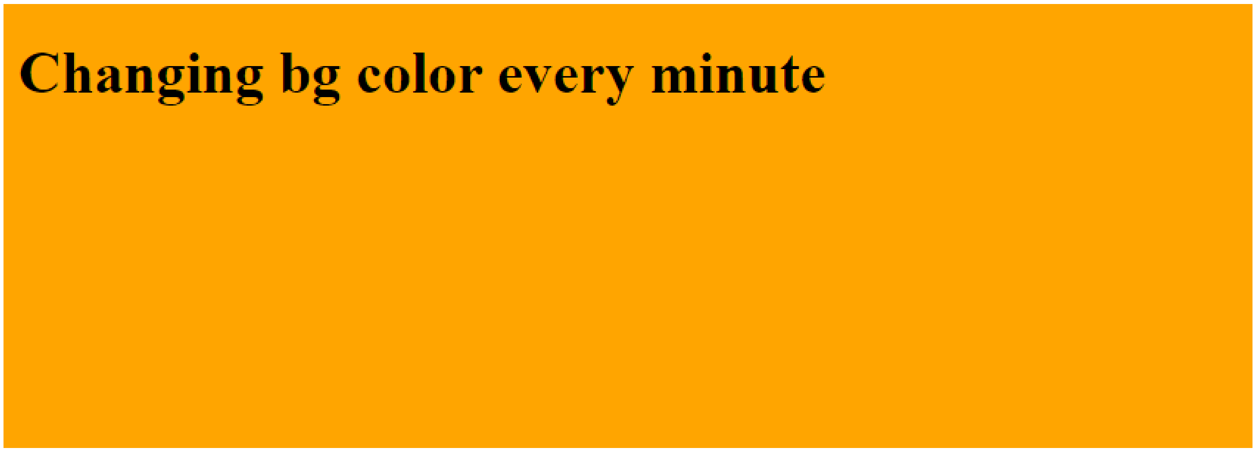
```
<!DOCTYPE html>
<html lang="en">

<head>
    <meta charset="UTF-8">
    <meta http-equiv="X-UA-Compatible" content="IE=edge">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>Document</title>
</head>

<body>
    <h1>
        Changing bg color every minute
    </h1>
    <script src="./random_bg.js"></script>
</body>

</html>
```

```
const colors = ["violet", "indigo", "blue", "green", "yellow", "orange", "red"];

let getc = function () {
    var color = colors[Math.floor(Math.random() * colors.length)];
    document.body.style.backgroundColor = color;
}

setInterval(getc, 1000);
```

Output:



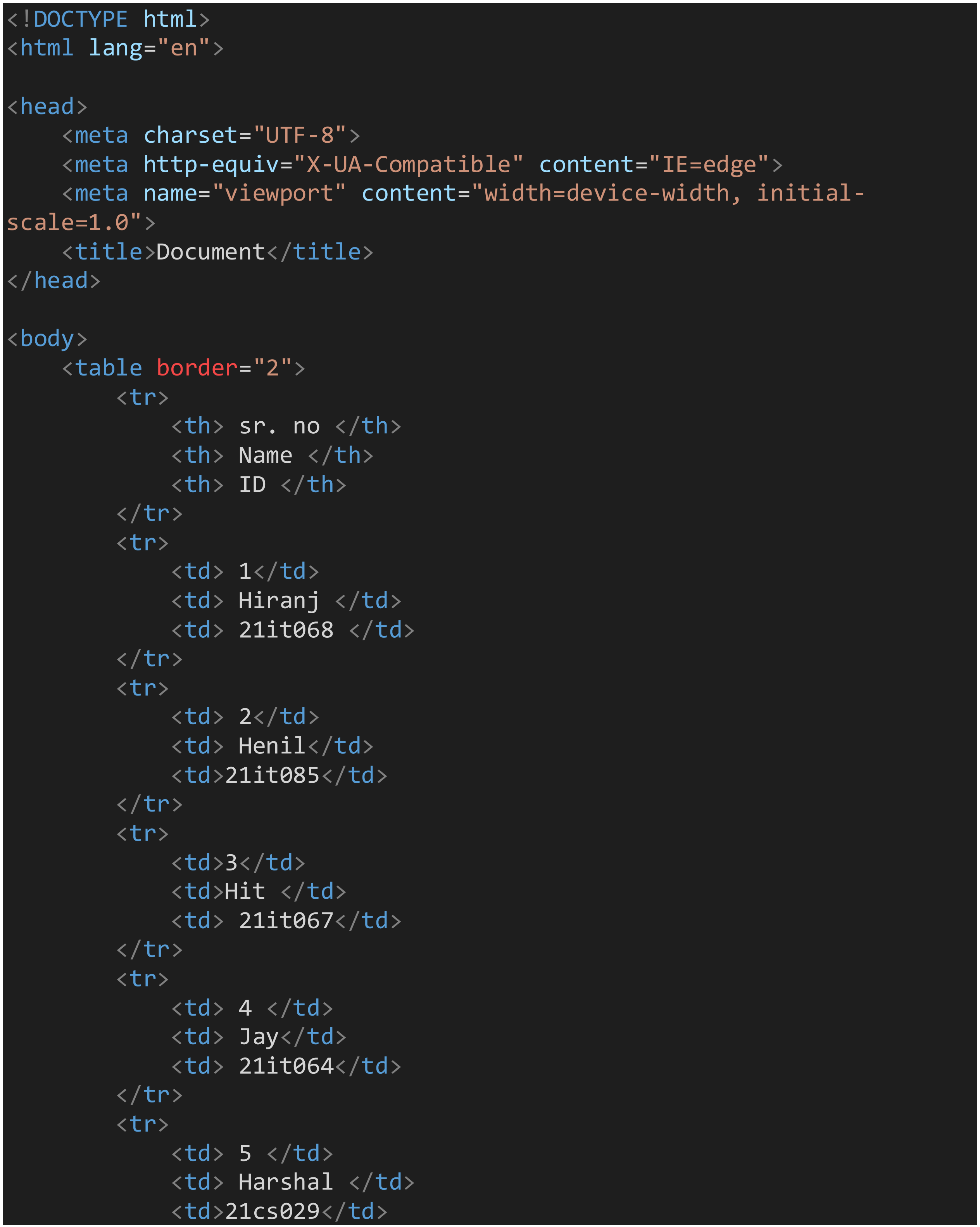
Changing bg color every minute



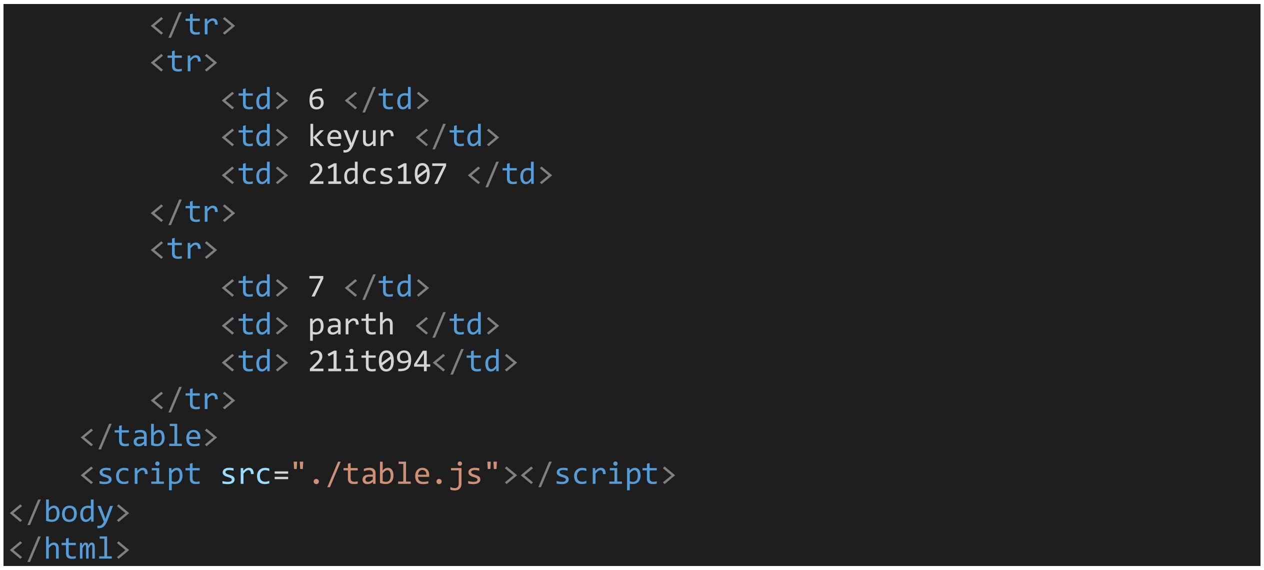
Changing bg color every minute

AIM: Create Arrays of Colors and Apply these colors in order to tr background of table

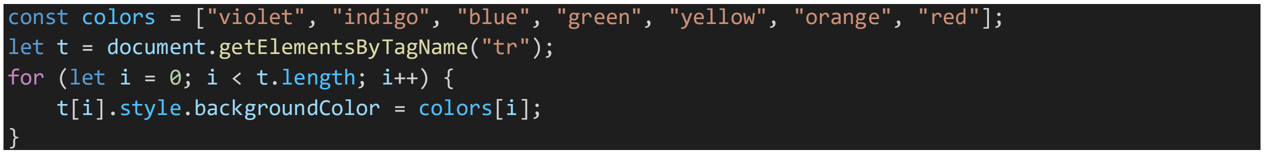
Source Code:



```
<!DOCTYPE html>
<html lang="en">

<head>
    <meta charset="UTF-8">
    <meta http-equiv="X-UA-Compatible" content="IE=edge">
    <meta name="viewport" content="width=device-width, initial-
scale=1.0">
    <title>Document</title>
</head>

<body>
    <table border="2">
        <tr>
            <th> sr. no </th>
            <th> Name </th>
            <th> ID </th>
        </tr>
        <tr>
            <td> 1</td>
            <td> Hiranj </td>
            <td> 21it068 </td>
        </tr>
        <tr>
            <td> 2</td>
            <td> Henil</td>
            <td>21it085</td>
        </tr>
        <tr>
            <td>3</td>
            <td>Hit </td>
            <td> 21it067</td>
        </tr>
        <tr>
            <td> 4 </td>
            <td> Jay</td>
            <td> 21it064</td>
        </tr>
        <tr>
            <td> 5 </td>
            <td> Harshal </td>
            <td>21cs029</td>
```

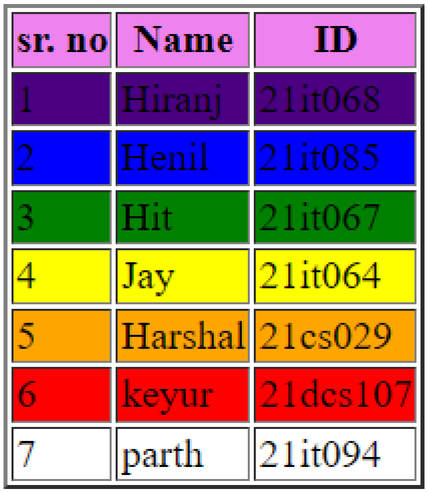


```
        </tr>
        <tr>
            <td> 6 </td>
            <td> keyur </td>
            <td> 21dcs107 </td>
        </tr>
        <tr>
            <td> 7 </td>
            <td> parth </td>
            <td> 21it094</td>
        </tr>
    </table>
    <script src="./table.js"></script>
</body>
</html>
```



```
const colors = ["violet", "indigo", "blue", "green", "yellow", "orange", "red"];
let t = document.getElementsByTagName("tr");
for (let i = 0; i < t.length; i++) {
    t[i].style.backgroundColor = colors[i];
}
```

Output:



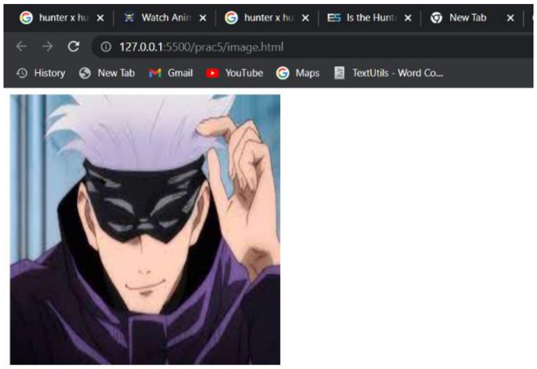
sr. no	Name	ID
1	Hiranj	21it068
2	Henil	21it085
3	Hit	21it067
4	Jay	21it064
5	Harshal	21cs029
6	keyur	21dcs107
7	parth	21it094

AIM: Zoom image on mouseover and zoom out on mouse out

Source Code:

```
<!DOCTYPE html>
<html lang="en">

<head>
    <meta charset="UTF-8">
    <meta http-equiv="X-UA-Compatible" content="IE=edge">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>Document</title>
    <style>
        img {
            height: 5vh;
            width: 5vh;
        }
    </style>
</head>

<body>
    <img id="id_gojo" src="./download.jpeg">
    <script src="./image.js"></script>
</body>

</html>
console.log("conn")
let img = document.getElementById("id_gojo")
console.log(img)
let zoomIn = function () {
    img.style.height = "50vh";
    img.style.width = "50vh";
}

let zoomOut = function () {
    img.style.height = "5vh";
    img.style.width = "5vh";
}
img.addEventListener("mouseover", zoomIn);
img.addEventListener("mouseleave", zoomOut);
```

Output:


hunter x hu
Watch Anim
hunter x hu
Is the Hunt
New Tab
127.0.0.1:5500/prac5/image.html
History
New Tab
Gmail
YouTube
Maps
TextUtils - Word Co...

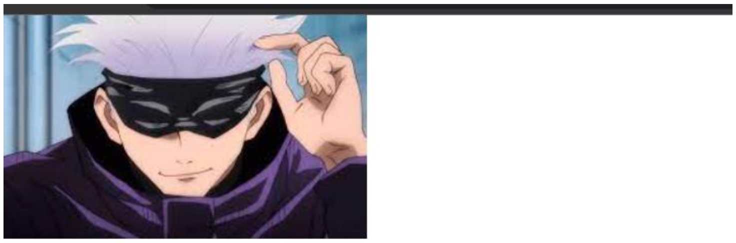
AIM: Change the location of image based on arrow key of keyboard using callback function

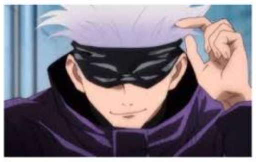
Source Code:

```
<!DOCTYPE html>
<html lang="en">

<head>
    <meta charset="UTF-8">
    <meta http-equiv="X-UA-Compatible" content="IE=edge">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>Document</title>
</head>

<body>
    <img id="id_gojo" src="./download.jpeg" style="   position: absolute; left: 0px; top: 0px;">
    <script src="./arrowkey.js"></script>
</body>

</html>
```

```
console.log("connected  ")

var img = document.getElementById("id_gojo");


let move = function (e) {
    let key = e.keyCode;
    console.log(key);
    if (key == 39) {
        let inc = parseInt(img.style.left, 10) + 10;
        console.log(inc);
        img.style.left = `${inc}px`;
    }
    if (key == 37) {
        let inc = parseInt(img.style.left, 10) - 10;
        console.log(inc);
        img.style.left = `${inc}px`;
    }
    if (key == 40) {
        let inc = parseInt(img.style.top, 10) + 10;
        console.log(inc);
        img.style.top = `${inc}px`;
    }
    if (key == 38) {
        let inc = parseInt(img.style.top, 10) - 10;
        console.log(inc);
        img.style.top = `${inc}px`;
    }
    console.log(img)
}

document.addEventListener("keydown", move);
```

Output:





Conclusion: from the above program I have learned the event handeling in javascript.