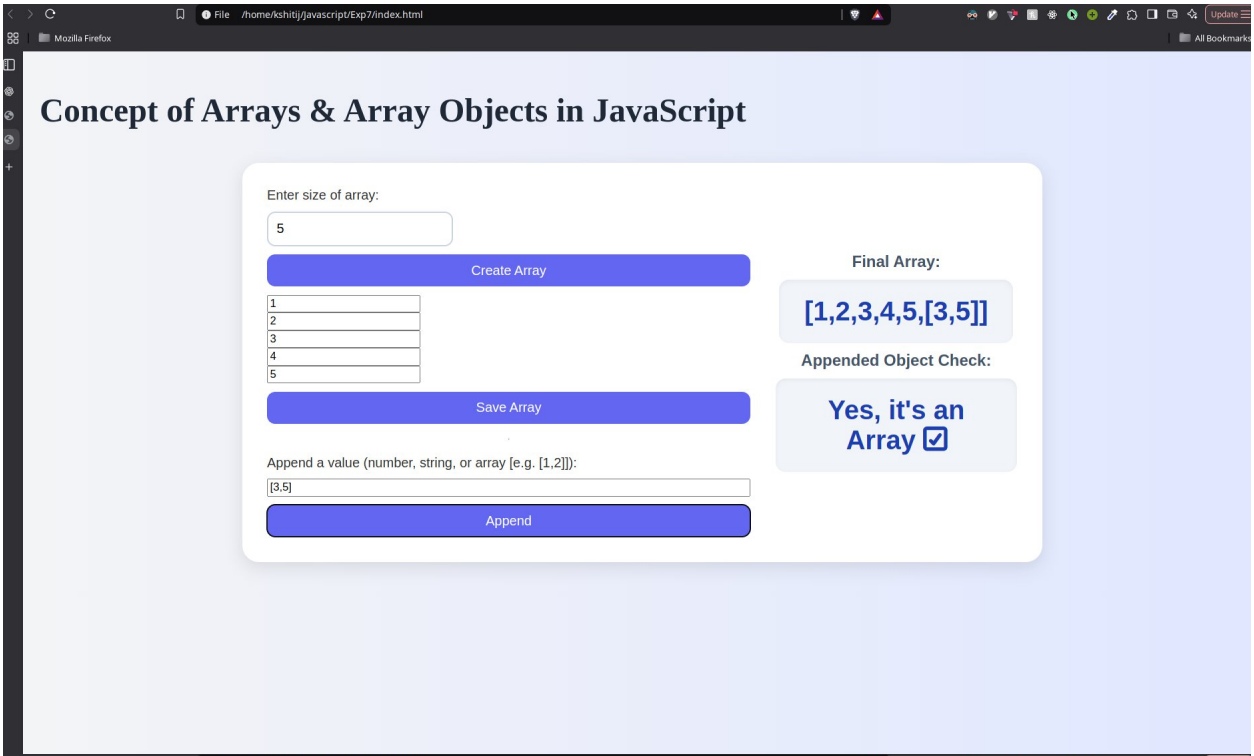
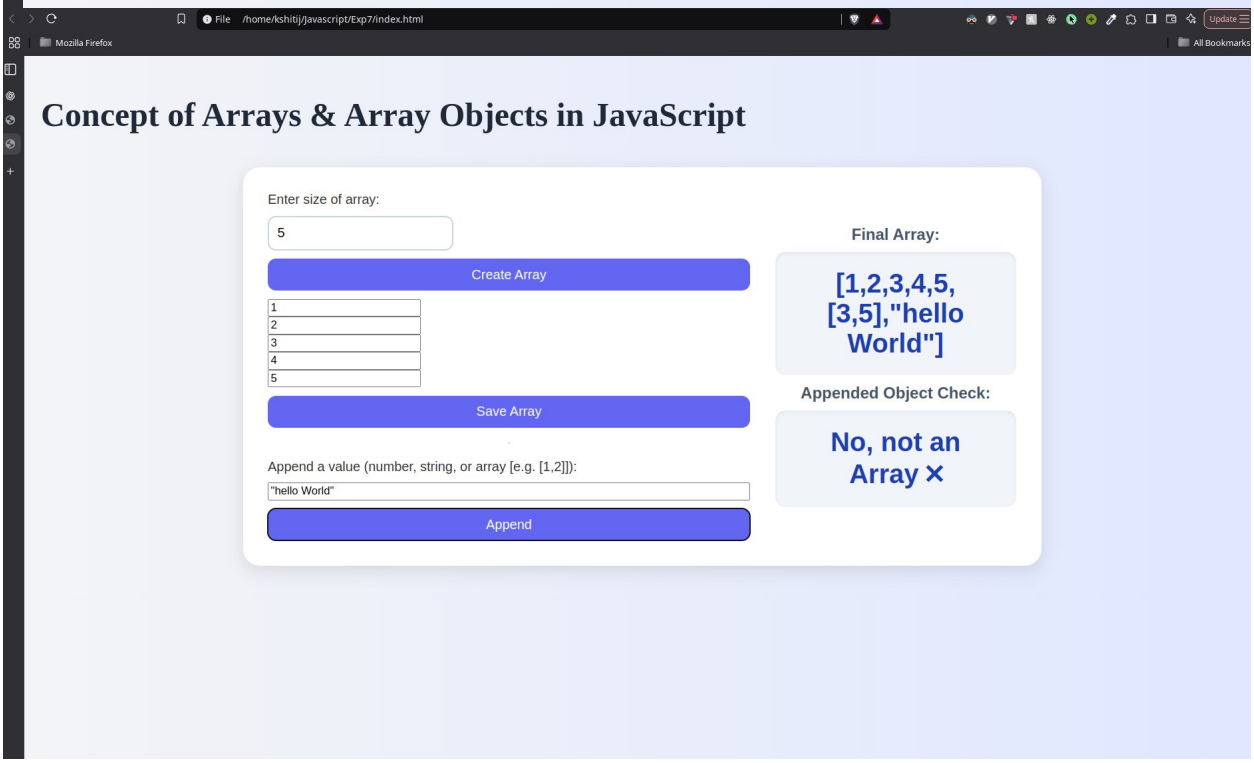
Experiment 7

Roll no: 42405 Batch: Q6

Output:





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Code:

1. **HTML:**

```
<!DOCTYPE html>
<html lang="en">
<head>
<script type="text/javascript" src="array_objects.js"></script>
<link rel="stylesheet" href="style.css">

    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>Document</title>
</head>
<body>
  <h1>Concept of Arrays & Array Objects in JavaScript</h1>

  <div class="shape-box">
    <div class="form-section">
      <label for="arraySize">Enter size of array:</label>
      <input type="number" id="arraySize" min="1" placeholder="e.g. 3">
      <button onclick="createArray()">Create Array</button>

      <div id="arrayInputs"></div>

      <button id="saveArrayBtn" onclick="saveArray()">Save Array</button>

      <hr>

      <label for="appendValue">Append a value (number, string, or array </label>
      <input type="text" id="appendValue" placeholder="Enter value to append">
      <button onclick="appendObject()">Append</button>
    </div>

    <div class="result-section">
      <div class="area-label">Final Array:</div>
      <div class="area-box" id="finalArray">[]</div>

      <div class="area-label">Appended Object Check:</div>
```

```
        <div class="area-box" id="isArrayCheck">-</div>
      </div>
    </div>
  </body>
```

2. Javascript:

```
let userArray = [];

// Step 1 & 2: Accept array size and create input boxes
function createArray() {
  const size = parseInt(document.getElementById("arraySize").value);
  const container = document.getElementById("arrayInputs");
  container.innerHTML = "";

  if (isNaN(size) || size <= 0) {
    alert("Please enter a valid array size.");
    return;
  }

  for (let i = 0; i < size; i++) {
    const input = document.createElement("input");
    input.type = "text";
    input.placeholder = `Element ${i + 1}`;
    input.id = `element-${i}`;
    container.appendChild(input);
    container.appendChild(document.createElement("br"));
  }

  document.getElementById("saveArrayBtn").style.display = "inline-block";
}

// Step 3: Save array
function saveArray() {
  const size = parseInt(document.getElementById("arraySize").value);
  userArray = [];

  for (let i = 0; i < size; i++) {
    let val = document.getElementById(`element-${i}`).value.trim();
```

```
    // Try parsing numbers or arrays
    try {
      val = JSON.parse(val);
    } catch (e) {
      // keep as string if not JSON parsable
    }

    userArray.push(val);
  }

  document.getElementById("finalArray").innerText = JSON.stringify(userArray);
  document.getElementById("isArrayCheck").innerText = "-";
}
// Step 4 & 5: Append object and check
function appendObject() {
  let val = document.getElementById("appendValue").value.trim();
  if (val === "") {
    alert("Enter a value to append!");
    return;
  }
  try {
    val = JSON.parse(val);
  } catch (e) {
    // keep as string
  }
  userArray.push(val);

  document.getElementById("finalArray").innerText = JSON.stringify(userArray);
  document.getElementById("isArrayCheck").innerText = Array.isArray(val) ? "Yes,
 it's an Array ☑" : "No, not an Array ✕";
}
```