CSS

1. Write simple Java Script with HTML for arithmetic expression evaluation and message printing.

Code –

```
<html>
<body>
<script type=""text/javascript>
var a=10;
var b=20;
document.write("<b>Addition of a and b:- </b>");
var c=a+b;
document.write(c); document.write("</br></br><b>Substraction of a and b:- </b>");
var d=a-b;
document.write(d);
document.write("</br></br><b>Multiplication of a and b:- </b>"); var e=a*b;
document.write(e); document.write("</br></br><b>Division of a and b:- </b>");
var f=a/b;
document.write(f);
document.write("</br></br><b>Module of a and b:- </b>");
var g=a%b;
document.write(g);
</script>
</body>
</html>
```

2. Develop a JavaScript to use decision making and looping statements.

Code –

```
<html>
<body>
<center>
<h1> Printing Odd Number from 1 to 100 </h1>
<p id="print"> </p>
</center>
<script type='text/JavaScript'>
var res="";for(i=1;i<100;i++)
{
 var n = 2;if(i%2 !=0)
 {res = res + i +" ";}
}
document.getElementById("print").innerHTML = res;
</script>
</body>
</html>
```

3. Develop a JavaScript to implement the array functionality.

Code –

```html
<html>
<head>
<script type='text/JavaScript'>
 var arr = new Array();
 function pushItem()
 {
 var a = prompt("Enter any Number to push into array");
 arr.push(a);
 document.getElementById("display").innerHTML = arr;
 }
 function popItem()
 {
 arr.pop();document.getElementById("display").innerHTML = arr;
 }
 function revItem()
 {
 arr.reverse();document.getElementById("display").innerHTML = arr;
 }
</script>
</head>
<body>
<button onclick ="pushItem()"> Push Item </button>
<button onclick ="popItem()"> Pop Item </button>
<button onclick ="revItem()"> Reverse Item </button>
<h3 id="display"> </h3>
</body>
</html>
```

4. Develop a JavaScript to implement functions.
Code –

```html
<html>
<head>
<script>
function factorial(num)
{
 var fact = 1;for(i=1;i<=num;i++)
 {
  fact = fact * i ;
 }
 alert("Factorial of Number "+num+" is "+fact);
}
</script>
</head>
<body>
<button onclick="factorial(5)"> Factorial of 5 </button>
```

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

5. Develop a JavaScript to implement strings.
Code –

```
<html>
<body>
<p>The length property returns the length of a string:</p>
<p id="demo"></p>
<script>var txt = "ABCDEFGHIJKLMNOPQRSTUVWXYZ";
var sln = txt.length;document.getElementById("demo").innerHTML = sln;
</script>
</body>
</html>
```

6. Create a webpage using form elements.
Code –

```
<html>
<body>
<p>The length property returns the length of a string:</p>
<p id="demo"></p>
<script>var txt = "ABCDEFGHIJKLMNOPQRSTUVWXYZ";
var sln = txt.length;document.getElementById("demo").innerHTML = sln;
</script>
</body>
</html>
```

7. Create a webpage to implement form events. Part 1
Code –

```
<html>
<head>
<script type='text/JavaScript'>
function highlight(ele)
{
 ele.style.color = 'white';
 ele.style.backgroundColor = 'green';
}
</script>
</head>
<body>
<form name="first">
<fieldset>
Username:
<input type="text" name="user"onchange="highlight(this)" />
<br/><br/>
Password:
<input type="password"name="pass" onchange="highlight(this)" />
<br/><br/>
```

```
<input type="submit" />
</fieldset>
</form>
</body>
</html>
```

8. Create a webpage to implement form events. Part 2
Code –

```
<html>
<head>
<script type='text/JavaScript'>
function updateList(ele)
{
 with(document.forms.myform)
 {
  if(ele == 1)
  {
   list[0].text = "C";
   list[0].value = 1;
   list[1].text = "Python";
   list[1].value = 2;
  }
  else
  {
   list[0].text = "Oracle";
   list[0].value = 1;
   list[1].text = "MySql";
   list[1].value = 2;
  }
 }
}
</script>
</head>
<body>
<form name="myform">
<select name="list" size="2">
<option value=1> C</option>
<option value=1> Python</option>
</select>
<input    type="radio"    name="group1"    value=1    checked="true"onclick="updateList(this.value)">
Programming Languages
<input type="radio" name="group1" value=2onclick="updateList(this.value)">DataBases
<input name="Reset" value="Reset" type="reset" />
</form>
</body>
</html>
```

9. Develop a webpage using Intrinsic java functions.
Code –

```
<html>
<head>
<style>
img
{
 width:50px;height:50px;
}
</style>
</head>
<body>
<form name="f">
First Name: <input type="text" >
<br/><br/>
Last Name: <input type="text" >
<br/><br/>
<img src="Submit.jpg" onclick="javascript:document.forms.f.submit()" />
<img src="Reset.jpg" onclick="javascript:document.forms.f.reset()" />
</form>
</body>
</html>
```

10. Develop a webpage for creating session and persistent cookies. Observe the effects with Browser cookie settings.
Code –

```
<html>
<head>
<script>
 function setCookie()
 {
 var name = document.getElementById('person').value
 document.cookie = "name=" + name + ";"
 alert("Cookie Created")
 }
 function readCookie()
 {
 var cookie = document.cookie
 var panel = document.getElementById('panel')
 if(cookie == "")
  panel.innerHTML = "Cookie not found"
 else
  panel.innerHTML = cookie
 }
</script>
</head>
<body>
<form name="myForm">
```

```
Enter your name <input type="text" id="person"/><br/>
<input type="button" value="Set Cookie" onclick="setCookie()"/>
<input type="button" value="Read Cookie" onclick="readCookie()"/>
<p id="panel"></p>
</form>
</body>
</html>

<html>
<body>
<script>
var date = new Date();
var days=2;
date.setTime(date.getTime()+(days*24*60*60*1000));
var expires = date.toGMTString();
document.cookie = "user=nesar; expires="+ expires + ";"
alert("Cookie Created\n"+document.cookie)
</script>
</body>
</html>
```

11. Develop a Web Page for placing the window on the screen and working with child window.

Code –

```
<html>
<head>
<title>
Non-centered popup window
on the screen
</title>
</head>
<body>
<h1>GeeksforGeeks</h1>
<p>Non-centered popup window on the screen </p>
<script>
function createPopupWin(pageURL, pageTitle,popupWinWidth, popupWinHeight)
    {
    var left = (screen.width ) ;
    var top = (screen.height ) ;
    var myWindow = window.open(pageURL, pageTitle,'resizable=yes, width=' + popupWinWidth + ',
height=' + popupWinHeight + ', top='+ top + ', left=' + left);
    }
</script>
<button onclick = "createPopupWin('https://www.geeksforgeeks.org', 'GeeksforGeeks Website', 1200,
650);">GeeksforGeeks </button>
</body>
</html>
```

12. Develop a Web Page for validation of form fields using regular expressions.

Code –

```
<html>
<body>
<script language="javascript">
 var input = prompt('Enter some text')
 re = /[acbdefghigh]/
 if(re.test(input)) {
  alert('The string contains letter from acbdefghigh')
 }
 else {
  alert('String does not contain rom acbdefghigh')
 }
</script>
</body>
</html>
```

13. Create a Web Page with Rollovers effect.
Code –

```
<!DOCTYPE html>
<html>
  <head>
     <title> Wikitechy Rollover Image Effect in Html</title>

  </head>
   <body>
     <h2>Rollover Image Effect in Html</h2>
     <img src="image1.png" onmouseover="this.src='image2.png'" onmouseout="this.src='image1.png'" />
   </body>
</html>
```

14. Develop a Web Page for implementing Menus.
Code –

```
<html>
<head>
 <title>Pulldown Menu Example</title>
 <script>
 function displayPage(ch)
 {
  page = ch.options[ch.selectedIndex].value
  if(page != "")
  {
   window.location = page
  }
 }
</script>
</head>
<body>
<form name='form1' action="#">
 Select your favourite website:
 <select name="mymenu" onchange="displayPage(this)">
  <option value="https://www.google.com">Google</option>
  <option value="https://www.yahoo.com">Yahoo</option>
  <option value="https://www.msbte.org.in">MSBTE</option>
 </select>
```

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

15. Develop a Web Page for implementing Status Bar and Web Page Protection.

Code –

```html
<html>
 <head>
  <title>JavaScript Status Bar</title>
 </head>
 <body>
  <a href="http://www.htmlcenter.com"
  onMouseOver="window.status='HTMLcenter';return true"
  onMouseOut="window.status='';return true">

    HTMLcenter

  </a>
 </body>
</html>
```

16. Develop a Web Page for implementing Slideshow, Banner.

Code –

```html
<html>
<head>
 <title>Banner Advertisements</title>
</head>
<body bgcolor="#EEEEEE">
 <a href="https://www.javatutsweb.com">
    <img src="java-programming-ad.jpg"/>
 </a>
</body>
</html>

<html>
<head>
  <title>Image SlideShow</title>
  <script>
  var images = ["01.jpg", "02.jpg", "03.jpg", "04.jpg", "05.jpg"];
  var count = 0;
  function previousImage()
  {
    if(count!=0)
      count--;
    var id = document.getElementById("imageId");
    id.src = "images/" + images[count];
  }
  function nextImage() {
    if(count!=4)
      count++;
    var id = document.getElementById("imageId");
```

```
        id.src = "images/" + images[count];
    }
</script>
</head>
<body>
<center>
    <img id="imageId" src="images/01.jpg" width="300" height="200"/>
    <br/>
    <hr>
    <input type="button" value="< Prev Image"
                    onclick="previousImage()"/>
    <input type="button" value="Next Image >"
                    onclick="nextImage()"/>
</center>
</body>
</html>
```

1. Write a program for creating text roll over.

```
<html>

<body>
<p onmouseover="this.style.color='red'"

onmouseout="this.style.color='blue'">
Move the mouse over this text to change its color to red. Move the

mouse away to change the text color to blue.
</p>
</body>
</html>
```

2. Write a program for creating banner.

```
<html>
<head>

<script>
MyBanners = new Array('banner1.jpg', 'banner2.jpg', 'banner3.jpg',

'banner4.jpg')
        banner = 0
        function ShowBanners() {
            if (document.images) {

banner++
if (banner == MyBanners.length) {

banner = 0 }

document.ChangeBanner.src = MyBanners[banner]
```

```
setTimeout("ShowBanners()", 5000) }

}
```
```
</script>

<body onload="ShowBanners()"> <center>

<img src="banner1.jpg" width="900" height="120"name="ChangeBanner" />

</center>
    </body>

</html>
```

3. Write a program for performing keyboard events.

```
<html>
<body>

<p><strong>Note:</strong> Try to enter some text inside input box.</p>

<input type="text" onkeydown="alert('You have pressed a key inside text
input!')">

<p><strong>Note:</strong> Try to enter some text inside input box.</p>

<input type="text" onkeyup="alert('You have released a key inside text
input!')">
```
```
<p><strong>Note:</strong>Press a key inside the text field to set a red
background color.</p>

<input type="text" id="demo" onkeypress="myFunction()"> <script>

function myFunction() {
document.getElementById("demo").style.backgroundColor = "red";

}

    </script>
</body>

</html>
```

4. Write a program for creating student registration form.

```
<html>
<head>

<title>Registration Form</title> </head>

<body>
```

```
<form name="MyForm" method="post" action=""> <h2>Register your
account</h2>

Enter your Firstname: <input type="text" name="FName" id="FName"><br>

<br> Enter your Lastname: <input type="text" name="LName" id="LName"><br>

<br> Enter Your Email Id: <input type="text" name="email" id="email"><br>
```

```
<br> Enter your Phone: <input type="text" name="phn" id="phn"><br> <br>
Gender: <input type="radio" name="Gender" id="Male">Male <input
type="radio" name="Gender" id="Female">Female<br>
<br> Address: <textarea placeholder="Current Address"

value="address"> </textarea><br>
<br> Select your Course: <select name="Course">

<option
<option
<option
<option

name=""></option>
name="CO">Computer Science</option> name="IT">Information
Technology</option> name="EJ">Electronics</option>

</select><br><br>
```

```
<input type="submit" name="Submit"> <input type="reset" name="Reset">

    </form>
</body>

</html>
```

5. Write a code for deleting a cookie.

```
<html>

<head>
    <script>

function writeCookie() {
document.cookie = "username=VP; expires=Sun,25 Dec 2022

00:00:00 GMT ";
            alert("Cookie Written")

}

        function readCookie() {
            var x;
if (document.cookie == "")
                x = "";
```

```
else

            x = document.cookie;
        document.write(x);

}

    </script>
</head>

<body>
<input type="Reset" value="Set Cookie" type="button"

onclick="writeCookie()">
```

```
<input type="Reset" value="Get Cookie" type="button"
onclick="readCookie()">
</body>

</html>
```

6. Write a program to conceal email id.

```
<html>

<head>
<title>Conceal Email Address</title> <script>
function CreateEmailAddress() { var x = 'abcxyz&gmail*c_o_m' var y = 'mai'
var z = 'lto'

var s = '?subject=Customer Inquiry' x = x.replace('&', '@')
x = x.replace('*', '.')
x = x.replace('_', '')

x = x.replace('_', '')
var b = y + z + ':' + x + s window.location = b;

}

    </script>
</head>

<body>
<input type="button" value="send" onclick="CreateEmailAddress()">

</body>
</html>
```

7. Program for scroll by () and scroll to ()

```
<html>
```
```
<head>
```

```
    <style>
        body {
            width: 5000px;
            height: 5000px;
        }
    </style>
</head>
<body>
    <script>
function scrollVertical() { window.scrollTo(0, 100);

}

        function scrollWin() {
            window.scrollBy(100, 0);

}

</script>

<p>Click the button to scroll the document window to 100
pixelshorizontally and vertically.</p>
<button onclick="scrollVertical()">Click me to scroll vertically!</button>

<br><br>
<button onclick="scrollWin()">Click me to scroll horizontally!</button>
</body>
</html>
```

8. To valid email address.

```
<html>

<head>
<title>JavaScript Regular expression to valid an email address</title>

</head>

<body>
    <script>

function valid_email(str) {
var mailformat = /^\w+([\.-]?\w+)*@\w+([\.-

]?\w+)*(\.\w{2,3})+$/;
if (mailformat.test(str)) {

alert("Valid email address!"); } else {

alert("You have entered an invalid email address!"); }
```

```
}
valid_email('yogita.jore@gmail.com'); </script>
</body>
</html>
```

9. Enable and disable textfield

```html
<html>

<body>
First Name: <input type="text" id="myText">
<br> <br>
<button onclick="disableTxt()">Disable Text field</button> <button
onclick="undisableTxt()">Undisable Text field</button> <script>

function disableTxt() { document.getElementById("myText").disabled = true;

}
function undisableTxt() { document.getElementById("myText").disabled =
false; }

</script>
</body>

</html>
```

10. Program using setTimeOut () and clearTimeOut ()

```html
<html>

<body>
<p>Click "Try it". Wait 3 seconds. The page will alert "Hello".</p>
<p>Click "Stop" to prevent the first function to execute.</p>
<p>(You must click "Stop" before the 3 seconds are up.)</p>
<button onclick="myVar = setTimeout(myFunction, 3000)">Try it</button>

<button onclick="clearTimeout(myVar)">Stop it</button> <script>

        function myFunction() {
            alert("Hello");

}

</script>
</body>
</html>
```