// Index.html

<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8" />

<meta http-equiv="X-UA-Compatible" content="IE=edge" />

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

<title>Exp 1 by 404A035</title>

</head>

<body>

<div>

<h1>Area of triangle</h1>

<label for="">base if triangle</label>

<input type="text" id="base" />

<label for="">height if triangle</label>

<input type="text" id="height" />

<button onclick="getAreaTriangle()">submit</button>

<h2>Area of triangle is <span id="result1"></span></h2>

</div>

<div>

<h1>Area of rectangle</h1>

<label for="">Length of rectangle</label>

<input type="text" id="length" />

<label for="">Width of rectangle</label>

<input type="text" id="width" />

<button onclick="getAreaRect()">submit</button>

<h2>Area of rectangle is <span id="result2"></span></h2>

</div>

<div>

<h1>Area of circle</h1>

<label for="">radius of circle</label>

<input type="text" id="radius" />

<button onclick="getAreaCircle()">submit</button>

<h2>Area of circle is <span id="result3"></span></h2>

</div>

<script src="./main.js"></script>

</body>

</html>

// main.js

function getAreaTriangle() {

const base = parseInt(document.getElementById("base").value);

const height = parseInt(document.getElementById("height").value);

const area = 0.5 \* base \* height;

document.getElementById("result1").innerHTML = area;

}

function getAreaRect() {

const length = parseInt(document.getElementById("length").value);

const width = parseInt(document.getElementById("width").value);

const area = length \* width;

document.getElementById("result2").innerHTML = area;

}

function getAreaCircle() {

const radius = parseInt(document.getElementById("radius").value);

const area = 3.14 \* radius \* radius;

document.getElementById("result3").innerHTML = area;

}

// index.html

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<title>exp2 by 404A035</title>

</head>

<body>

<div>

<label for="">Number:</label>

<input type="text" placeholder="enter the number" id="num" />

<button onclick="getTable()">submit</button>

<h2>Table of given number is</h2>

<p id="result"></p>

</div>

<script src="./main.js"></script>

</body>

</html>

// main.js

function getTable() {

const num = parseInt(document.getElementById("num").value);

const result = document.getElementById("result");

for (let i = 1; i <= 10; i++) {

const span = document.createElement("span");

span.innerHTML = num \* i + " ";

result.appendChild(span);

}

}

// index.html

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<title>exp3 by 404A035</title>

</head>

<body>

<div>

<!-- reverse the string -->

<label for="string"> String </label>

<input type="text" placeholder="enter the string" id="str" />

<button onclick="reverse()">reverse</button>

<h3>Reverse of given string is</h3>

<p id="result1"></p>

<br />

<!-- replace the string -->

<label for="string"> Character you want to replace </label>

<input type="text" placeholder="enter the string" id="str2" />

<label for="string"> Character you want to replace with </label>

<input type="text" placeholder="enter the string" id="str3" />

<button onclick="replace()">reverse</button>

<h3>String after replace</h3>

<p id="result2"></p>

<br />

<!-- is palindrome -->

<h3>given string is</h3>

<p id="result3"></p>

</div>

<script src="./main.js"></script>

</body>

</html>

// main.js

function reverse() {

const str1 = document.getElementById("str").value;

let revStr = "";

for (let i = 0; i < str1.length; i++) {

revStr += str1.charAt(str1.length - i - 1);

}

document.getElementById("result1").innerHTML = revStr;

if (revStr === str1) {

document.getElementById("result3").innerHTML = "palindrome";

} else {

document.getElementById("result3").innerHTML = "not a palindrome";

}

}

function replace() {

const str1 = document.getElementById("str").value;

const str2 = document.getElementById("str2").value;

const str3 = document.getElementById("str3").value;

const newStr = str1.replace(str2, str3);

document.getElementById("result2").innerHTML = newStr;

}