Web Lab Assignment

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JavaScript Events Exercises

1. Write a JavaScript code to reverse a given number using addEventListener() method.

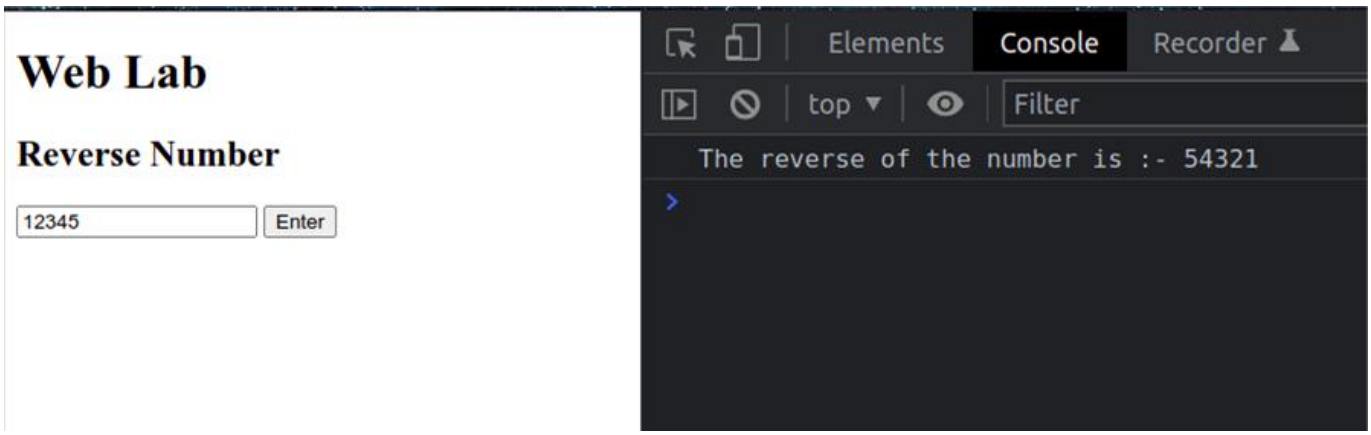
HTML Code:

```
  <h1>Web Lab</h1>
    <div>
      <h2>Reverse Number</h2>
      <input type="text" id="str" />
      <input type="button" value="Enter" id="btn" />
    </div>
```

JS Code:

```
const rev = () => {
  let num =
parseInt(document.getElementById("str").value);
  let res;
  let sum = 0;
  while (num > 0) {
    res = parseInt(num % 10);
    sum = res + sum * 10;
    num = parseInt(num / 10);
  }
  console.log("The reverse of the number is :- " + sum);
};

document.getElementById("btn").addEventListener("click",
rev);
```

OutPut:



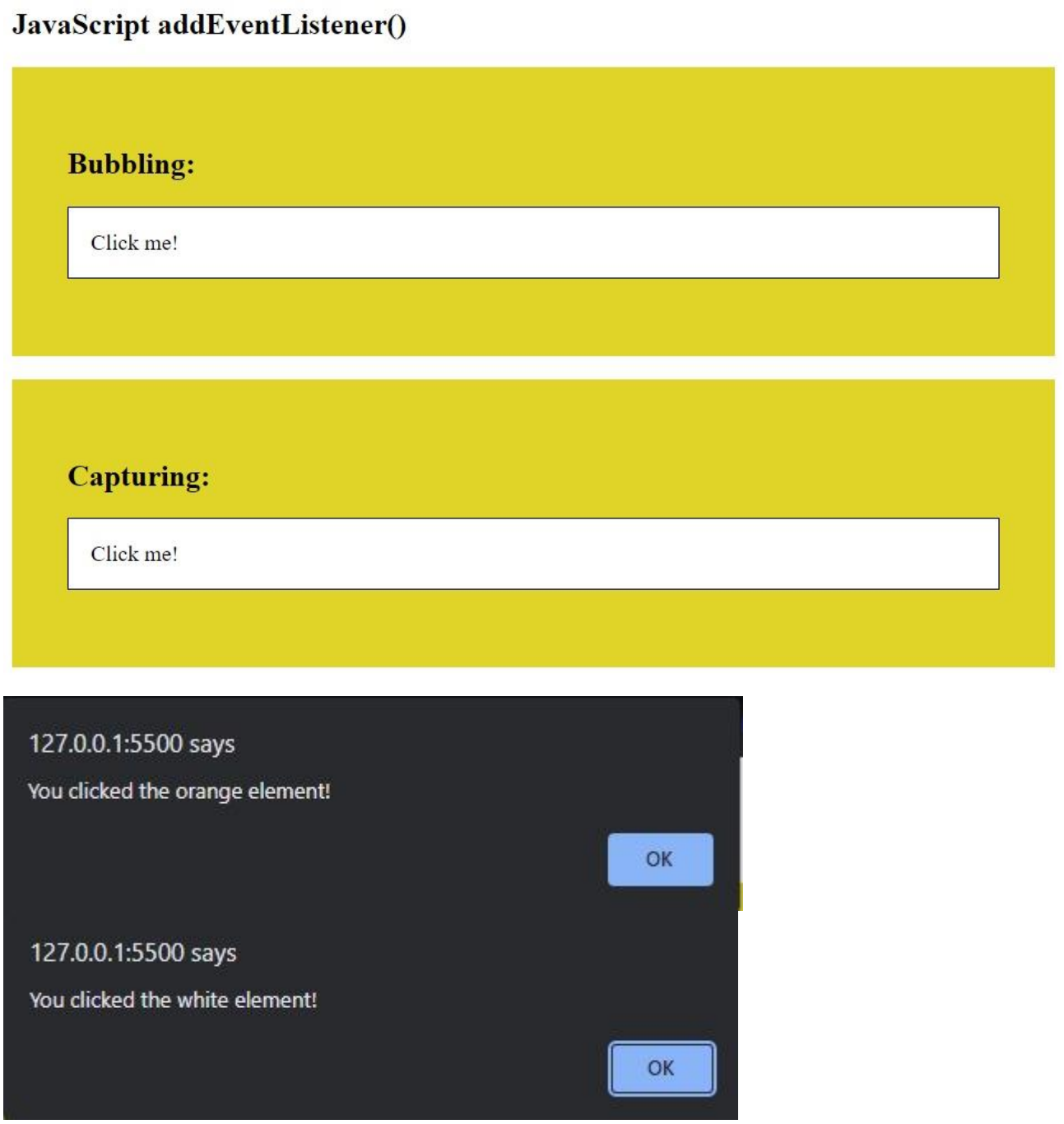
2. Explore the usage of useCapture parameter in addEventListener() method.

HTML Code:

```
<!DOCTYPE html>
<html>
  <head>
    <style>
      #myDiv1,
      #myDiv2 {
        background-color: #e0d429;
;
        padding: 50px;
      }

      #myP1,
      #myP2 {
        background-color: white;
        font-size: 20px;
        border: 1px solid;
        padding: 20px;
      }
    </style>
    <meta content="text/html; charset=utf-8" http-
equiv="Content-Type" />
  </head>
  <body>
    <h2>JavaScript addEventListener()</h2>

    <div id="myDiv1">
```

```
      <h2>Bubbling:</h2>
      <p id="myP1">Click me!</p>
    </div>
    <br />

    <div id="myDiv2">
      <h2>Capturing:</h2>
      <p id="myP2">Click me!</p>
    </div>

    <script>
      document.getElementById("myP1").addEventListener(
        "click",
        function () {
          alert("You clicked the white element!");
        },
        false
      );

      document.getElementById("myDiv1").addEventListener(
        "click",
        function () {
          alert("You clicked the orange element!");
        },
        false
      );

      document.getElementById("myP2").addEventListener(
        "click",
        function () {
          alert("You clicked the white element!");
        },
        true
      );

      document.getElementById("myDiv2").addEventListener(
        "click",
        function () {
          alert("You clicked the orange element!");
        },
        true
      );
    </script>
  </body>
</html>
```

OutPut:


JavaScript addEventListener()
Bubbling:
Click me!
Capturing:
Click me!

127.0.0.1:5500 says
You clicked the orange element!
OK
127.0.0.1:5500 says
You clicked the white element!
OK

3. Write a JavaScript code to display the system date and time using addEventListener() method.
HTML Code:

```
<!DOCTYPE html>
<html>
<body>

<h2>JavaScript Events</h2>
<p>Click the button to display the date.</p>

<button onclick="displayDate()">The time is?</button>

<script>
function displayDate() {
  document.getElementById("demo").innerHTML = Date();
}
</script>

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

</body>
</html>
```

OutPut:

4. Explore the usage of onclick(), onmouseover(), onmouseout(), onkeyup(), onkeydown(), onchange(), onfocus(), onblur() events.

HTML Code:

JS Code:

OutPut:

5. Write a JavaScript code that returns a passed string with letters in alphabetical order. Use addEventListener() method.

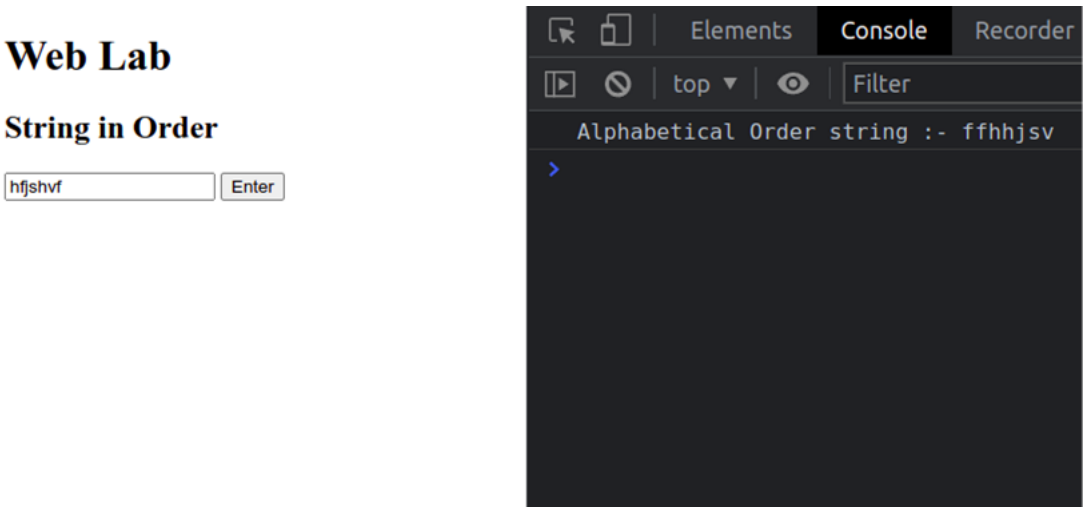
HTML Code:

```
<body>
    <h1>Web Lab</h1>
    <div>
      <h2>Reverse Number</h2>
      <input type="text" id="str" />
      <input type="button" value="Enter" id="btn" />
    </div>
 </body>
```

JS Code:

```
const rev = () => {
  let st = document.getElementById("str").value;
  let str = [];
  let n = st.length;
  for (let i = 0; i < n; i++) str.push(st[i]);
  for (let i = 0; i < n; i++) {
    for (let j = i + 1; j < n; j++) {
      if (str[i] > str[j]) {
        let l = str[i];
        str[i] = str[j];
        str[j] = l;
      }
    }
  }
  let x = "";
  for (let i = 0; i < n; i++) x += str[i];
  console.log("Alphabetical Order string :- " + x);
};
document.getElementById("btn").addEventListener("click",
rev);
```

OutPut:



6. Write a JavaScript code that accepts a string as a parameter and counts the number of vowels within the string. Use addEventListener() method.

HTML Code:

```
<body>
   <h2>Enter the string  </h2>
   <input type="text" name="name" id="s1">
   <input type="button" id="btn" value="click">
</body>
```

JS Code:

```
let count = () => {
  let str = document.getElementById("s1").value;
  let n = str.length;
  let cnt = 0;
  for (let i = 0; i < n; i++) {
    if (
      str[i] == "a" ||
      str[i] == "e" ||
      str[i] == "i" ||
      str[i] == "o" ||
      str[i] == "u" ||
```

```
      str[i] == "A" ||
      str[i] == "E" ||
      str[i] == "I" ||
      str[i] == "O" ||
      str[i] == "U"
    )
      cnt++;
  }
  console.log(cnt);
};

let x =
document.getElementById("btn").addEventListener("click",
count);
```

OutPut:

7. Write a JavaScript function to add rows to a table.

HTML Code:

```
<body>
    <p>
      Click the button to add a new row at the first
position of the table and
      then add cells and content.
    </p>

    <table id="myTable">
```

```
      <tr>
        <td>R1C1</td>
        <td>R1C2</td>
      </tr>
      <tr>
        <td>R2C1</td>
        <td>R2C2</td>
      </tr>
      <tr>
        <td>R3C1</td>
        <td>R3C2</td>
      </tr>
    </table>
    <br />

    <button type="button" onclick="myFunction()">Add
Row</button>
  </body>
```

JS Code:

```
let myFunction = () => {
  var table = document.getElementById("myTable");
  var row = table.insertRow(0);
  var cell1 = row.insertCell(0);
  var cell2 = row.insertCell(1);
  cell1.innerHTML = "New cell1";
  cell2.innerHTML = "New cell2";
};
```

OutPut: