**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>

<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>

<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>

<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>

<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>  <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>  <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> |