



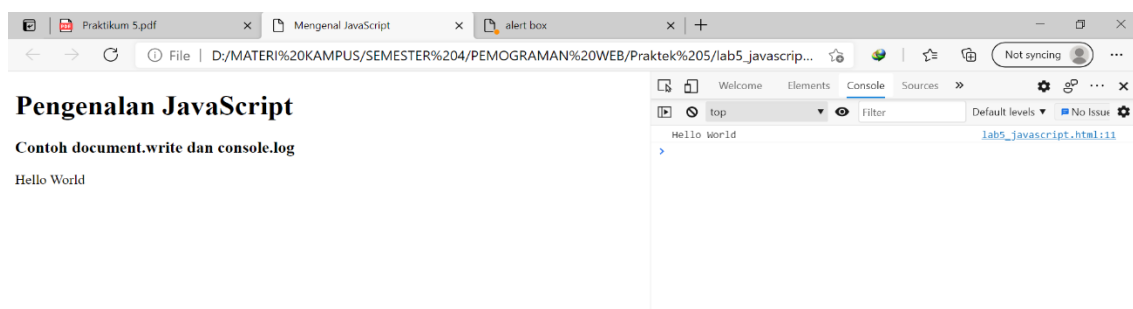
UNIVERSITAS PELITA BANGSA

NAMA : MIFTAKHUL NUR AWALIN
KELAS : TI.19.B2
MATKUL : PEMOGRAMAN WEB
NIM : 311910579

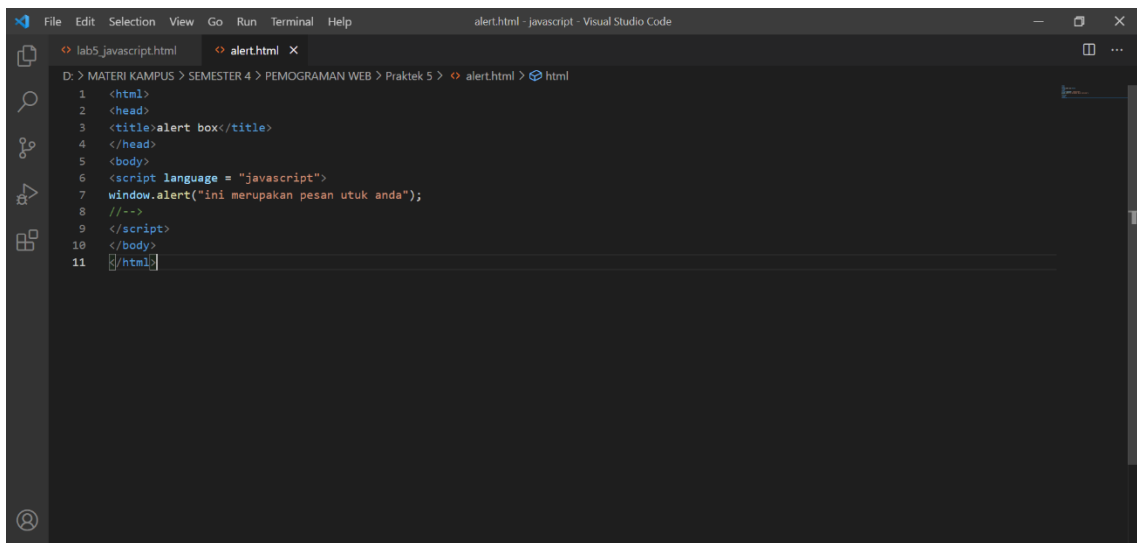
Langkah-langkah PRAKTIKUM 5

1. Persiapan membuat dokumen HTML dengan nama file lab5_javascript.html seperti berikut

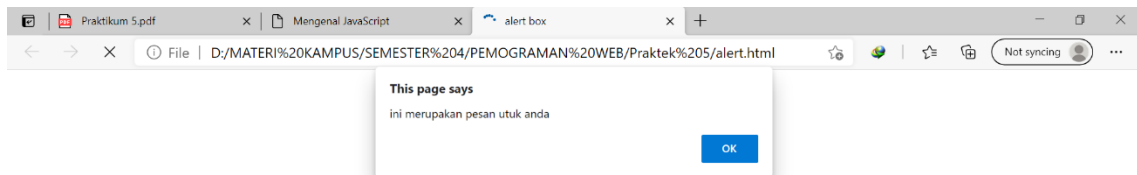
```
1 <!DOCTYPE html>
2 <html lang="en">
3 <head>
4 <title>Mengenal JavaScript</title>
5 </head>
6 <body>
7 <h1>Pengenal JavaScript</h1>
8 <h3>Contoh document.write dan console.log</h3>
9 <script>
10 document.write("Hello World");
11 console.log("Hello World");
12 </script>
13 </body>
14 </html>
15
```



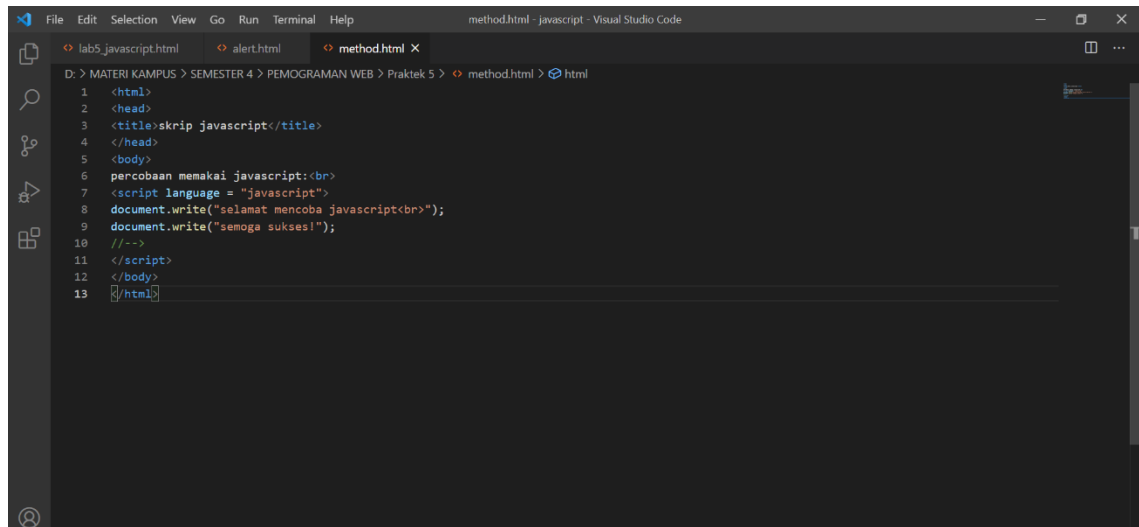
2. Javascrip Dasar Pemakaian Alert sebagai property window.



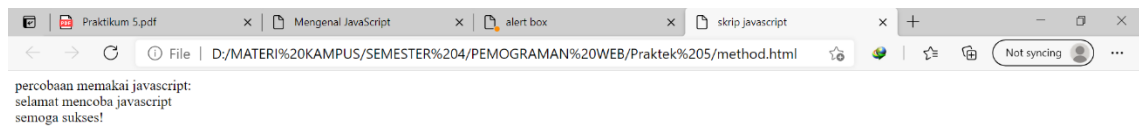
```
File Edit Selection View Go Run Terminal Help
alert.html - javascript - Visual Studio Code
lab5_javascript.html alert.html x
D:\> MATERI KAMPUS > SEMESTER 4 > PEMOGGRAMAN WEB > Praktek 5 > alert.html > html
1 <html>
2 <head>
3 <title>alert box</title>
4 </head>
5 <body>
6 <script language = "javascript">
7 window.alert("ini merupakan pesan utuk anda");
8 </script>
9 </body>
10 </html>
11
```



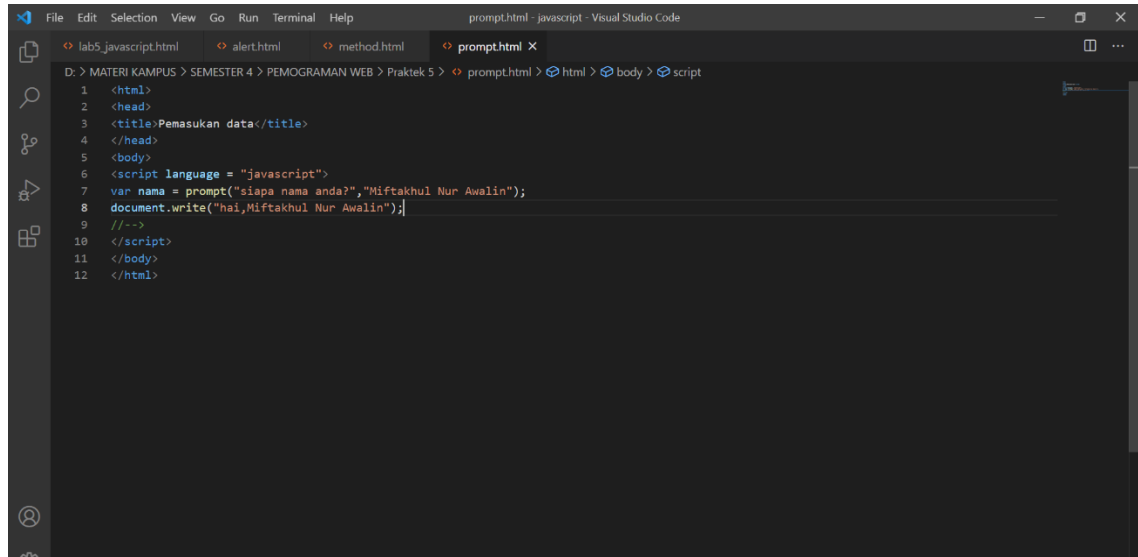
3. Pemakaian method dalam objek



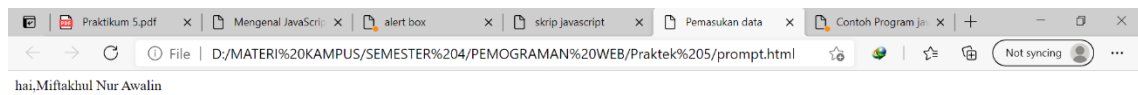
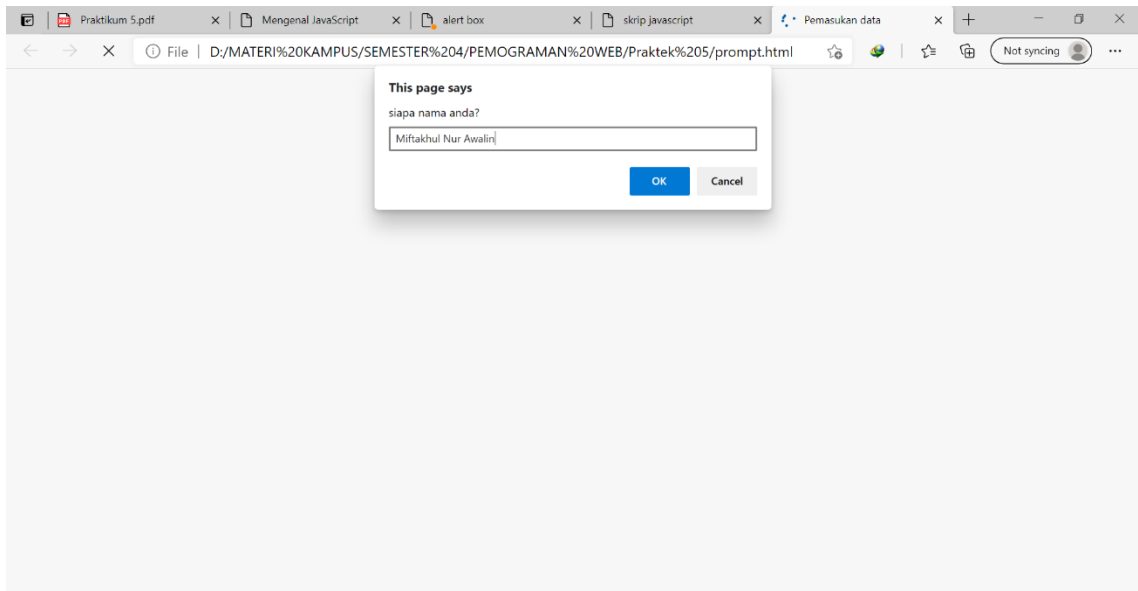
```
1 <html>
2 <head>
3 <title>skrip javascript</title>
4 </head>
5 <body>
6 percobaan memakai javascript:<br>
7 <script language = "javascript">
8 document.write("selamat mencoba javascript<br>");
9 document.write("semoga sukses!");
10 //-->
11 </script>
12 </body>
13 </html>
```



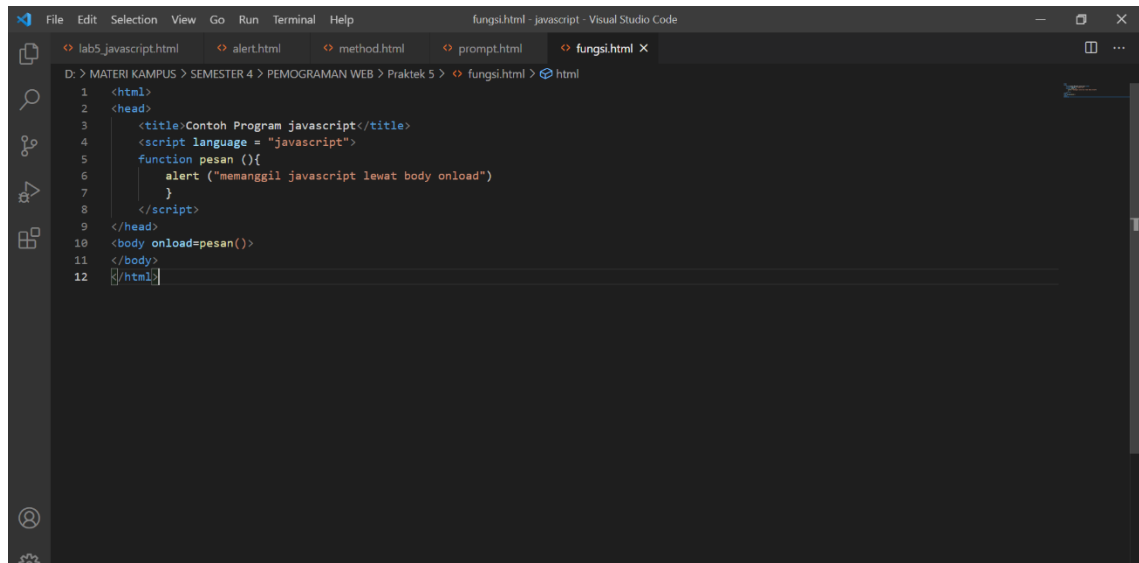
4. Pemakaian Prompt



```
File Edit Selection View Go Run Terminal Help
prompt.html - javascript - Visual Studio Code
lab5_javascript.html alert.html method.html prompt.html X
D:\MATERI KAMPUS > SEMESTER 4 > PEMOGGRAMAN WEB > Praktek 5 > prompt.html > html > body > script
1 <html>
2 <head>
3 <title>Pemasukan data</title>
4 </head>
5 <body>
6 <script language = "javascript">
7 var nama = prompt("siapa nama anda?", "Miftakhul Nur Awaln");
8 document.write("hai,Miftakhul Nur Awaln");
9 </script>
10 </body>
11 </html>
```

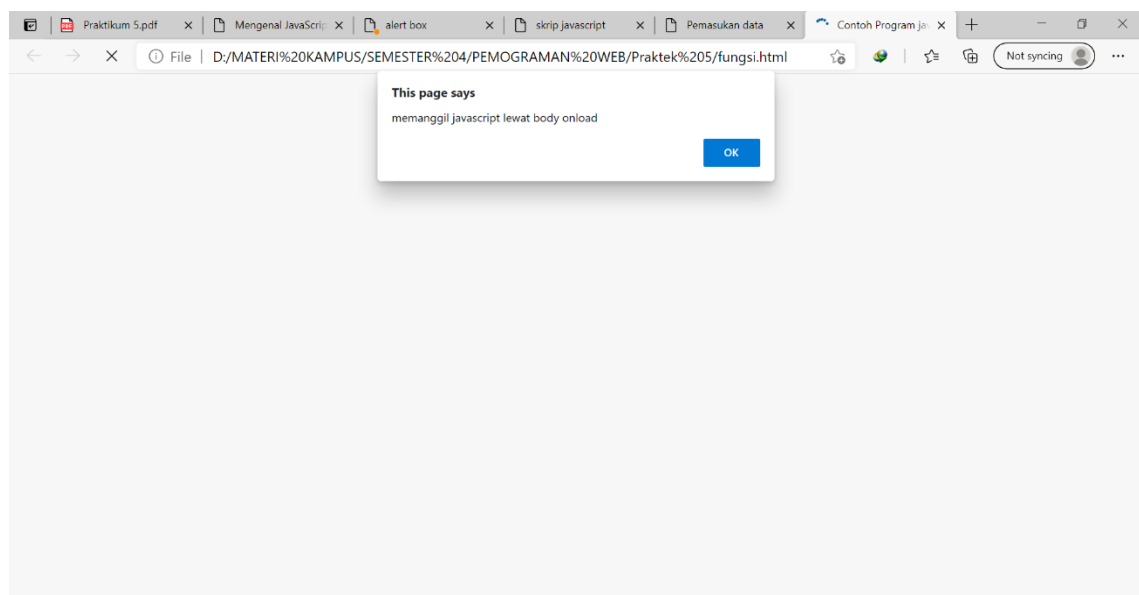


5. Pembuatan fungsi dan cara pemanggilannya

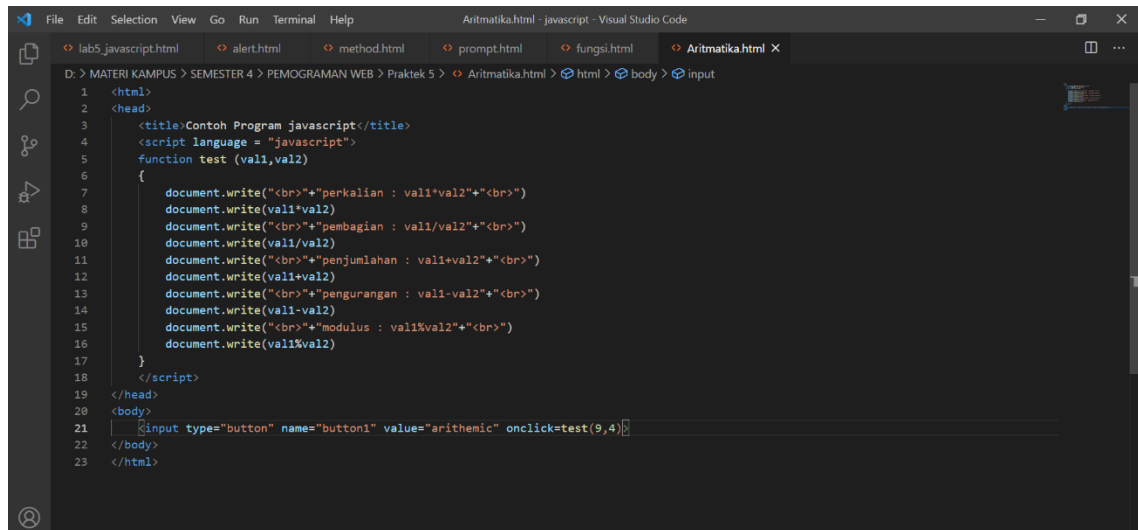


The screenshot shows the Visual Studio Code editor with a file named `fungsi.html` open. The code in the editor is as follows:

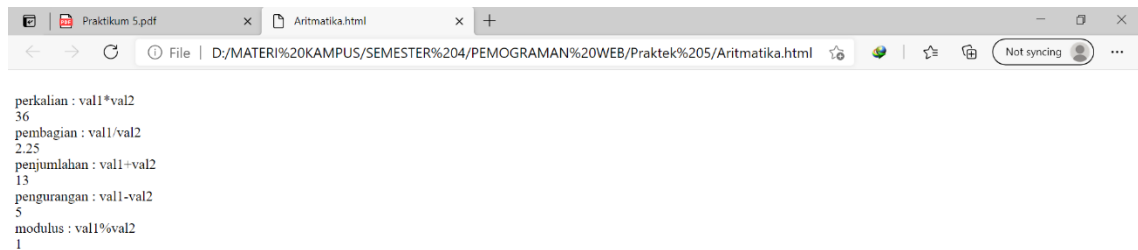
```
1 <html>
2 <head>
3   <title>Contoh Program javascript</title>
4   <script language = "javascript">
5     function pesan (){
6       alert ("memanggil javascript lewat body onload")
7     }
8   </script>
9 </head>
10 <body onload=pesan()>
11 </body>
12 </html>
```



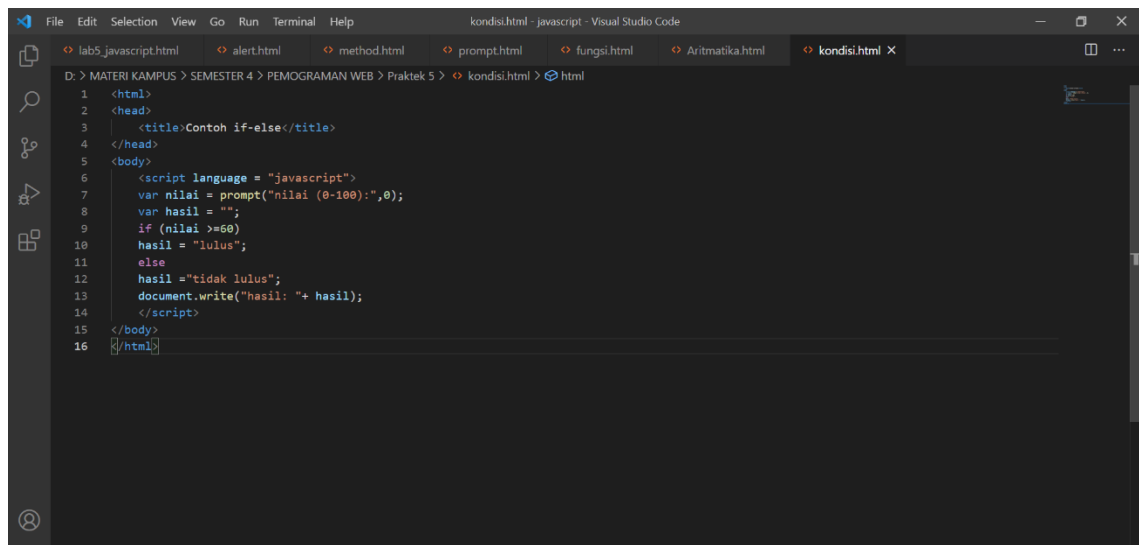
6. Dasar Pemrograman Di Javascript Operasi dasar aritmatika



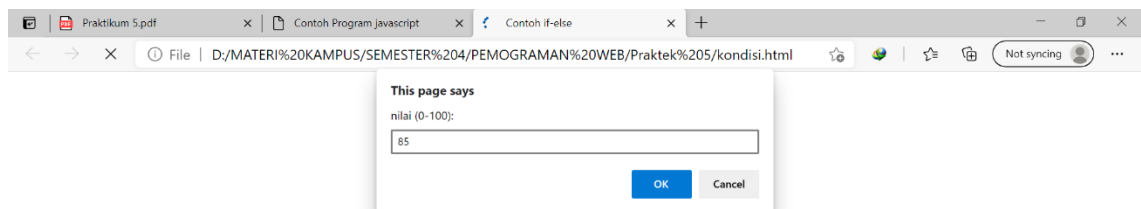
```
1 <html>
2 <head>
3   <title>Contoh Program javascript</title>
4   <script language = "javascript">
5     function test (val1,val2)
6     {
7       document.write("<br>"+ "perkalian : val1*val2"+"<br>")
8       document.write(val1*val2)
9       document.write("<br>"+ "pembagian : val1/val2"+"<br>")
10      document.write(val1/val2)
11      document.write("<br>"+ "penjumlahan : val1+val2"+"<br>")
12      document.write(val1+val2)
13      document.write("<br>"+ "pengurangan : val1-val2"+"<br>")
14      document.write(val1-val2)
15      document.write("<br>"+ "modulus : val1%val2"+"<br>")
16      document.write(val1%val2)
17    }
18  </script>
19 </head>
20 <body>
21   <input type="button" name="button1" value="arithmetic" onclick=test(9,4)>
22 </body>
23 </html>
```



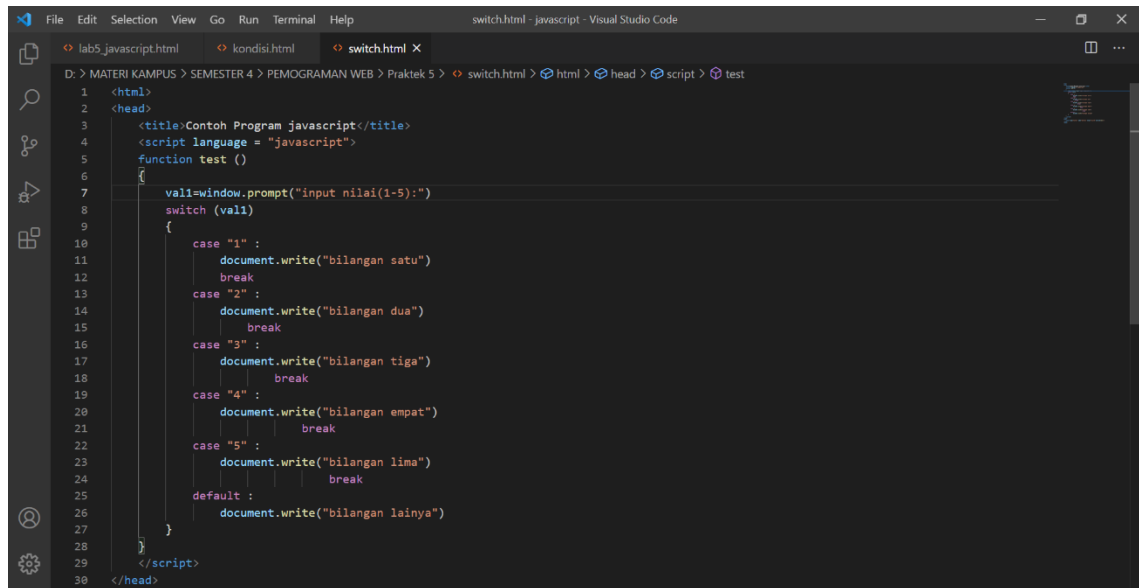
7. Seleksi kondisi (if..else)



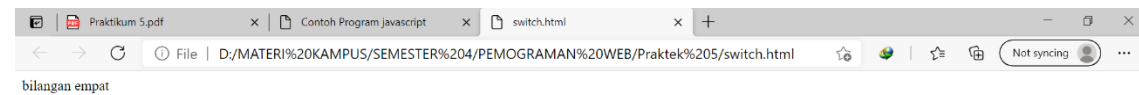
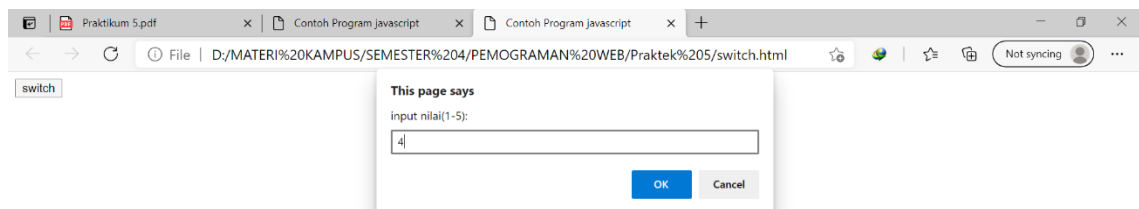
```
1 <html>
2 <head>
3   <title>Contoh if-else</title>
4 </head>
5 <body>
6   <script language = "javascript">
7     var nilai = prompt("nilai (0-100):",0);
8     var hasil = "";
9     if (nilai >=60)
10      hasil = "lulus";
11    else
12      hasil = "tidak lulus";
13    document.write("hasil: " + hasil);
14  </script>
15 </body>
16 </html>
```



8. Penggunaan operator **switch** untuk seleksi **kondisi**



```
1 <html>
2 <head>
3   <title>Contoh Program javascript</title>
4   <script language = "javascript">
5     function test ()
6     {
7       val1=window.prompt("input nilai(1-5):")
8       switch (val1)
9       {
10        case "1" :
11          document.write("bilangan satu")
12          break
13        case "2" :
14          document.write("bilangan dua")
15          break
16        case "3" :
17          document.write("bilangan tiga")
18          break
19        case "4" :
20          document.write("bilangan empat")
21          break
22        case "5" :
23          document.write("bilangan lima")
24          break
25        default :
26          document.write("bilangan lainnya")
27      }
28    }
29  </script>
30 </head>
```



9. Pembuatan Form Input

```
File Edit Selection View Go Run Terminal Help form input.html - javascript - Visual Studio Code
lab5_javascript.html kondisi.html form input.html x
D: > MATERI KAMPUS > SEMESTER 4 > PEMOGRAMAN WEB > Praktek 5 > form input.html > html > body > form
1 <html>
2 <head>
3   <script language = "javascript">
4     function test (){
5       var val1=document.kirim.T1.value
6       if (val1%2==0)
7         document.kirim.T2.value="bilangan genap"
8       else
9         document.kirim.T2.value="bilangan ganjil"
10    }
11  </script>
12 </head>
13 <body>
14   <form method="POST" name="kirim">
15     <p>BIL <input type="text" name="T1" size="20">
16     MERUPAKAN BIL <input type="text" name="T2" size="20"></p>
17     <p><input type="button" value="TEBAK" name="B1" onclick=test()></p>
18   </form>
19 </body>
20 </html>
```

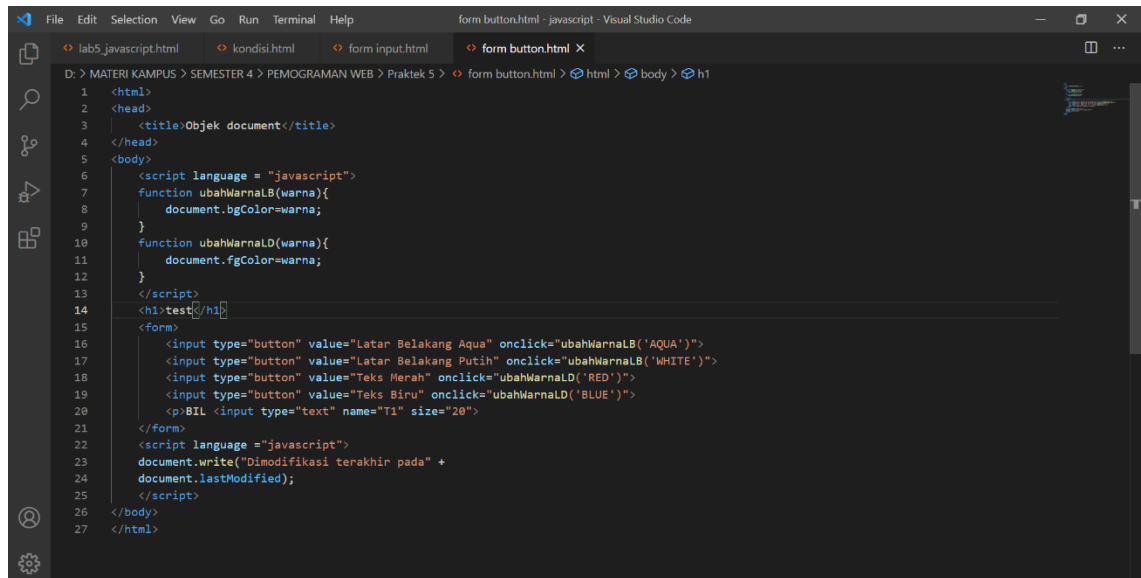
Praktikum 5.pdf x Contoh Program Javascript x form input.html x

File | D:/MATERI%20KAMPUS/SEMESTER%204/PEMOGRAMAN%20WEB/Praktek%205/form%20inpu... Not syncing

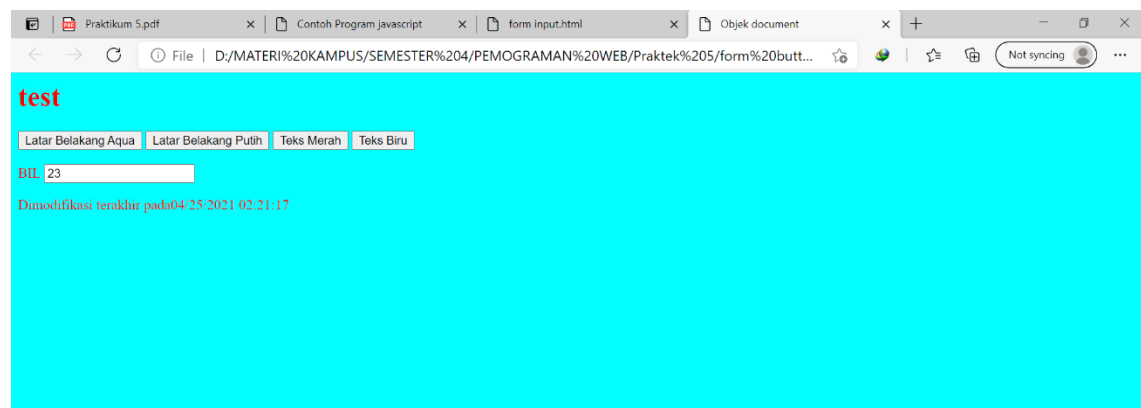
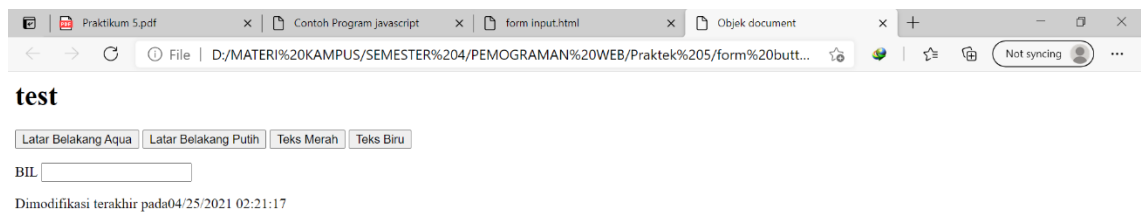
BIL 1231 MERUPAKAN BIL bilangan ganjil

TEBAK

10. Pembuatan Form button



```
1 <html>
2 <head>
3   <title>Objek document</title>
4 </head>
5 <body>
6   <script language = "javascript">
7     function ubahWarnaLB(warna){
8       document.bgColor=warna;
9     }
10    function ubahWarnaLD(warna){
11      document.fgColor=warna;
12    }
13  </script>
14  <h1>test</h1>
15  <form>
16    <input type="button" value="Latar Belakang Aqua" onclick="ubahWarnaLB('AQUA')">
17    <input type="button" value="Latar Belakang Putih" onclick="ubahWarnaLB('WHITE')">
18    <input type="button" value="Teks Merah" onclick="ubahWarnaLD('RED')">
19    <input type="button" value="Teks Biru" onclick="ubahWarnaLD('BLUE')">
20    <p>BIIL <input type="text" name="T1" size="20">
21  </form>
22  <script language ="javascript">
23    document.write("Dimodifikasi terakhir pada" +
24    document.lastModified);
25  </script>
26 </body>
27 </html>
```



11. HTML DOM Pilihan menggunakan checkBox dengan perhitungan otomatis

```
File Edit Selection View Go Run Terminal Help
daftar menu.html - javascript - Visual Studio Code

lab5_javascript.html form button.html daftar menu.html X
D:\MATERI KAMPUS > SEMESTER 4 > PEMOGGRAMAN WEB > Praktek 5 > daftar menu.html > html

1 <html>
2 <head>
3   <title>Daftar Menu</title>
4   <script>
5     function hitung(ele){
6       var total = document.getElementById('total').Value;
7       total = (total ? parseInt(total) : 0);
8       var harga = 0;
9       if (ele.checked) {
10        harga = ele.Value;
11        total += parseInt(harga);
12      } else {
13        harga = ele.Value;
14        if (total > 0)
15          total -= parseInt(harga);
16      }
17      document.getElementById('total').Value = total;
18    }
19  </script>
20 </head>
21 <body>
22   <h1>Daftar Menu Makanan</h1>
23   <label><input type="checkbox" value="5000" id="menu1" onclick="hitung(this)" /> Ayam Geprek Rp. 5.000</label><br />
24   <label><input type="checkbox" value="500" id="menu2" onclick="hitung(this)" /> Tempe Penyet Rp. 500</label><br />
25   <label><input type="checkbox" value="3000" id="menu1" onclick="hitung(this)" /> Telur Ceplok Rp. 3.000</label><br />
26   <strong>Total Bayar: Rp. <input id="total" type="text" /></strong>
27 </body>
28 </html>
```

Praktikum 5.pdf x Daftar Menu x Objek document x +

File | D:\MATERI\20KAMPUS\SEMESTER\204\PEMOGRAMAN\20WEB\Praktek\205\daftar%20me... Not syncing

Daftar Menu Makanan

5000	Ayam Geprek Rp. 5.000
500	Tempe Penyet Rp. 500
3000	Telur Ceplok Rp. 3.000

Total Bayar: Rp.