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Roll No / Sec : 104 / A

Topic : 7 Modules of SL

1.Switch Bulb On & Off

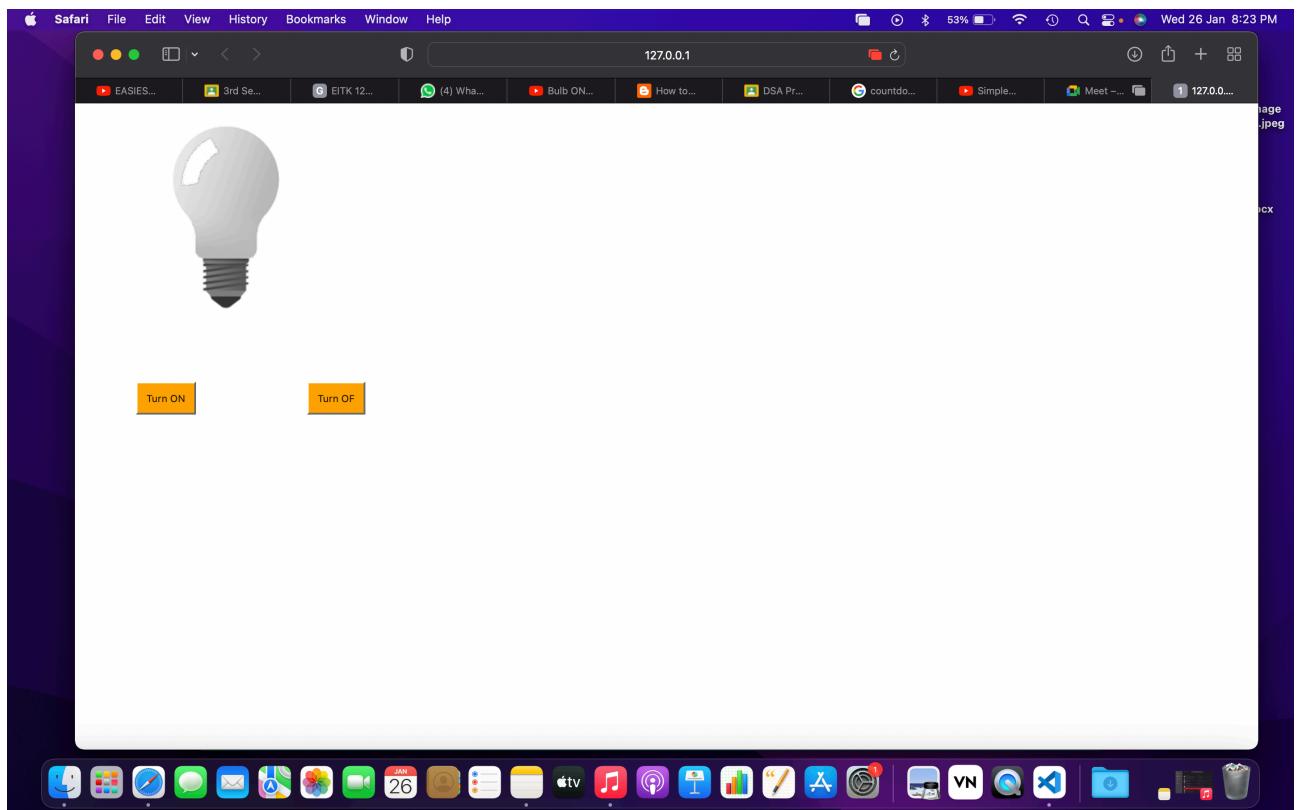
Code:

```
<!DOCTYPE html>
<html>
<body>
<head>
<style>
button { padding:10px; margin:60px; background-color:orange; }
</style>
</head>
<script>
function light(value)
{
    var pic;
    if(value == 0)
    {
        pic="of.png";
    }
    else
    {
        pic="on.png";
    }
    document.getElementById('bulb').src=pic;
}
</script>
```

```


<br>
<button onclick="light(1)">Turn ON</button>
<button onclick="light(0)">Turn OF</button>
</body>
</html>
```

Output :



2. Create any game using Javascript

Code :

HTML

```
<!DOCTYPE html>
<html lang="en" onclick="jump()">
<head>
    <meta charset="UTF-8">
    <title>Jump Game</title>
    <link rel="stylesheet" href="style.css">
</head>
<body>
    <div class="game">
        <div id="character"></div>
        <div id="block"></div>
    </div>
    <p>Score: <span id="scoreSpan"></span></p>
</body>
<script src="script.js"></script>
</html>
```

CSS :

```
*{
    padding: 0;
    margin: 0;
    overflow-x: hidden;
}

.game{
    width: 500px;
    height: 200px;
    border: 1px solid black;
    margin: auto;
}

#character{
    width: 20px;
    height: 50px;
    background-color: red;
    position: relative;
    top: 150px;
}

.animate{
    animation: jump 0.3s linear;
}

@keyframes jump{
    0%{top: 150px;}
    30%{top: 100px;}
    70%{top: 100px;}
    100%{top: 150px;}
}

#block{
    background-color: blue;
    width: 20px;
    height: 20px;
    position: relative;
    top: 130px;
    left: 500px;
    animation: block 1s infinite linear;
}

@keyframes block{
    0%{left: 500px}
    100%{left: -20px}
}

p{
    text-align: center;
}
```

JAVASCRIPT :

```
var character = document.getElementById("character");
var block = document.getElementById("block");
var counter=0;
function jump(){
    if(character.classList == "animate"){return}
```

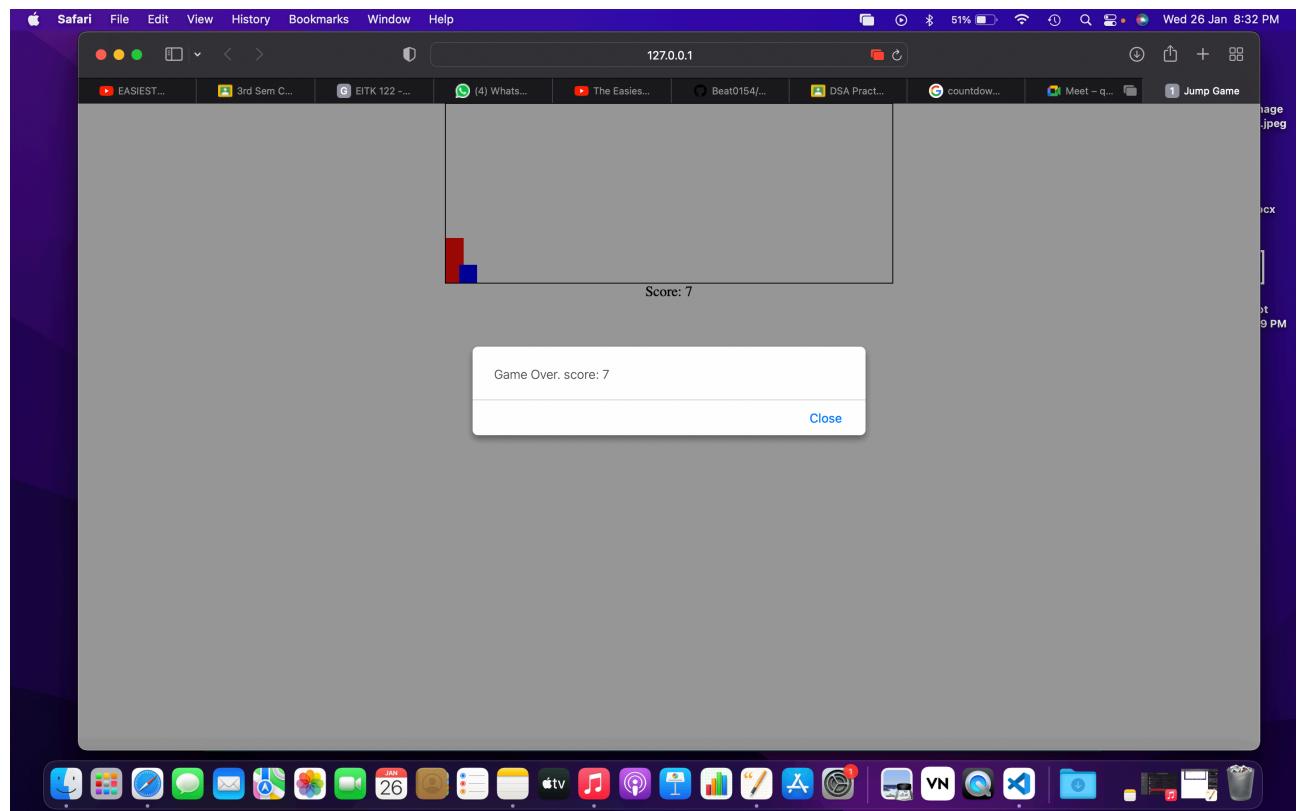
```

character.classList.add("animate");
setTimeout(function(){
    character.classList.remove("animate");
},300);
}

var checkDead = setInterval(function() {
    let characterTop = parseInt(window.getComputedStyle(character).getPropertyValue("top"));
    let blockLeft = parseInt(window.getComputedStyle(block).getPropertyValue("left"));
    if(blockLeft<20 && blockLeft>-20 && characterTop>=130){
        block.style.animation = "none";
        alert("Game Over. score: "+Math.floor(counter/100));
        counter=0;
        block.style.animation = "block 1s infinite linear";
    }else{
        counter++;
        document.getElementById("scoreSpan").innerHTML =
Math.floor(counter/100);
    }
}, 10);

```

OUTPUT :



3. Registration form for voter ID & validate using DOM

CODE :

```
<Html>
  <head>
    <title>
      Registration Page
    </title>
  </head>
  <body bgcolor="white">
    <br>
    <br>
    <form>

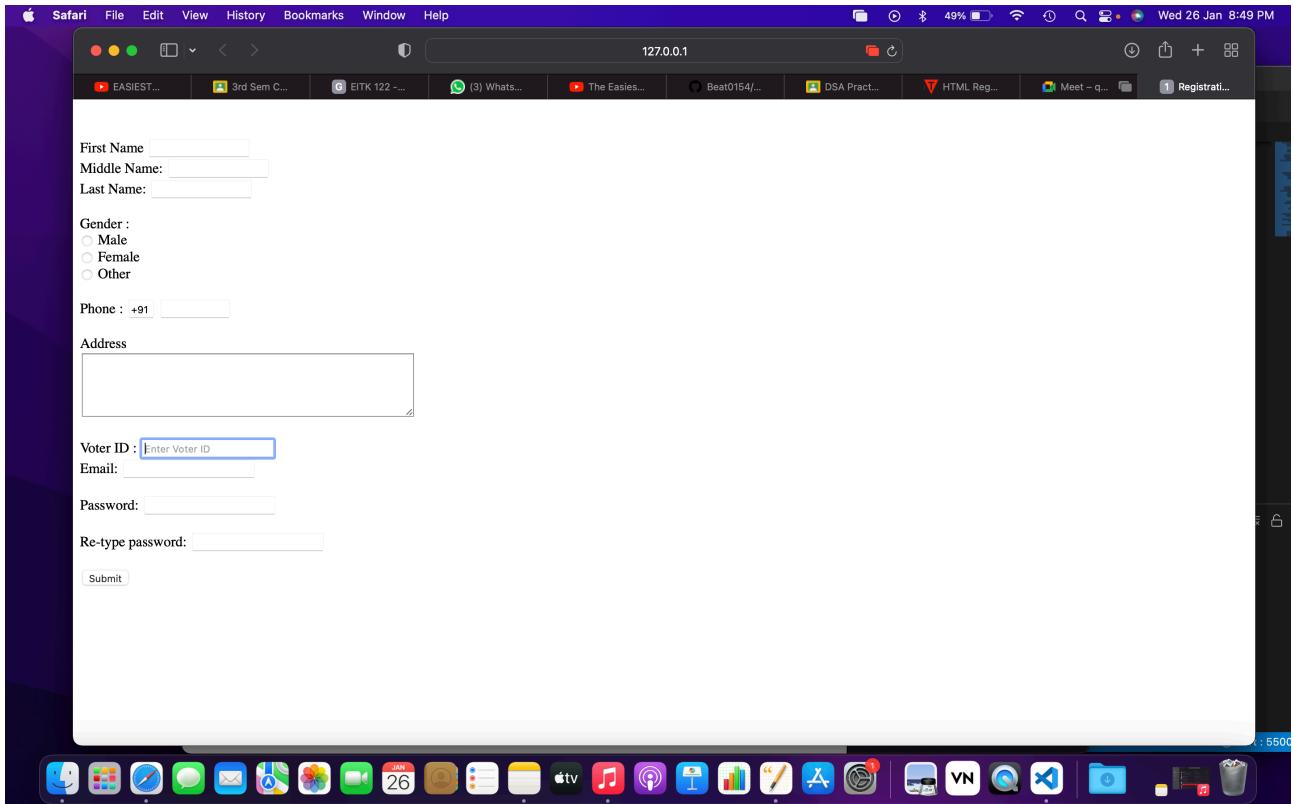
      <label> First Name </label>
      <input type="text" name="firstname" size="15"/> <br>
      <label> Middle Name: </label>
      <input type="text" name="middlename" size="15"/> <br>
      <label> Last Name: </label>
      <input type="text" name="lastname" size="15"/> <br>

      <br>
      <label>
        Gender :
      </label><br>
      <input type="radio" name="male"/> Male <br>
      <input type="radio" name="female"/> Female <br>
      <input type="radio" name="other"/> Other
      <br>
      <br>

      <label>
        Phone :
      </label>
      <input type="text" name="country code" value="+91" size="3"/>
      <input type="text" name="phone" size="10"/> <br> <br>
      Address
      <br>
      <textarea cols="50" rows="5" value="address">
      </textarea>
      <br> <br>
      <label for="voter">Voter ID : </label>
      <input id="voter" placeholder="Enter Voter ID" type="text">
      <br>
      Email:
      <input type="email" id="email" name="email"/> <br>
      <br>
      Password:
      <input type="Password" id="pass" name="pass"> <br>
      <br>
      Re-type password:
      <input type="Password" id="repass" name="repass"> <br> <br>
      <input type="button" value="Submit"/>
```

```
</form>
</body>
</html>
```

OUTPUT :



4. Countdown Using Javascript

CODE:

```
<!DOCTYPE HTML>
<html>
<head>
<meta name="viewport" content="width=device-width, initial-
scale=1">
<style>
p {
  display: inline;
  font-size: 40px;
  margin-top: 0px;
}
</style>
</head>
<body >
  <p id="days"></p>
  <p id="hours"></p>
  <p id="mins"></p>
  <p id="secs"></p>
  <h2 id="end"></h2>
  <script>
    // The date/time we want to countdown to
```

```

var countDownDate = new Date("jan 27 2022
16:37:52").getTime();
```

```

// Run myfunc every second
var myfunc = setInterval(function() {
```

```

var now = new Date().getTime();
var timeleft = countDownDate - now;
```

```

// Calculating the days, hours, minutes and seconds left
var days = Math.floor(timeleft / (1000 * 60 * 60 * 24));
var hours = Math.floor((timeleft % (1000 * 60 * 60 * 24)) /
(1000 * 60 * 60));
var minutes = Math.floor((timeleft % (1000 * 60 * 60)) / (1000
* 60));
var seconds = Math.floor((timeleft % (1000 * 60)) / 1000);
```

```

// Result is output to the specific element
document.getElementById("days").innerHTML = days + "d "
document.getElementById("hours").innerHTML = hours + "h "
document.getElementById("mins").innerHTML = minutes + "m "
document.getElementById("secs").innerHTML = seconds + "s "
```

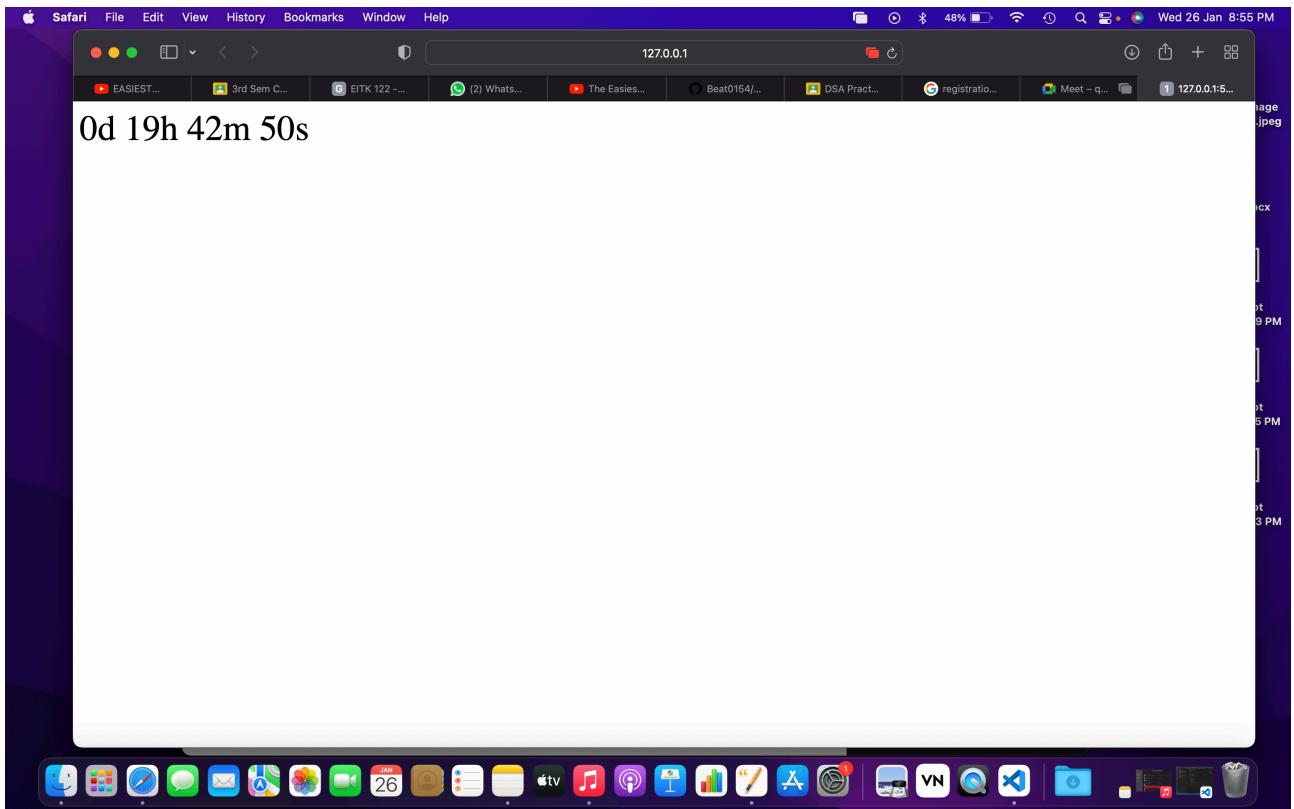
```

// Display the message when countdown is over
if (timeleft < 0) {
    clearInterval(myfunc);
    document.getElementById("days").innerHTML = "";
    document.getElementById("hours").innerHTML = "";
    document.getElementById("mins").innerHTML = "";
    document.getElementById("secs").innerHTML = "";
    document.getElementById("end").innerHTML = "TIME UP!!";
}
```

```

}, 1000);
</script>
</body>
</html>
```

OUTPUT :



5. Create Dynamic And Responsive Web Application

CODE:

```
<!DOCTYPE html>
<html lang="en">
<head>
  <title>Bootstrap Example</title>
  <meta charset="utf-8">
  <meta name="viewport" content="width=device-width, initial-scale=1">
  <link rel="stylesheet" href="https://maxcdn.bootstrapcdn.com/bootstrap/3.4.1/css/bootstrap.min.css">
  <script src="https://ajax.googleapis.com/ajax/libs/jquery/3.5.1/jquery.min.js"></script>
  <script src="https://maxcdn.bootstrapcdn.com/bootstrap/3.4.1/js/bootstrap.min.js"></script>
</head>
<body>

<div class="container">
  <div class="jumbotron">
    <h1>Dynamic And Responsive</h1>
    <p>Resize this responsive page to see the effect!</p>
  </div>
  <div class="row">
    <div class="col-sm-4">
      <h3>Column 1</h3>
      <p>Lorem ipsum dolor sit amet, consectetur adipisicing elit...</p>
      <p>Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris...</p>
    </div>
    <div class="col-sm-4">
      <h3>Column 2</h3>
      <p>Lorem ipsum dolor sit amet, consectetur adipisicing elit...</p>
      <p>Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris...</p>
    </div>
    <div class="col-sm-4">
```

```

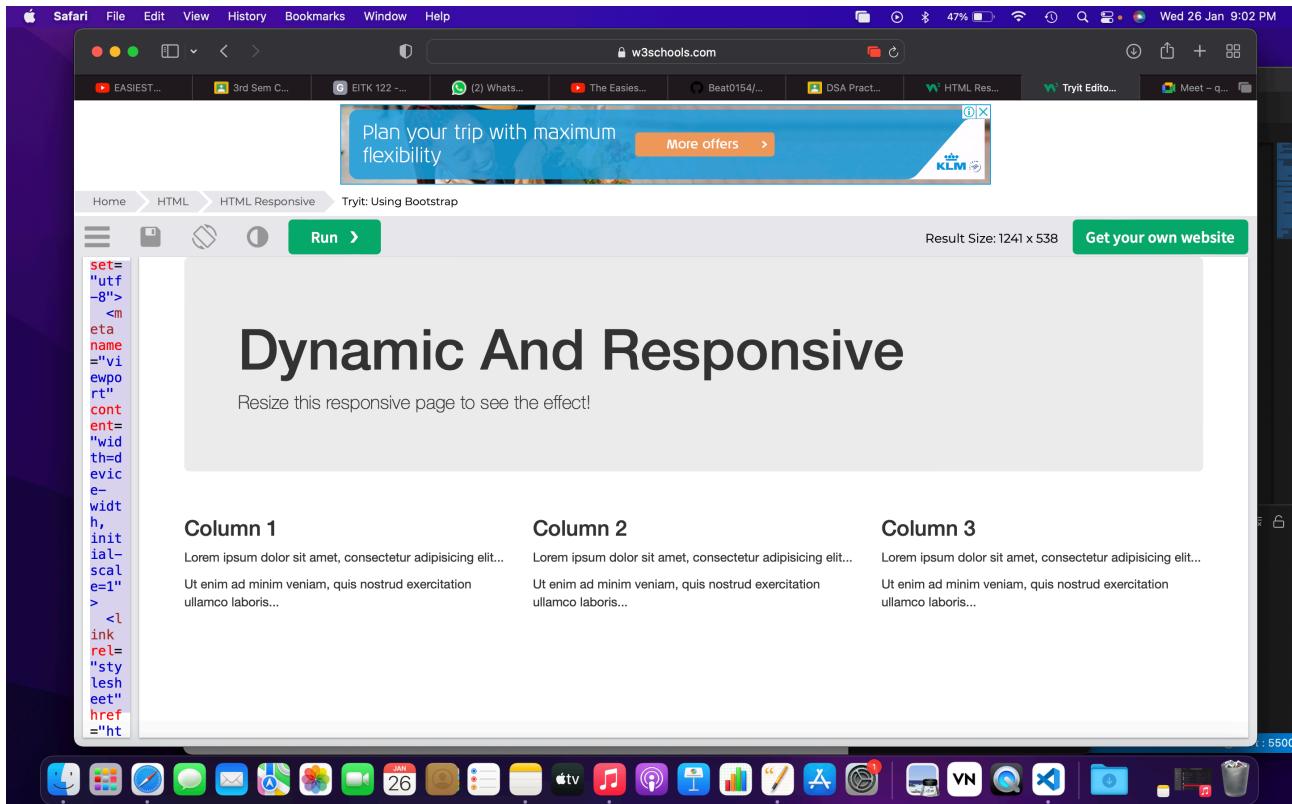
<h3>Column 3</h3>
<p>Lorem ipsum dolor sit amet, consectetur adipisicing elit...</p>
<p>Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris...</p>
</div>
</div>
</div>

</body>
</html>

```

OUTPUT:

</



6. Sign In Page Of Insta With Firebase Integration

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>

    <link href="styles.css" rel="stylesheet">

```

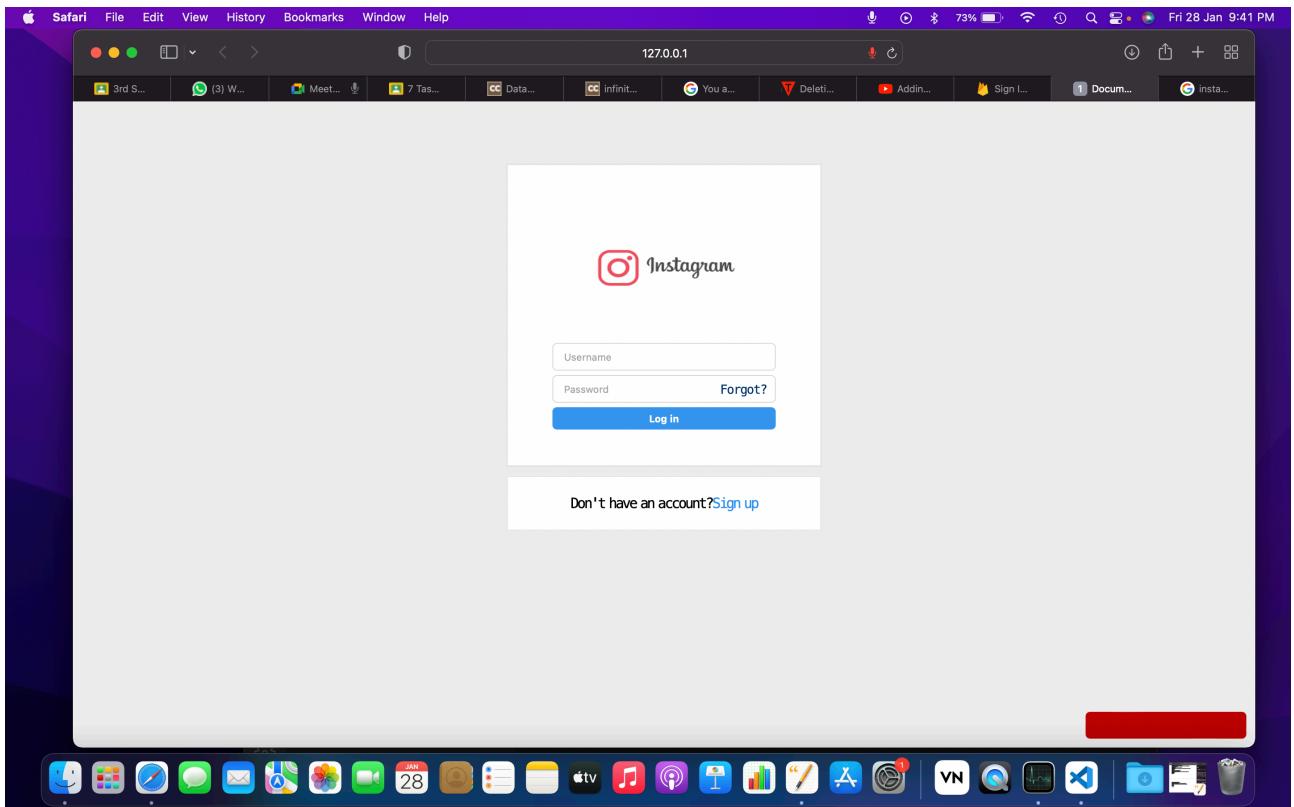
```
<script type="module">
  // Import the functions you need from the SDKs you need
  import { initializeApp } from "https://www.gstatic.com/
firebasejs/9.6.5/firebase-app.js";
  import { getAnalytics } from "https://www.gstatic.com/
firebasejs/9.6.5/firebase-analytics.js";
  // TODO: Add SDKs for Firebase products that you want to use
  // https://firebase.google.com/docs/web/setup#available-
libraries

  // Your web app's Firebase configuration
  // For Firebase JS SDK v7.20.0 and later, measurementId is
optional
  const firebaseConfig = {
    apiKey: "AIzaSyCZu5C6DJ3M3uohk1XWioUVHrXl-GMyPRc",
    authDomain: "sign-in-1a0be.firebaseio.com",
    projectId: "sign-in-1a0be",
    storageBucket: "sign-in-1a0be.appspot.com",
    messagingSenderId: "70645348723",
    appId: "1:70645348723:web:ff972423f52261f40c2d06",
    measurementId: "G-B83KPPH701"
};

// Initialize Firebase
const app = initializeApp(firebaseConfig);
const analytics = getAnalytics(app);
</script>
```

```
<div id="wrapper">
  <div class="main-content">
    <div class="header">
      
    </div>
    <div class="l-part">
      <input type="text" placeholder="Username" class="input-1" />
      <div class="overlap-text">
        <input type="password" placeholder="Password" class="input-2" />
        <a href="#">Forgot?</a>
      </div>
      <input type="button" value="Log in" class="btn" />
    </div>
  </div>
  <div class="sub-content">
    <div class="s-part">
      Don't have an account?<a href="#">Sign up</a>
    </div>
  </div>
</div>
</body>
</html>
```

OUTPUT :



7. MailChimp API Integration

CODE:

App.js

```
const express = require("express");
const request = require("request");
const bodyParser = require("body-parser");
const https = require("https");

const app = express();
app.use(express.static("public"));
app.use(bodyParser.urlencoded({extended: true}));

app.get("/", function(req, res){
  res.sendFile(__dirname + "/signup.html");
})

app.post("/", function(req, res){
  const firstName = req.body.fname;
  const lastName = req.body.lname;
  const email = req.body.email;

  const data = {
    members: [
      {
        email_address: email,
        status: "subscribed",
        merge_fields: {
          FNAME: firstName,
```

```

        LNAME: lastName,
    }
}
];
};

const jsonData = JSON.stringify(data);
const url = "https://us6.api.mailchimp.com/3.0/lists/8c2bbc66d6";
const options = {
    method: "POST",
    auth: "hukuma1:5915c517a748bd60e8643505528fa363-us6"
}

const request = https.request(url, options, function(response){
    if(response.statusCode === 200) {
        res.sendFile(__dirname + "/success.html");
    }
    else {
        res.sendFile(__dirname + "/failure.html");
    }
    response.on("data", function(data){
        console.log(JSON.parse(data));
    })
})

request.write(jsonData);
request.end();

});

app.post("/failure",function(req, res){
    res.redirect("/")
})
app.listen(3000,function(){
    console.log("from 3000 port");
})

Signup.html

<html lang="en">
<head>
    <meta charset="utf-8">
    <meta name="viewport" content="width=device-width, initial-scale=1, shrink-to-fit=no">
    <meta name="description" content="">
    <meta name="author" content="">
    <link rel="icon" href="/docs/4.0/assets/img/favicons/favicon.ico">

    <title>Newsletter Signup</title>

    <link rel="canonical" href="https://getbootstrap.com/docs/4.0/examples/sign-in/">

    <!-- Bootstrap core CSS -->
    <link rel="stylesheet" href="https://maxcdn.bootstrapcdn.com/bootstrap/4.0.0/css/bootstrap.min.css" integrity="sha384-Gn5384xqQ1aoWXA+058RXPxPg6fy4IWvTNh0E263XmFcJISAwGgFAW/dAiS6JXm" crossorigin="anonymous">

```

```

<!-- Custom styles for this template -->
<link href="css/style.css" rel="stylesheet">
</head>

<body class="text-center">
<form action="/" class="form-signin" method="POST">

<h1 class="h1 mb-3 font-weight-normal">Sign up to my Newsletter!</h1>

<input type="text" name="fname" id="inputEmail" class="form-control top"
placeholder="First Name" required autofocus>

<input type="text" name="lname" id="inputPassword" class="form-control middle"
placeholder="Last Name" required>
<input type="email" name="email" id="inputPassword" class="form-control bottom"
placeholder="Email" required>

<button class="btn btn-lg btn-primary btn-block" type="submit">Sign me up!</button>

</form>
</body>
</html>

```

OUTPUT :

