

code 1

```
<!DOCTYPE html>

<html lang="en">

<head>

  <meta charset="UTF-8">

  <meta name="viewport" content="width=device-width, initial-scale=1.0">

  <title>Mengenal JavaScript</title>

</head>

<body>

  <h1>Pengenal JavaScript</h1>

  <h3>Contoh document.write dan console.log</h3>

  <script>

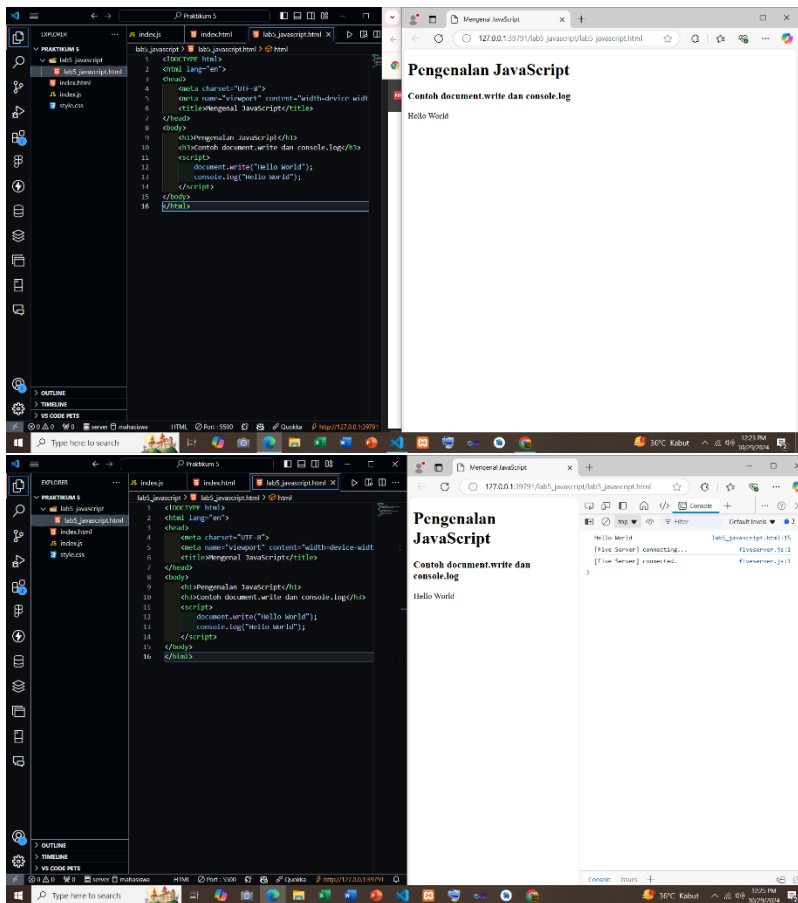
    document.write("Hello World");

    console.log("Hello World");

  </script>

</body>

</html>
```



js dasar

pemakaian alert sebagai property window

```
<!DOCTYPE html>
```

```
<html>
```

```
<head>
```

```
  <title>alert box</title>
```

```
</head>
```

```
<body>
```

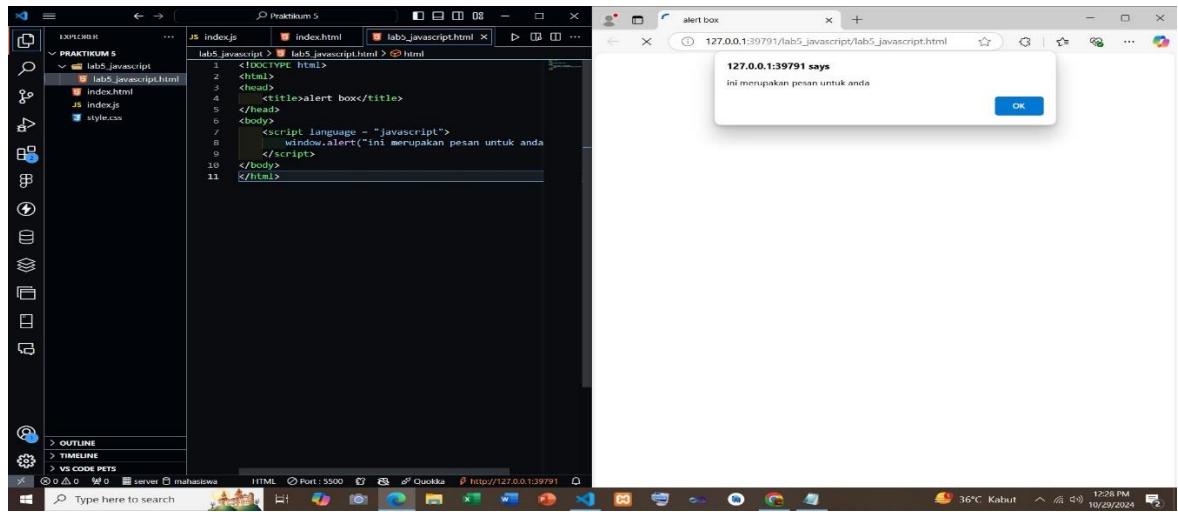
```
  <script language = "javascript">
```

```
    window.alert("ini merupakan pesan untuk anda");
```

```
  </script>
```

```
</body>
```

</html>



pemakaian method dalam objek

<!DOCTYPE html>

<html>

<head>

<title>skrip javascript</title>

</head>

<body>

percobaan memakai javascript:<br>

<script language = "javascript">

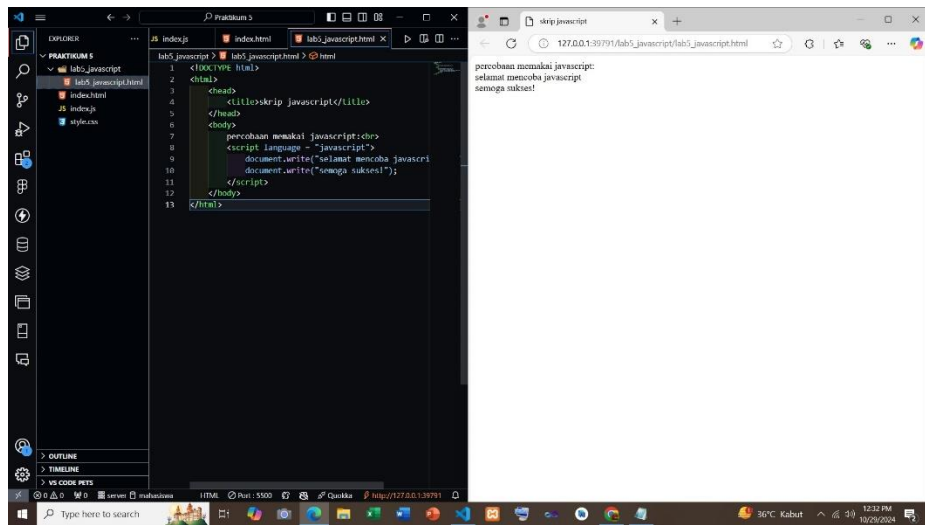
document.write("selamat mencoba javascript<br>");

document.write("semoga sukses!");

</script>

</body>

</html>



pemakaian prompt

```
<!DOCTYPE html>
```

```
<html>
```

```
<head>
```

```
<title>pemasukan data</title>
```

```
</head>
```

```
<body>
```

```
<script language = "javascript">
```

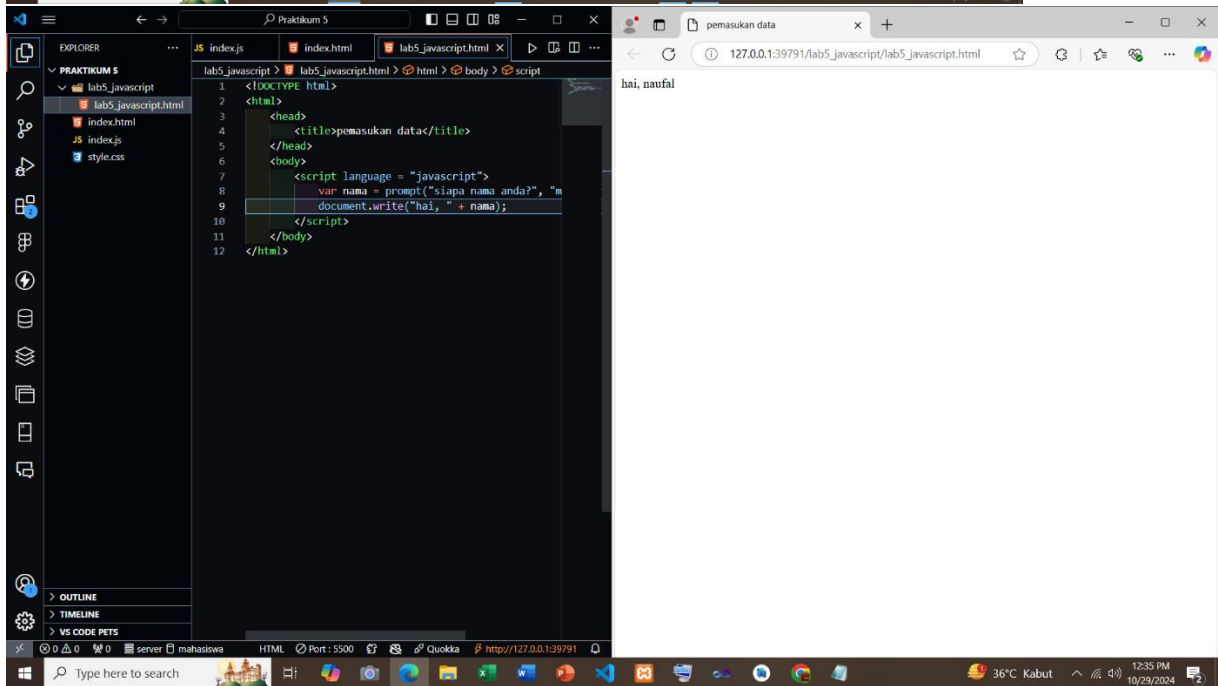
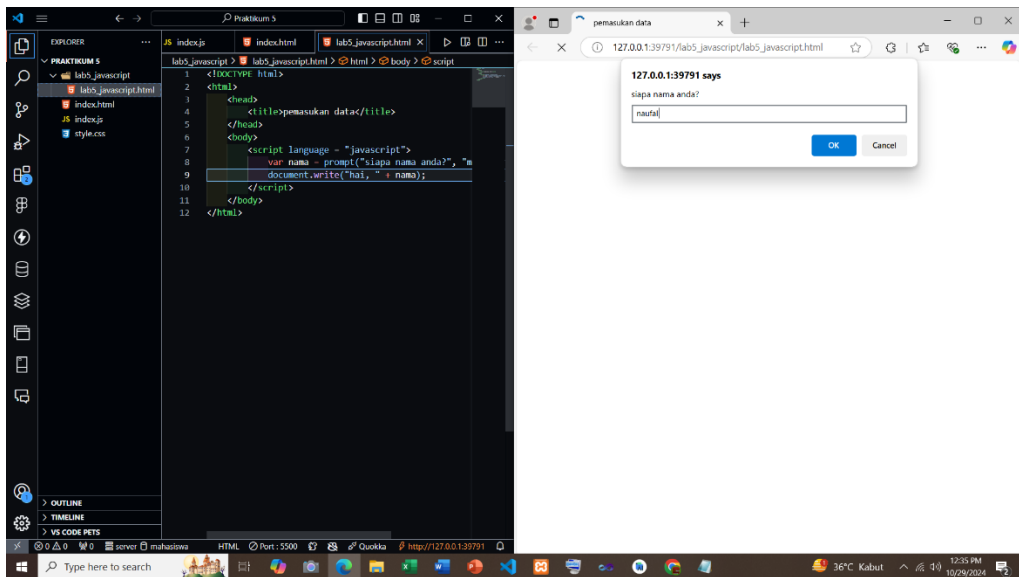
```
var nama = prompt("siapa nama anda?", "masukkan nama anda");
```

```
document.write("hai, " + nama);
```

```
</script>
```

```
</body>
```

```
</html>
```



pembuatan fungsi dan cara pemanggilan

`<!DOCTYPE html>`

`<html>`

`<head>`

`<title>contoh program Javascript</title>`

`<script language="javascript">`

```

function pesan () {
    alert ("memanggil javascript lewat body onload")
}

</script>

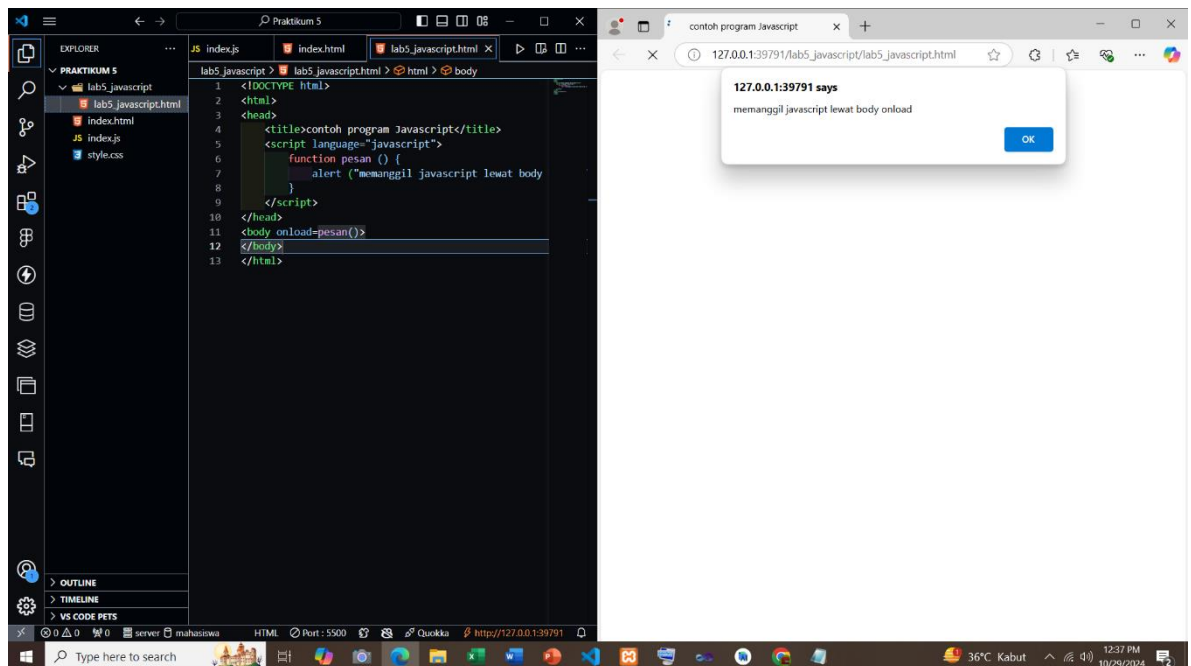
</head>

<body onload=pesan()>

</body>

</html>

```



operasi dasar aritmatika

```

<html>

<head>

<title>contoh program javascript</title>

<script language="javascript">

function test (val1,val2)

{

    document.write("<br>"+"perkalian : val1*val2 "+"<br>")

```

```
document.write(val1*val2)

document.write("<br>"+"pembagian : val1/val2 "+"<br>")

document.write(val1/val2)

document.write("<br>"+"penjumlahan : val1+val2 "+"<br>")

document.write(val1+val2)

document.write("<br>"+"pengurangan : val1-val2 "+"<br>")

document.write(val1-val2)

document.write("<br>"+"modulus : val1%val2 "+"<br>")

document.write(val1%val2)

}

</script>

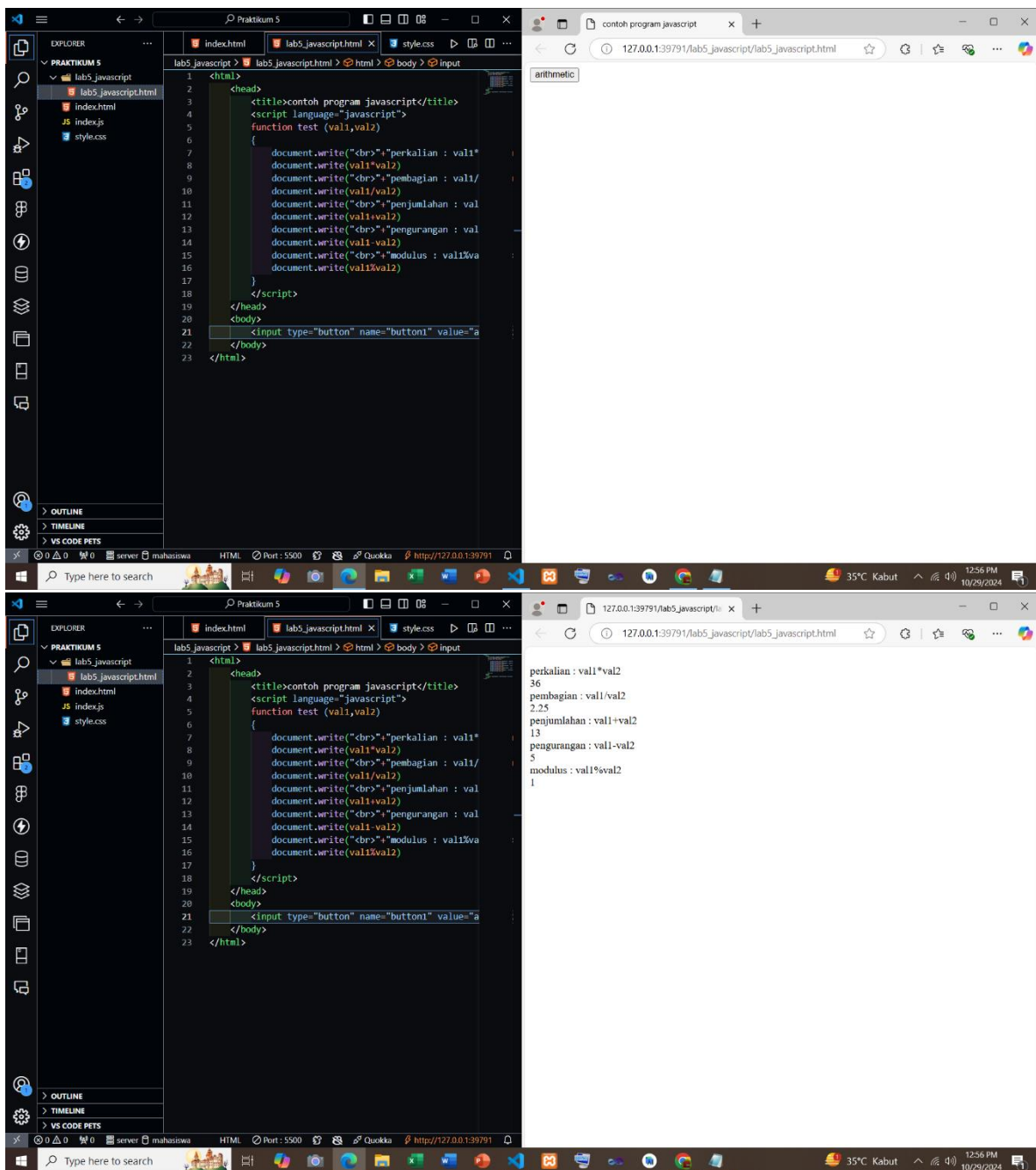
</head>

<body>

    <input type="button" name="button1" value="arithmetic" onclick=test(9,4)>

</body>

</html>
```



seleksi kondisi if,else

<html>

<head>

<title>contoh if-else</title>

</head>



<body>

<script language = "javascript">

var nilai = prompt("nilai (0-100): ", 0);

var hasil = "";

if (nilai >= 60)

hasil = "lulus";

else

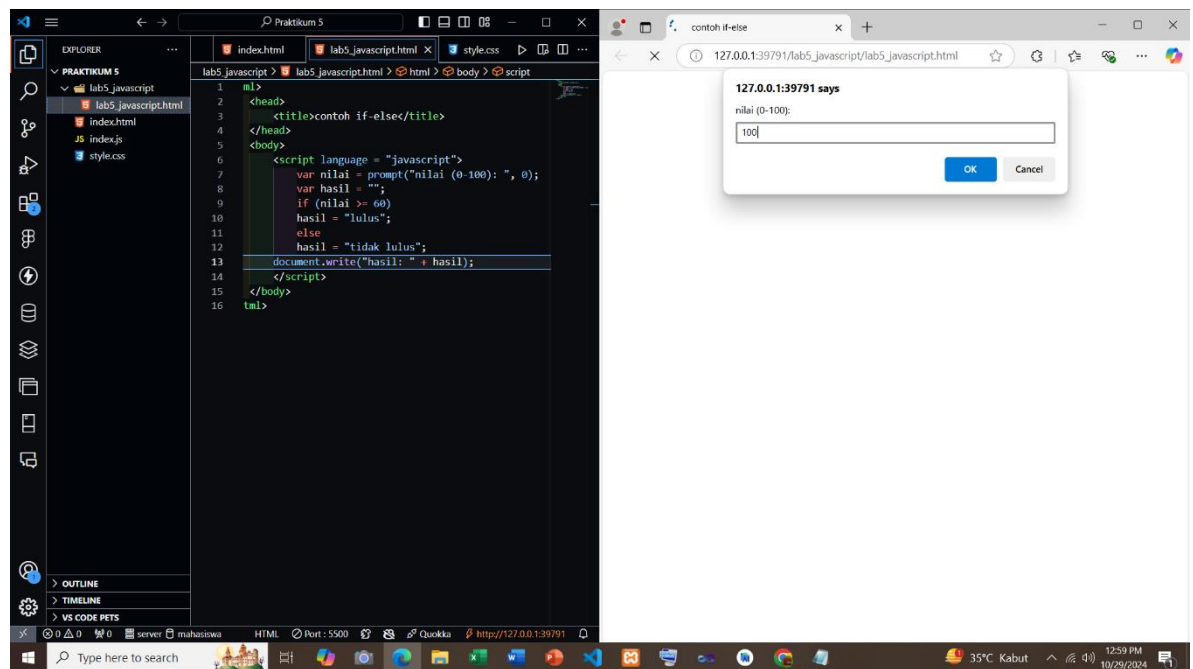
hasil = "tidak lulus";

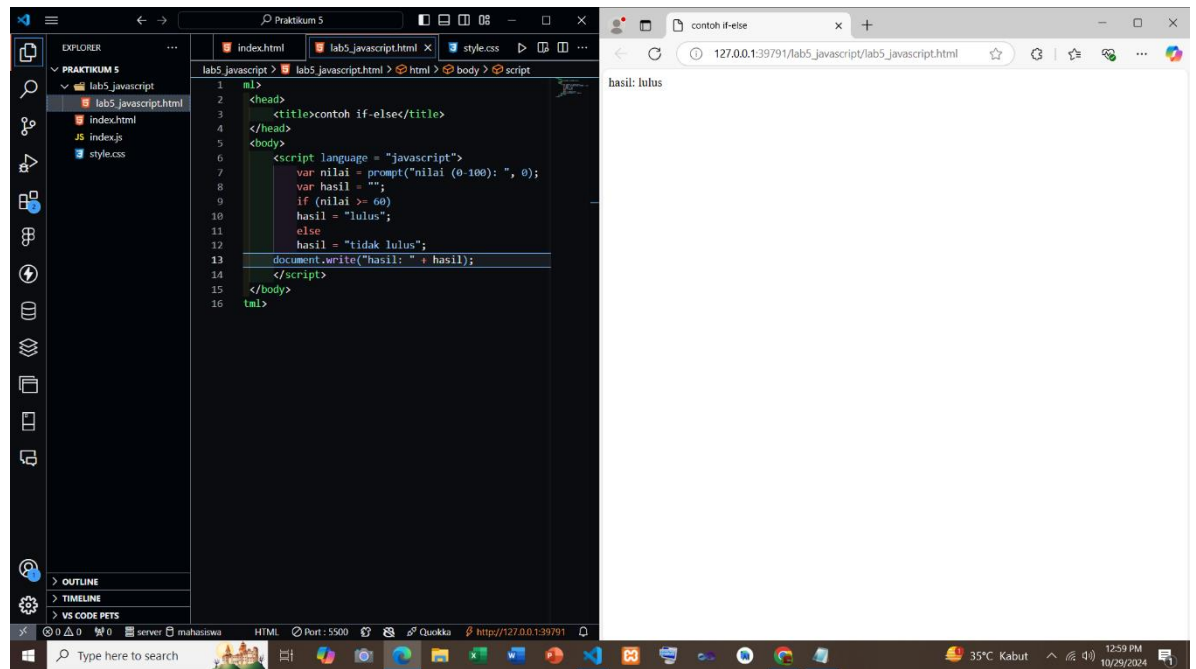
document.write("hasil: " + hasil);

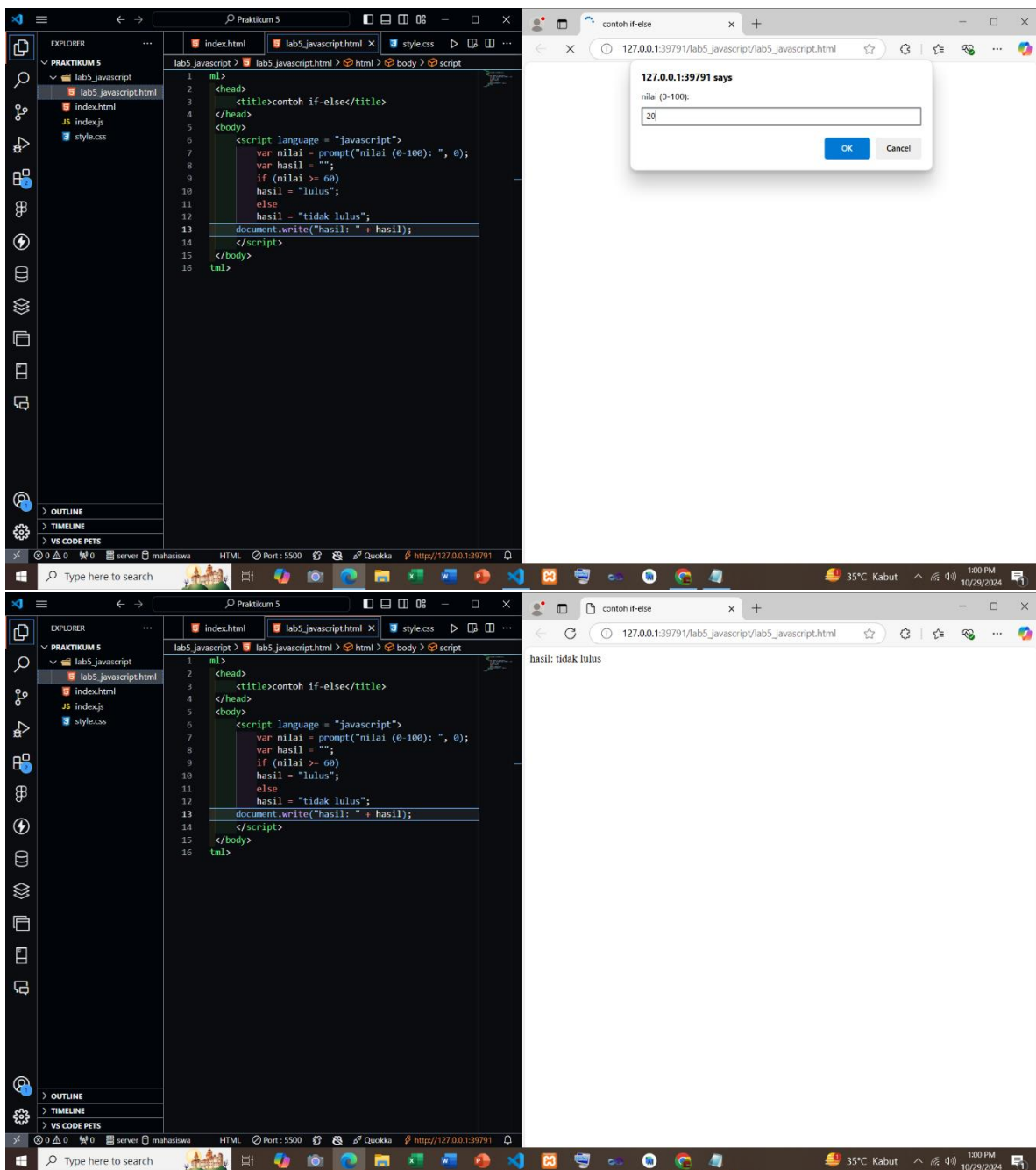
</script>

</body>

</html>







operasi switch utk seleksi kondisi

<html>

<head>

<title>contoh program javascript</title>

<script language="javascript">

```
function test ()
{
    val1=window.prompt("input nilai (1-5): ")
    switch (val1)
    {
        case "1" :
            document.write("bilangan satu")
            break
        case "2" :
            document.write("bilangan dua")
            break
        case "3" :
            document.write("bilangan tiga")
            break
        case "4" :
            document.write("bilangan empat")
            break
        case "5" :
            document.write("bilangan lima")
            break
        default :
            document.write("bilangan lainnya")
    }
}

</script>

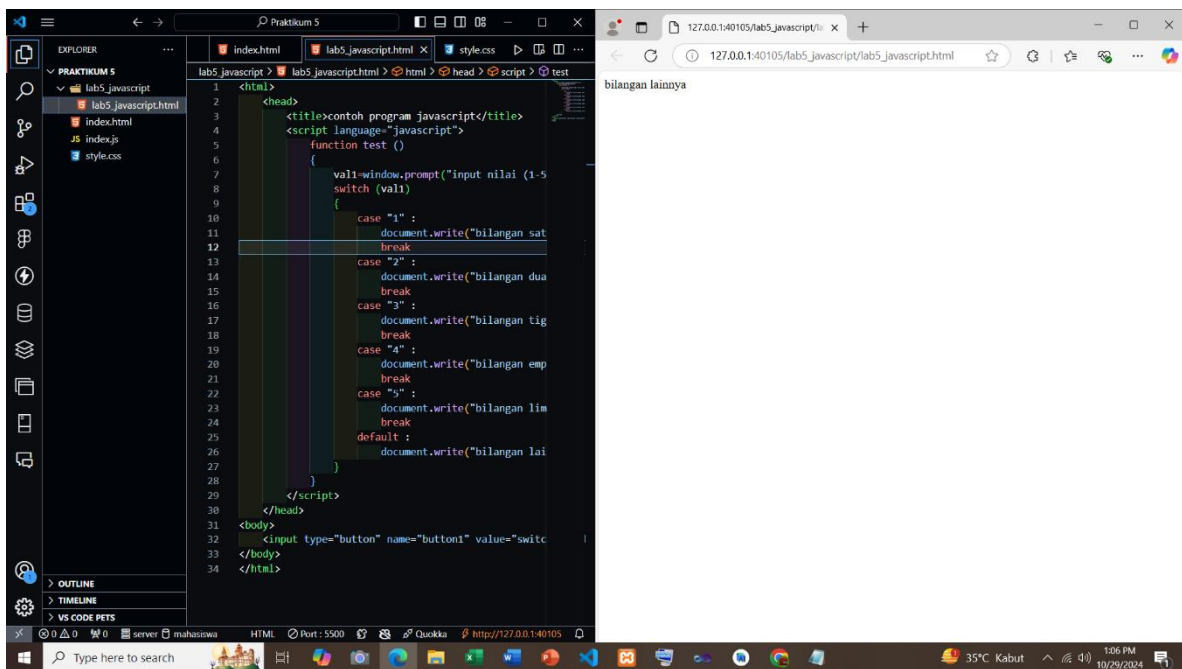
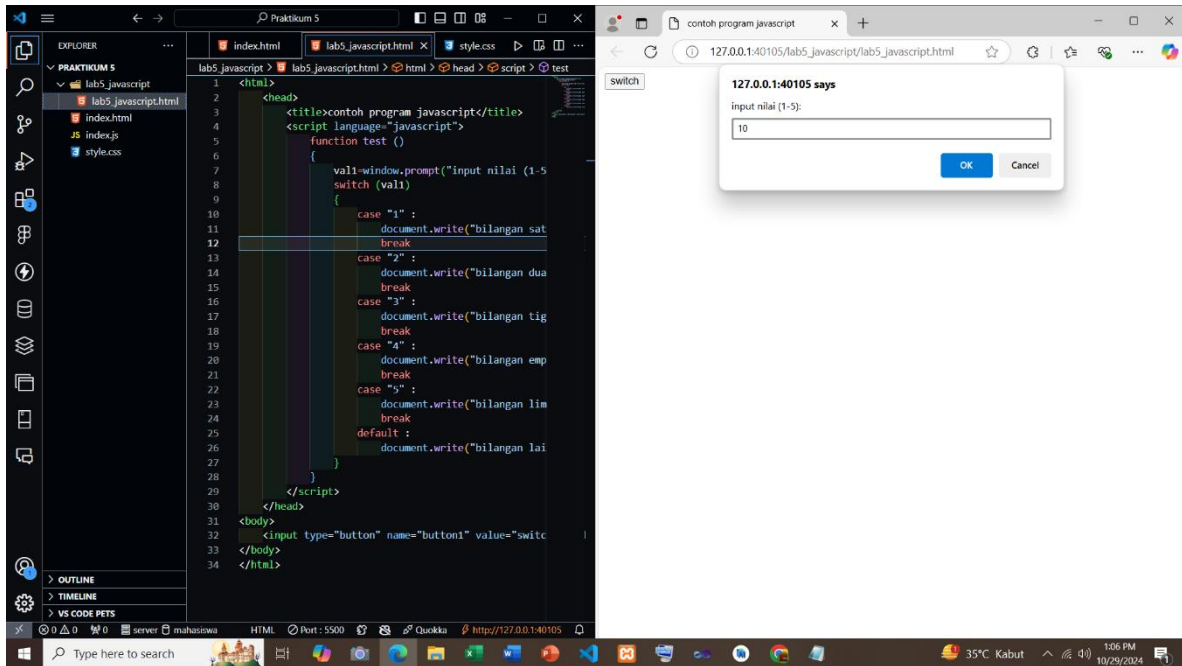
</head>

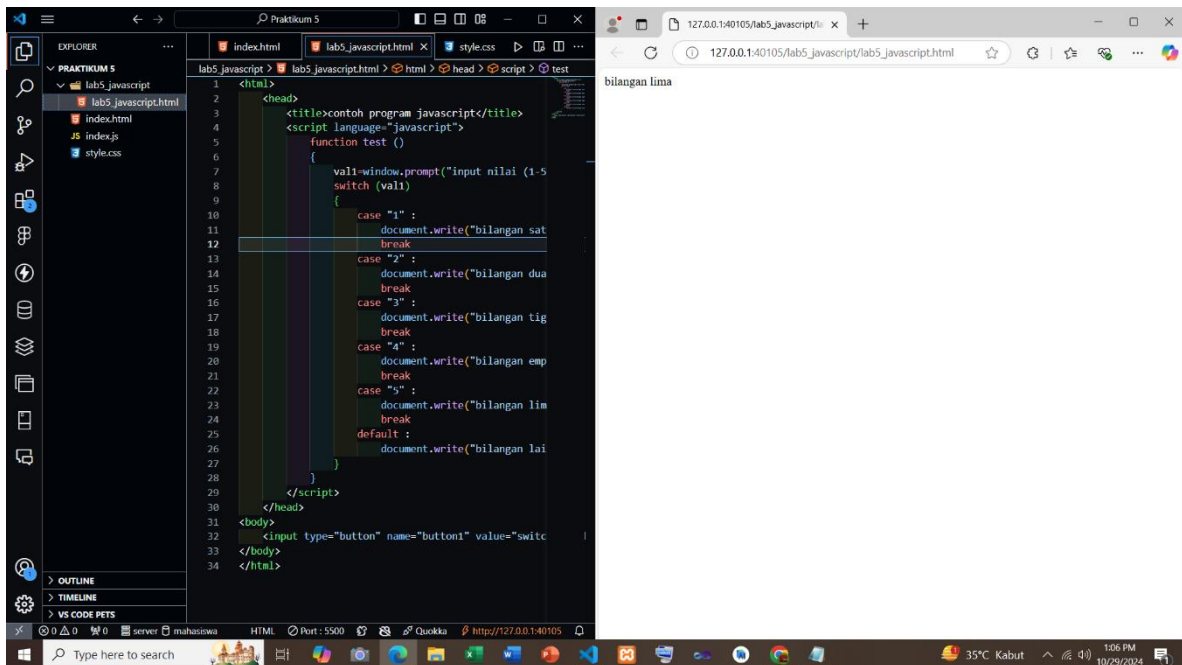
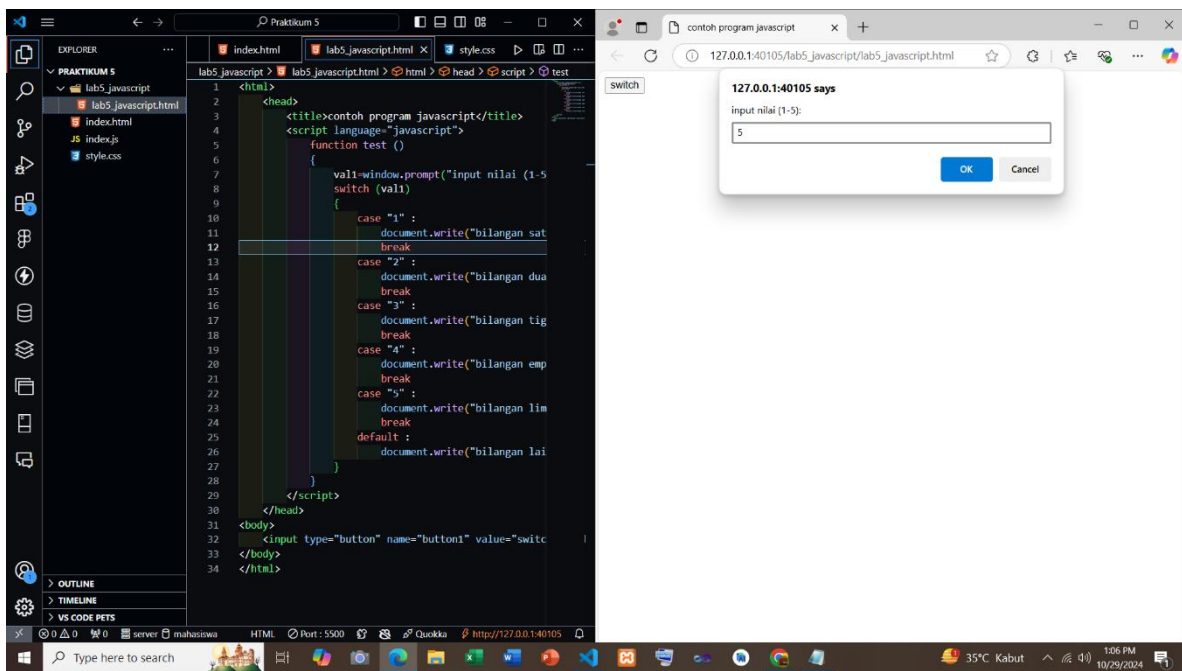
<body>

    <input type="button" name="button1" value="switch" onclick=test()>
```

</body>

</html>





pembuatan form input

```
<html>
```

```
<head>
```

```
<script language="javascript">
```

```
function test () {
```

```
var val1=document.kirim.T1.value

if (val1%2==0)

    document.kirim.T2.value=" bilangan genap"

else

    document.kirim.T2.value="bilangan ganjil"

}

</script>

</head>

<body>

    <form method="POST" name="kirim">

        <p>BIL <input type="text" name="T1" size="20">

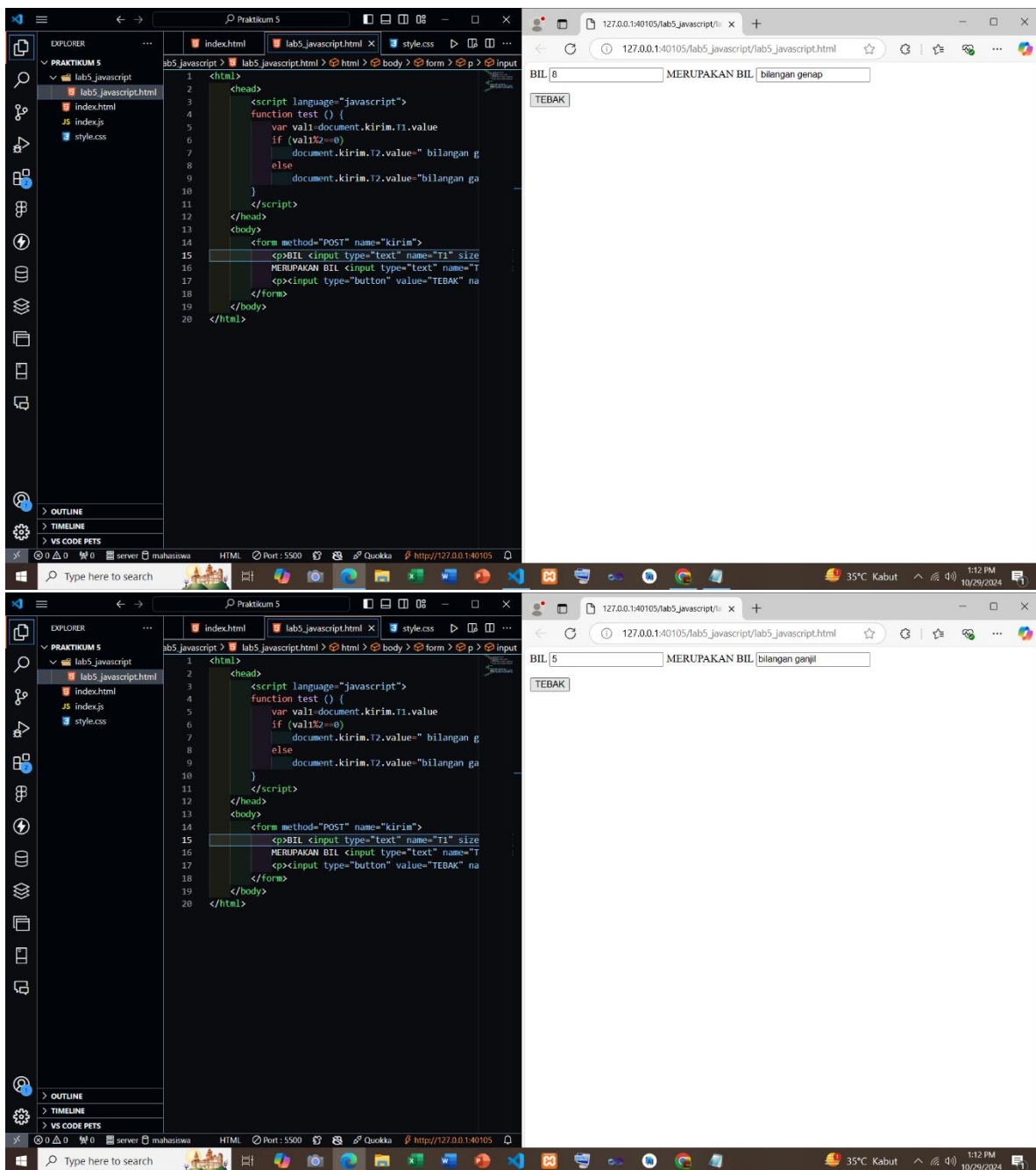
        MERUPAKAN BIL <input type="text" name="T2" size="20"></p>

        <p><input type="button" value="TEBAK" name="B1" onclick=test()></p>

    </form>

</body>

</html>
```



form button

<html>

<head>

<title>objek document</title>

</head>



```
<body>

  <script language = "javascript">

    function ubahWarnaLB(warna) {

      document.bgColor = warna;

    }

    function ubahWarnaLD(warna) {

      document.fgColor = warna;

    }

  </script>

  <h1>test</h1>

  <form>

    <input type="button" value="Latar Belakang Hijau"
onclick="ubahWarnaLB('GREEN')">

    <input type="button" value="Latar Belakang Putih"
onclick="ubahWarnaLB('WHITE')">

    <input type="button" value="Teks Kuning" onclick="ubahWarnaLD('YELLOW')">

    <input type="button" value="Teks Biru" onclick="ubahWarnaLD('BLUE')">

  </form>

  <script language = "javascript">

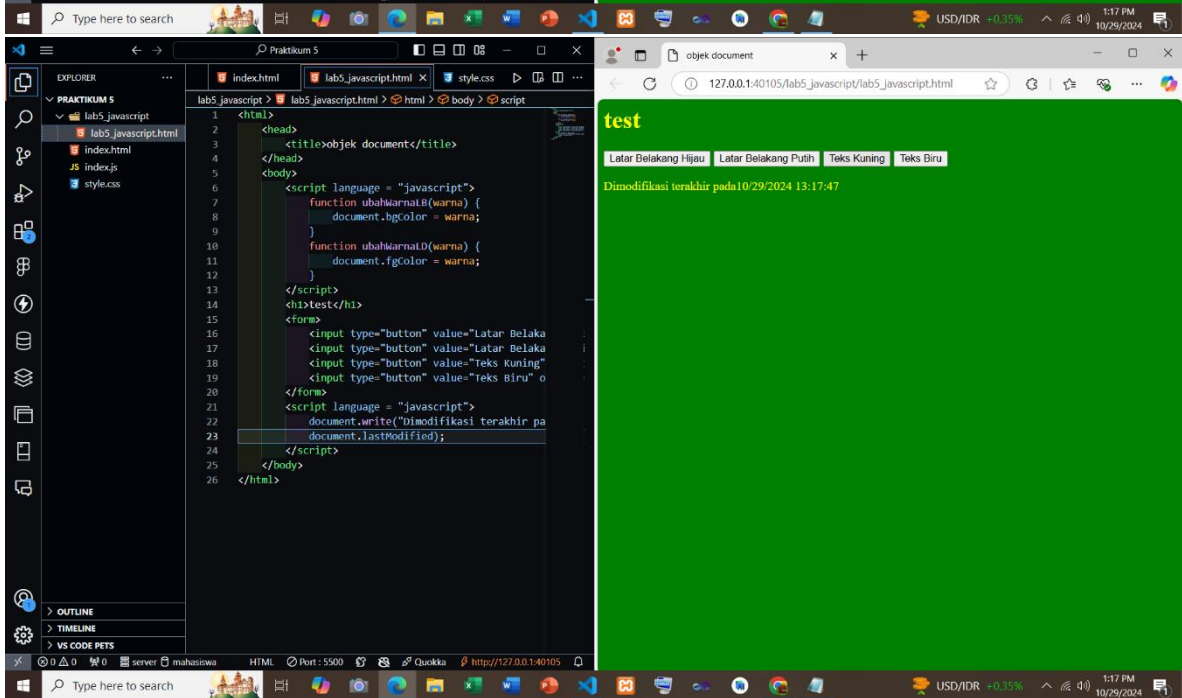
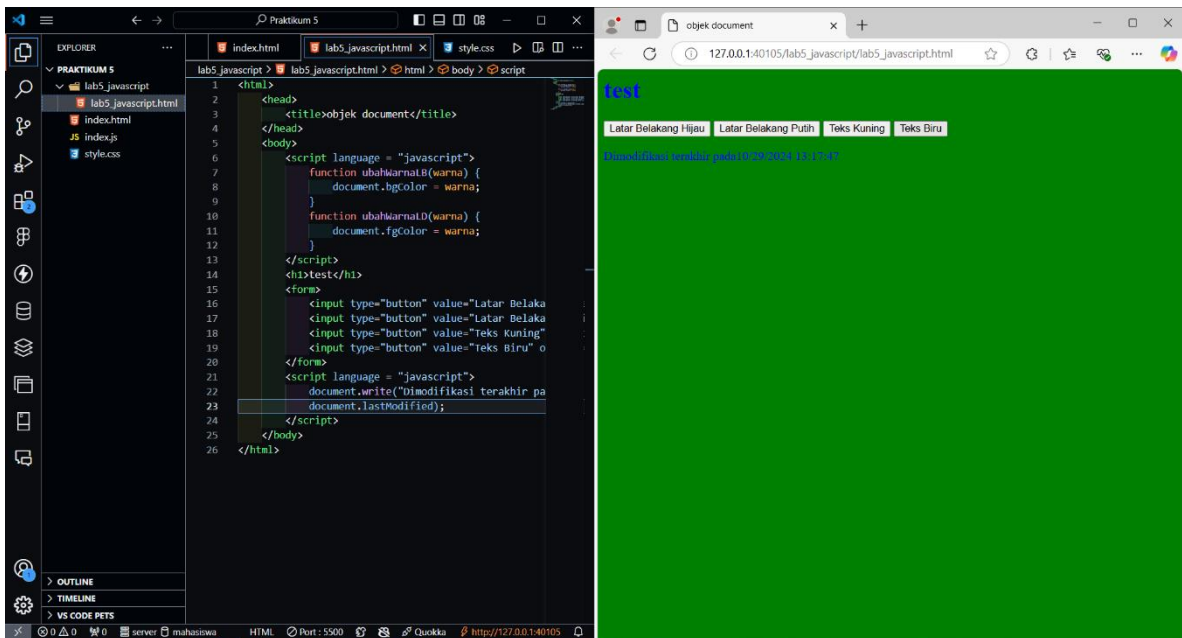
    document.write("Dimodifikasi terakhir pada" +

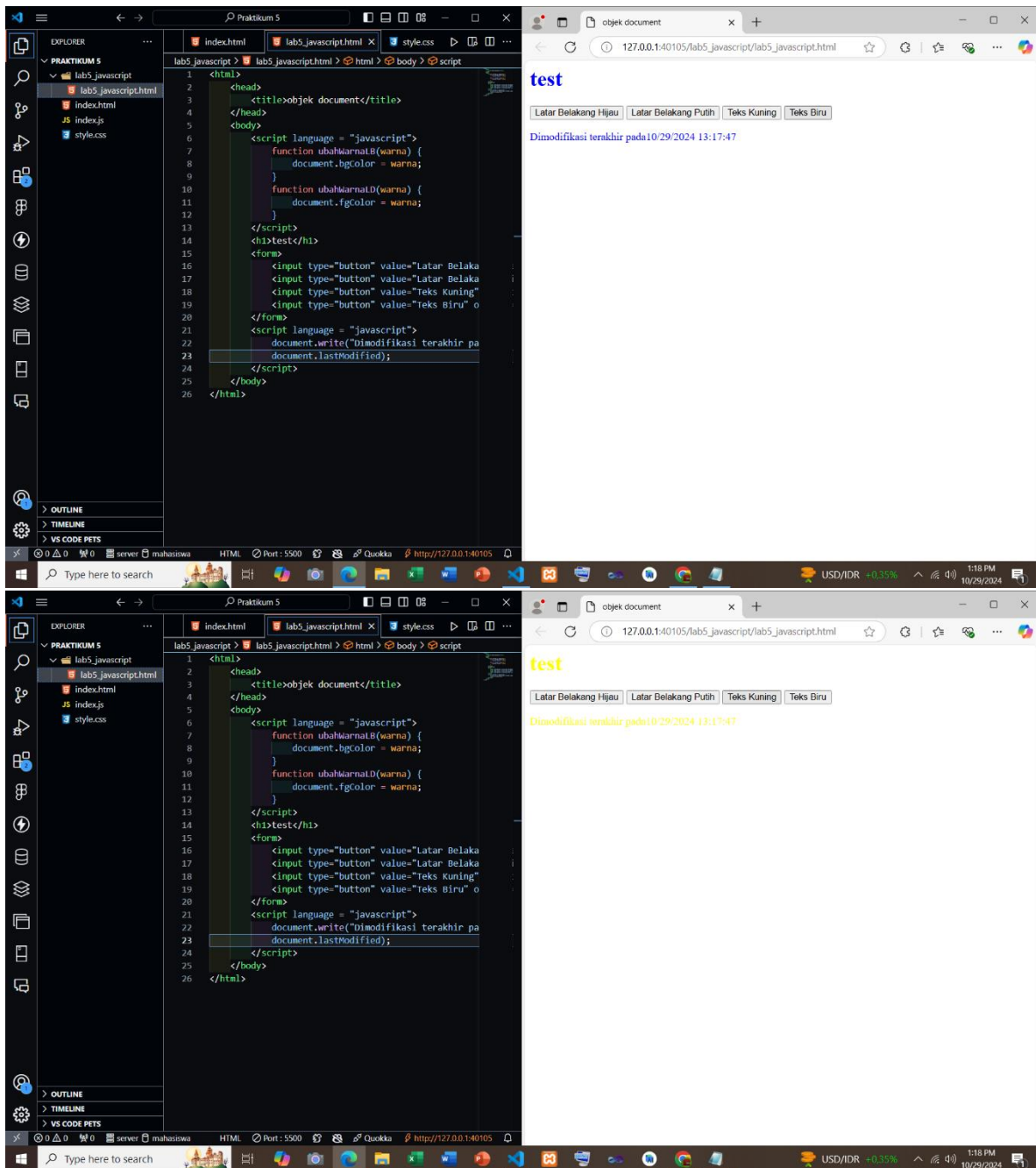
    document.lastModified);

  </script>

</body>

</html>
```





html dom

```
<!--file : daftar menu.html-->
```

```
<html>
```

```
  <head>
```

```
    <title>Daftar Menu</title>
```

```
    <script>
```

```
      function hitung(ele) {
```

```
        var total = document.getElementById('total').value;
```

```
        total = (total ? parseInt(total) : 0);
```

```
        var harga = 0;
```

```
        if (ele.checked) {
```

```
          harga = ele.value;
```

```
          total += parseInt(harga);
```

```
        } else {
```

```
          harga = ele.value;
```

```
          if (total > 0)
```

```
            total -= parseInt(harga);
```

```
        }
```

```
        document.getElementById('total').value = total;
```

```
      }
```

```
    </script>
```

```
  </head>
```

```
  <body>
```

```
    <h1>Daftar Menu Makanan</h1>
```

```
    <label><input type="checkbox" value="5000" id="menu1" onclick="hitung(this);" />
```

```
    Ayam Goreng Rp. 5.000</label><br />
```

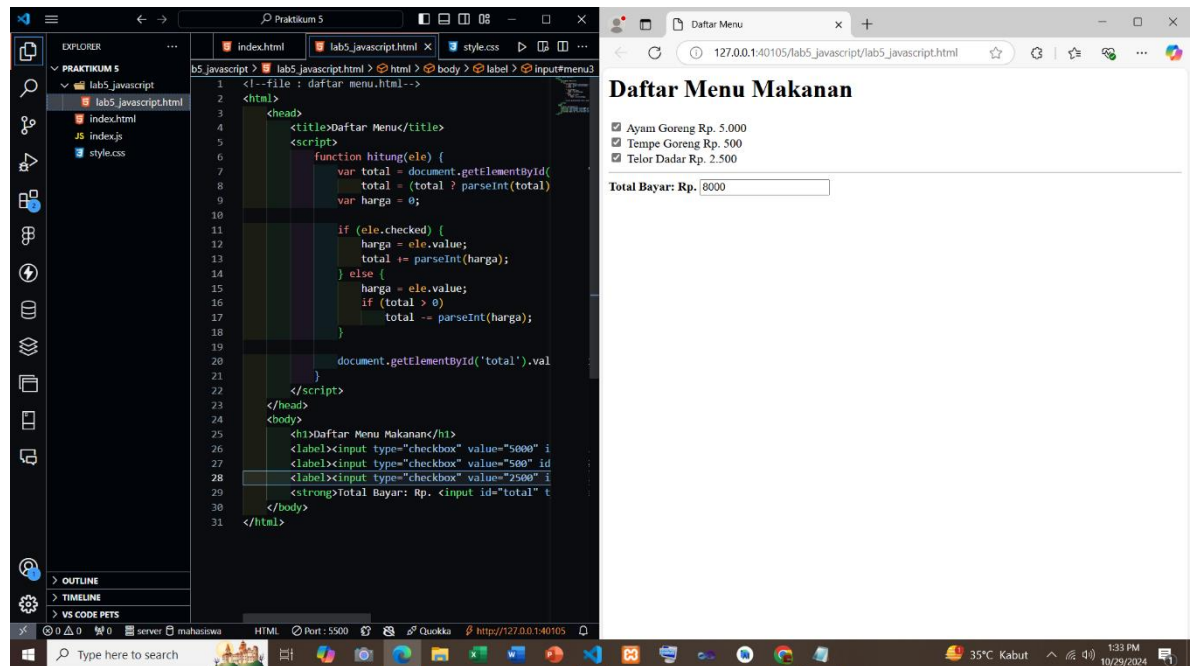
`<label><input type="checkbox" value="500" id="menu2" onclick="hitung(this);" />  
Tempe Goreng Rp. 500</label><br />`

`<label><input type="checkbox" value="2500" id="menu3" onclick="hitung(this);" />  
Telor Dadar Rp. 2.500</label><hr />`

`<strong>Total Bayar: Rp. <input id="total" type="text" /></strong>`

`</body>`

`</html>`



Pertanyaan dan tugas:

script pertanyaan dan tugas validasi form

`<!DOCTYPE html>`

`<html lang="id">`

`<head>`

`<meta charset="UTF-8">`

`<meta name="viewport" content="width=device-width, initial-scale=1.0">`

`<title>Validasi Form Bilangan Ganjil atau Genap</title>`

```
<style>

    .error { color: red; }

</style>

<script language="javascript">

    function cekBilangan() {

        // Ambil nilai dari input T1

        var val1 = document.forms["kirim"]["T1"].value;

        var hasil = document.forms["kirim"]["T2"];

        var errorMessage = document.getElementById("errorMessage");

        // Bersihkan pesan kesalahan

        errorMessage.textContent = "";

        // Pastikan input tidak kosong

        if (val1 === "") {

            errorMessage.textContent = "Harap masukkan bilangan.";

            hasil.value = ""; // Kosongkan hasil

            return false;

        }

        // Pastikan input adalah angka

        if (isNaN(val1)) {

            errorMessage.textContent = "Input harus berupa angka.";

            hasil.value = ""; // Kosongkan hasil

            return false;

        }

        // Pastikan angka adalah bilangan bulat
```

```
if (!Number.isInteger(parseFloat(val1))) {  
    errorMessage.textContent = "Harap masukkan bilangan bulat.";   
    hasil.value = ""; // Kosongkan hasil  
    return false;  
}
```

```
// Tentukan apakah bilangan genap atau ganjil  
if (val1 % 2 == 0) {  
    hasil.value = "Bilangan Genap";  
} else {  
    hasil.value = "Bilangan Ganjil";  
}  
return true;  
}
```

```
</script>
```

```
</head>
```

```
<body>
```

```
<h1>Cek Bilangan Ganjil atau Genap</h1>
```

```
<form name=" kirim" onsubmit="return cekBilangan()">
```

```
<p>
```

```
    Masukkan Bilangan: <input type="text" name="T1" size="20">
```

```
</p>
```

```
<p>
```

```
    Hasil: <input type="text" name="T2" size="20" readonly>
```

```
</p>
```

```
<p class="error" id="errorMessage"></p>
```

```
<p>
```

```
    <input type="button" value="Cek Bilangan" onclick="cekBilangan()">
```

</p>

</form>

</body>

</html>

The screenshot displays a web browser window with the URL `127.0.0.1:40105/lab5_javascript/lab5_javascript.html`. The page title is "Cek Bilangan Ganjil atau Genap". The form contains an input field labeled "Masukkan Bilangan:" with the value "8", and a "Cek Bilangan" button. Below the input field, the "Hasil:" field displays "Bilangan Genap".

The background shows the source code in a code editor. The code is as follows:

```
<!DOCTYPE html>
<html lang="id">
  <head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>Validasi Form Bilangan ganjil atau Genap</title>
    <style>
      .error { color: red; }
    </style>
    <script language="javascript">
      function cekBilangan() {
        // Ambil nilai dari input t1
        var val1 = document.forms["kirim"]["t1"].value;
        var hasil = document.forms["kirim"]["h1"].value;
        var errorMessage = document.getElementById("error");

        // Bersihkan pesan kesalahan
        errorMessage.textContent = "";

        // Pastikan input tidak kosong
        if (val1 === "") {
          errorMessage.textContent = "Harap isi input yang kosong";
          hasil.value = ""; // Kosongkan hasil
          return false;
        }

        // Pastikan input adalah angka
        if (!isNaN(val1)) {
          errorMessage.textContent = "Input harus berupa angka";
          hasil.value = ""; // Kosongkan hasil
          return false;
        }

        // Pastikan angka adalah bilangan bulat
        if (!Number.isInteger(parseFloat(val1))) {
          errorMessage.textContent = "Harap masukkan bilangan bulat";
          hasil.value = ""; // Kosongkan hasil
          return false;
        }

        // Cek apakah bilangan ganjil atau genap
        if (val1 % 2 === 0) {
          hasil.value = "Bilangan Genap";
        } else {
          hasil.value = "Bilangan Ganjil";
        }
      }
    </script>
  </head>
  <body>
    <div>
      <h2>Cek Bilangan Ganjil atau Genap</h2>
      <form>
        <input type="text" value="Masukkan Bilangan:"/>
        <input type="button" value="Cek Bilangan"/>
      </form>
      <div>
        Hasil: <span>Bilangan Genap</span>
      </div>
    </div>
  </body>
</html>
```