Assignment 3.1 Gaming using Java script (20)

Code:

```
<!DOCTYPE html>
<html lang="en">
<head>
   <meta charset="UTF-8">
   <meta name="viewport" content="width=device-width, initial-scale=1.0">
   <title>Memory Game</title>
   <style>
       body {
            display: flex;
            flex-direction: column;
            align-items: center;
           background-color: blueviolet;
            font-family: Arial, sans-serif;
        }
       h1 {
           color: white;
        }
```

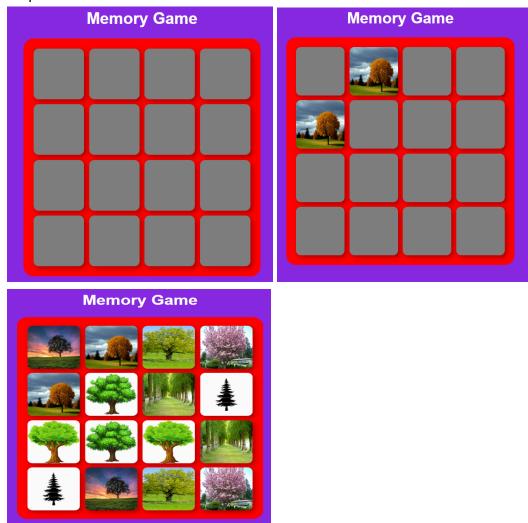
```
.game-container {
   display: grid;
   grid-template-columns: repeat(4, 100px);
   grid-template-rows: repeat(4, 100px);
   gap: 10px;
   background-color: red;
   padding: 20px;
   border-radius: 20px;
}
.card {
   width: 100px;
   height: 100px;
   display: flex;
   align-items: center;
   justify-content: center;
   background-color: gray;
   border-radius: 10px;
   cursor: pointer;
   box-shadow: 5px 5px 10px rgba(0, 0, 0, 0.3);
   position: relative;
}
```

```
.card img {
           width: 100%;
           height: 100%;
           border-radius: 10px;
           display: none;
       }
   </style>
</head>
<body>
   <h1>Memory Game</h1>
   <div class="game-container" id="gameBoard"></div>
   <script>
       const images = [
            'tree1.jpeg', 'tree2.jpeg', 'tree3.jpeg', 'tree4.jpeg',
'tree5.jpeg', 'tree6.jpeg', 'tree7.jpeg', 'tree8.jpg',
            'tree1.jpeg', 'tree2.jpeg', 'tree3.jpeg', 'tree4.jpeg',
tree5.jpeg', 'tree6.jpeg', 'tree7.jpeg', 'tree8.jpg'
       ];
       let shuffledImages = images.sort(() => Math.random() - 0.5);
       let selectedCards = [];
       let matchedCards = [];
```

```
const gameBoard = document.getElementById("gameBoard");
        shuffledImages.forEach((image, index) => {
            const card = document.createElement("div");
            card.classList.add("card");
            card.dataset.index = index;
            card.dataset.image = image;
            const imgElement = document.createElement("img");
            imgElement.src = image;
            card.appendChild(imgElement);
            gameBoard.appendChild(card);
            card.addEventListener("click", () => handleCardClick(card));
        });
        function handleCardClick(card) {
            if (selectedCards.length < 2 && !selectedCards.includes(card)</pre>
&& !matchedCards.includes(card)) {
                card.querySelector("img").style.display = "block";
                selectedCards.push(card);
            }
            if (selectedCards.length === 2) {
```

```
setTimeout(checkMatch, 500);
           }
       }
       function checkMatch() {
           const [card1, card2] = selectedCards;
           if (card1.dataset.image === card2.dataset.image) {
               matchedCards.push(card1, card2);
           } else {
               card1.querySelector("img").style.display = "none";
               card2.querySelector("img").style.display = "none";
           }
           selectedCards = [];
       }
   </script>
</body>
</html>
```

Output:



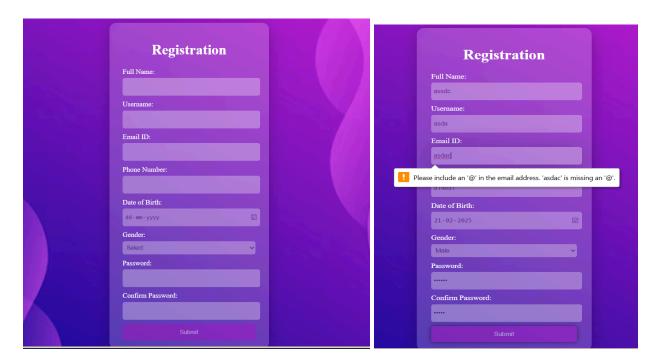
Assignment 3.2 Student Registration form for any event (Conference, Symposium or any concet) (20)

Code:

```
display: flex;
   justify-content: center;
   align-items: center;
   height: 100vh;
   background-image: url("ssn-infra.jpg");
   background-repeat: no-repeat;
   background-size: cover;
.registration {
   background: rgba(255, 255, 255, 0.2);
   backdrop-filter: blur(10px);
   border-radius: 15px;
   padding: 20px 30px;
   box-shadow: 0 8px 32px rgba(0, 0, 0, 0.25);
   color: #fff;
   text-align: center;
   width: 300px;
.registration h2 {
   margin-bottom: 20px;
   color: #fff;
    font-family: 'Georgia', serif;
.inbox{
   opacity: 30%;
    color: black;
.inbox:focus{
   box-shadow:0px 10px 50px rgb(8, 8, 8);
#button {
   opacity: 50%;
   color: rgb(249, 247, 249);
   background-color: rgb(165, 24, 193);
   border: none;
   border-radius: 5px;
   cursor: pointer;
```

```
padding: 10px;
            width: 100%;
        label {
            display: block;
            text-align: left;
            margin-bottom: 5px;
            color: #fff;
        input, select {
            width: 100%;
            height: 30px;
            border-radius: 5px;
            margin-bottom: 10px;
            border: none;
           outline: none;
            padding: 5px;
       button:hover {
            background: #732d91;
            box-shadow: Opx Opx 10px black;
</head>
   <div class="registration">
        <h1 class="header">Registration</h1>
        <form action="">
            <label for="fullname">Full Name:</label>
            <input type="text" id="fullname" class ="inbox" required>
            <label for="username">Username:</label>
            <input type="text" id="username" class="inbox" required>
            <label for="email">Email ID:</label>
            <input type="email" id="email" class="inbox" required>
            <label for="phone">Phone Number:</label>
            <input type="tel" id="phone" class="inbox "required>
```

Output:



Learning outcome:

From this assignment ,lhave learnt how to use javascript and i also learnt how javascript used to interact with html document.