LetsUpgrade

JavaScript Assignment

Day-3

Submitted by

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Ques1. Take a number from a user and write a function which checks whether the number is even or odd. Assign the result to a variable and log that variable in the console.

Ans <!DOCTYPE html>

<html>

<body>

<p><h3>To check the number is even or odd.</h3></p>

<button onclick="myFunction()">Click</button>

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

<script>

function myFunction()

{

  var person = prompt("Please enter the number", "");

  if (person%2==0)

  {

   document.getElementById("demo").innerHTML =

   "The number entered is " + person + " and Number is even.";

  }

  else

  {

```
        document.getElementById("demo").innerHTML =

    "The number entered is " + person + " and Number is odd.";

    }

}

</script>

</body>

</html>
```

Ques2. Write a program which will take OS name and version from the user separated by a space. Then log the OS name and version on the console.

Ans   <!DOCTYPE html>

```
<html>

<body>

<p><h3>OS name and version.</h3></p>

<button onclick="myFunction()">Click</button>

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

<script>

function myFunction()

{

var person=new Array(5);

  var person = prompt("", "").split(" ");

   var osName=person[0];

   var osVersion=person[1];

    document.getElementById("demo").innerHTML =

    "The OS name is " + osName + " and version is "+ osVersion;

}
```

```
</script>

</body>

</html>
```

Ques3. Write a program to take marks as input from the user and grade him accordingly. Use Conditional statements. Also the same code using switch or ternary.

Ans <!DOCTYPE html>

```
<html>
<body>
<p><h3>Show marks and grade.</h3></p>
<button onclick="myFunction()">Click</button>
<p id="demo"></p>
<script>
function myFunction()
{
var a_grade="A";
var b_grade="B";
var c_grade="C";
var d_grade="D";
var e_grade="E";
  var marks = prompt("", "");
  if(marks>90 && marks<=100)
  {
   document.getElementById("demo").innerHTML =
   "Marks are " + marks + " Grade is "+ a_grade;
  }
  if(marks>80 && marks<=90)
  {
        document.getElementById("demo").innerHTML =
```

```
       "Marks are " + marks + " Grade is "+ b_grade;

  }

  if(marks>70 && marks<=80)

  {

          document.getElementById("demo").innerHTML =

    "Marks are " + marks + " Grade is "+ c_grade;

  }

  if(marks>60 && marks<=70)

  {

          document.getElementById("demo").innerHTML =

    "Marks are " + marks + " Grade is "+ d_grade;

  }

  if(marks>50 && marks<=60)

  {

          document.getElementById("demo").innerHTML =

    "Marks are " + marks + " Grade is "+ e_grade;

  }

}

</script>

</body>

</html>
```