

Practical 3.1

AIM: Write a Javascript code to build a calculator..

Source code:

1) HTMLCODE:-

```
<!DOCTYPE html>

<html lang="en">

<head>

  <meta charset="UTF-8">

  <meta http-equiv="X-UA-Compatible" content="IE=edge">

  <title>SNEH PATEL|3.1 CALCULATOR</title>

  <meta name="viewport" content="width=device-width, initial-scale=1.0">

  <link rel="stylesheet" type="text/css" href="3.1STYLE.css">

  <script src="3.1script.js"></script>

</head>

<body>

  <div id="box">

    <div class="box-container">

      <input id="display" type="text" value="0">

      <div class="box-container-button">

        <div class="box-container-button-left">

          <button class="number-button"
onlick="numberPress(value)"value="7">7</button>

          <button class="number-button" onlick="numberPress(value)"value="8">8</button>

          <button class="number-button"
onlick="numberPress(value)"value="9">9</button>

          <button class="number-button" onlick="numberPress(value)"value="4">4</button>

          <button class="number-button" onlick="numberPress(value)"value="5">5</button>

          <button class="number-button" onlick="numberPress(value)"value="6">6</button>

          <button class="number-button" onlick="numberPress(value)"value="1">1</button>

          <button class="number-button" onlick="numberPress(value)"value="2">2</button>

          <button class="number-button" onlick="numberPress(value)"value="3">3</button>

          <button class="number-button" style="width:82px
;"onlick="numberPress(value)"value=".">.</button>
```

```

        <button class="number-button" onclick="numberPress(value)"value="3">3</button>
        <button class="number-button" style="width:82px ;padding-left:
22px;"onclick="numberPress(value)" value="00"></button>
    </div>
    <div class="box-container-button-right">
        <button class="symbol-button" onclick="clearPress()">CLEAR</button>
        <button class="symbol-button" onclick="numberPress(value)" value="/"></button>
        <button class="symbol-button" onclick="numberPress(value)" value="*">*</button>
        <button class="symbol-button" onclick="numberPress(value)" value="+">+</button>
        <button class="symbol-button" onclick="numberPress(value)" value="-">-</button>
        <button class="symbol-button" onclick="operationPress()" value="=">=</button>
    </div>
</div>
</div>
</div>
</body>
</html>

```

2) CSS CODE:-

```

*
{
    background-color: rgb(93, 93, 11);
    margin: 0;
    padding: 0;
}

#box
{
    width:450px;
    height:400px;
    background-color: black;
    margin: 169px auto;
}

```

```
.box-container #display
```

```
{  
  position: absolute;  
  color: white;  
  width: 410px;  
  height: 50px;  
  margin: 3px;  
  padding: 15px;  
  border: 1px solid;  
  text-align: right;  
  font-size:  
  2.7em;  
  font-family: sans-serif;  
  font-weight: normal;  
}
```

```
.box-container-button
```

```
{  
  position: absolute;  
  margin: 90px 3px 3px 3px;  
  width: 430px;  
  height: 292px;  
  margin: 5px;  
  padding: 5px;  
  border: 1px solid white;  
}
```

```
.box-container-button button
```

```
{  
  margin: 6px 8px 4px 4px;  
  padding: 11px 30px;
```

```
    color: white;
    cursor: pointer;
}
.number-button
{
    font-family: sans-serif;
    font-size: 2em;
    font-weight: normal;
}
.box-container-button-left
{
    float: left;
    width: 290px;
    height: 290px;
    background-color: black;
}
.box-container-button-right
{
    float: right;
    width: 136px;
    height: 291px;
}

.symbol-button
{
    font-family: sans-serif;
    font-size: 1em;
    font-weight: bold;
    width: 128px;
    height: 38px;
    padding: auto;
}
```

```
.symbol-button:hover,.number-button:hover
{
    color: Oblack;
    background-color:whitesmokes;
    transform: scale(1.1);
    transition: background-color 460ms;
}
```

3) JAVASCRIPT CODE:-

```
function numberPress(digit)
{
    if(document.getElementById("display").value=="0" ||
document.getElementById("display").value==" " ||
document.getElementById("display").value=="Error")
    {
        document.getElementById("display").value="";
        document.getElementById("display").value+= digit;
    }
    else
    {
        document.getElementById("display").value+= digit;
    }
}
```

```
function clearPress()
{
    document.getElementById("display").value = "0";
}
```

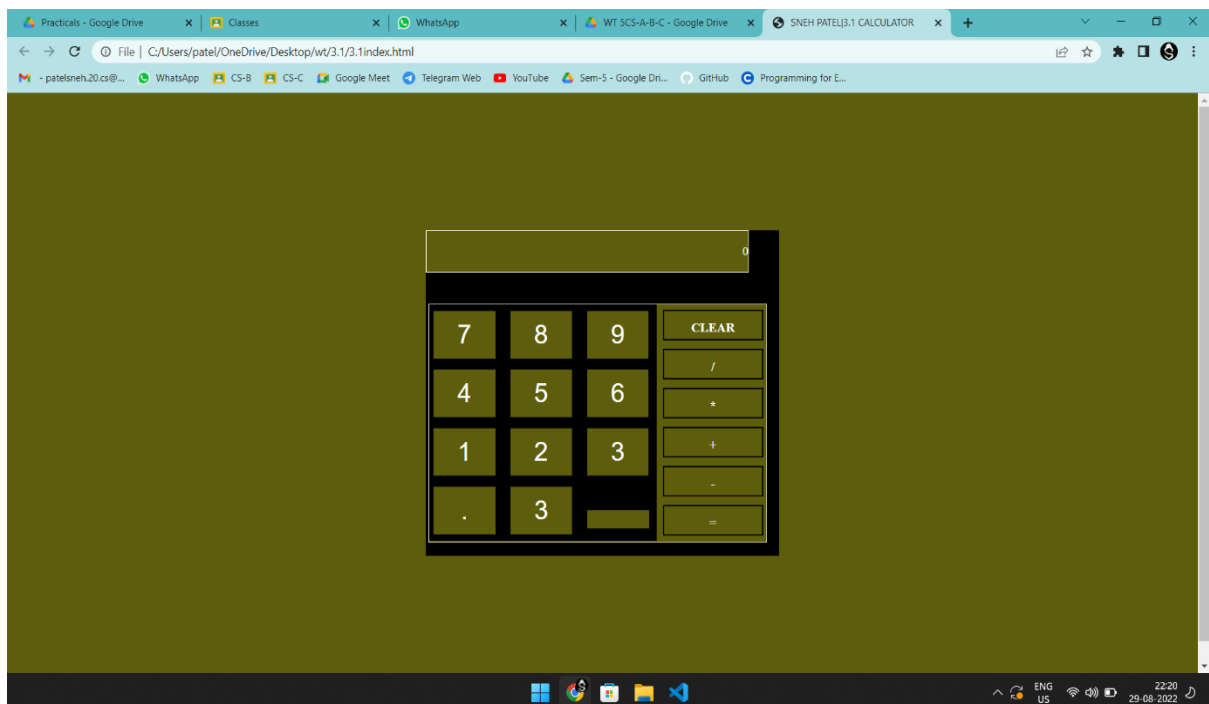
```
function operationPress()
{
    let x= document.getElementById("display").value;
    let x_char =x.charAt(x.length -1);
    let x_x_char =x.charAt(x.length -2);
```

```

if(x_char=="+"||x_char=="-"||x_char=="*"||x_char=="/")
{
    document.getElementById("display").value="Error";

}
else if(x_x_char=="."&& x_char==".")
{
    document.getElementById("display").value="Error";
}
else
{
    document.getElementById("display").value
=eval(document.getElementById("display").value);
}
}

```



Practical 3.2

AIM: Write a Javascript program to calculate area of triangle and rectangle.

Source code:

```
<!DOCTYPE HTML>

<html>

<head>
  <meta http-equiv="Content-Type"
    content="text/html; charset=utf-8">

  <title>
    SNEH PATEL |3.2 Area of triangle
  </title>
</head>

<body style="text-align: left;">
  <h1 style="color: rgb(13, 0, 255);">
    Calculate triangle with me! And all I need is your co-operation & the sides of triangle.
  </h1>

  <h4>
    JavaScript function to find
    the area of a triangle
  </h4>

  <label for="side1">
    Enter side 1:
  </label>

  <input type="number" id="side1"
    placeholder="Enter side 1">
  <br><br>
```

```
<label for="side2">
  Enter side 2:
</label>

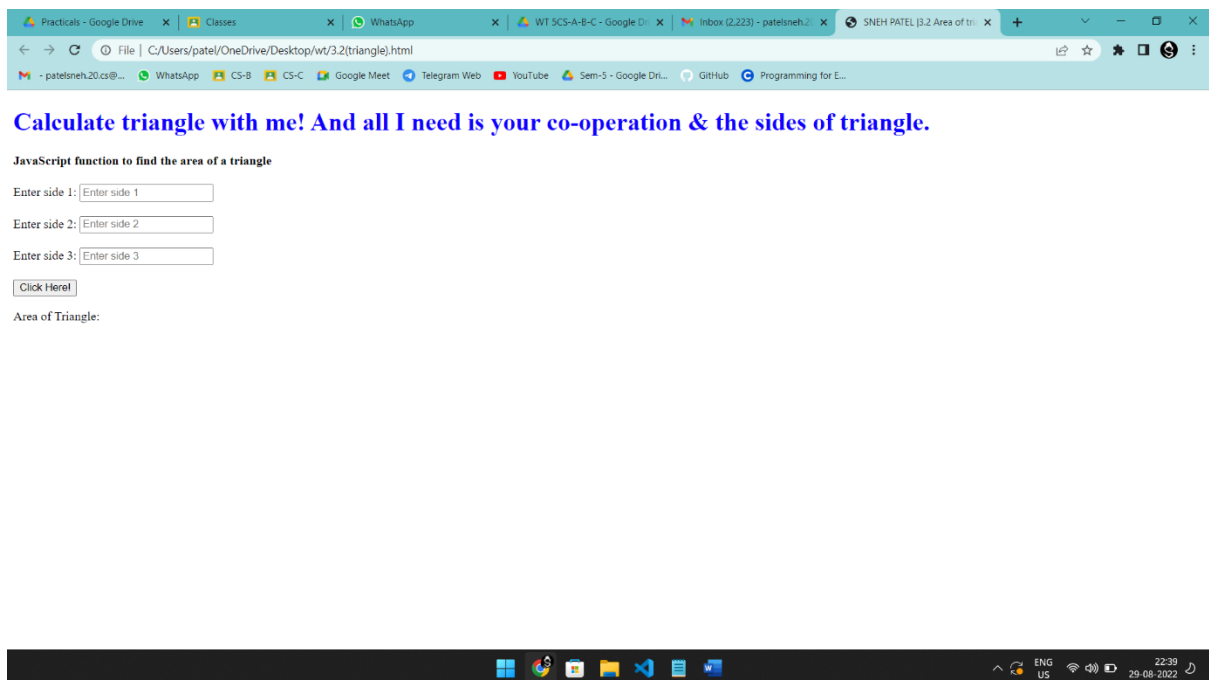
<input type="number" id="side2"
  placeholder="Enter side 2">
<br><br>

<label for="side3">
  Enter side 3:
</label>

<input type="number" id="side3"
  placeholder="Enter side 3">
<br><br>
<button onclick="Area()">Click Here!</button>
<p>
  Area of Triangle: <span id="display"></span>
</p>
<script type="text/javascript">
  function Area() {
    var side1 = parseInt(document
      .getElementById("side1").value);
    var side2 = parseInt(document
      .getElementById("side2").value);
    var side3 = parseInt(document
      .getElementById("side3").value);
    console.log(typeof(side1));
    var s = (side1 + side2 + side3) / 2;
    var area = Math.sqrt(s * ((s - side1)
      * (s - side2) * (s - side3)));
```



```
document.getElementById(  
    "display").innerHTML = area;  
}  
</script>  
</body>  
</html>
```



Practical 3.3

AIM: Write a Javascript to take 2 digit number and then separate this two digits then multiply first digit by itself for second digit times.(Exa: 23,Output: 2 is multiply 3 times answer is: 8)

Source code:

```
<!DOCTYPE html>

<head>

  <title>3.3</title>

</head>

<body>

  Enter num:

  <input type="text" id="n"><br>

  <input type="button" value="Ans" onclick="b()">

  <p id="res"></p>

  <script type="text/javascript">

    function b(){

      var n=parseInt(document.getElementById('n').value);

      // var x=parseInt(document.getElementById(n/10).value);

      var x=parseInt(n/10);

      //var y=parseInt(document.getElementById(n%10),value);

      var y=parseInt(n%10);

      var c=Math.pow(x,y);

      //window.alert(c);

      document.getElementById('res').innerHTML="Ans:"+c;

    }

  </script>

</body>

</html>
```

