

* program *
for introduction / new knowledge
प्रारंभिक शिक्षा

METRO

HOLLOW CRAFT STICKER

Centre 116
30/09/2016

Scan No.
12-0001

677

卷之三

Hollow Craft Sticker

Hollow Craft Stick

बारकोड ह्या चौकटीत चिकटवा.
Paste the Barcode Sticker here

जागेचा शिक्षा

CSS Unit I

वारकोड संबंधी सूचना

- विद्यार्थ्यांनी प्रथम पर्यावरणाकाळकून वारंकोट स्टिकर घासावे.
 - वारंकोट दर्राले बैठक क्रमांक २ विशेष दर्रोंवर असल्याची घासावी कसून घासावी.
 - वारंकोट स्टिकर व्यासाठी दिलेल्या जागेमध्ये घटी पटू न देवा घिकतरावा.
 - वारंकोटवर अन्य कोणतेही सिद्धाण कसू नयं. केल्यास परंपरातील गैरुमार्गाचा फ्रकार मानन्यात वर्दूल.
 - उत्तर परिकंकव्या मुख्य उद्देश्य अन्य माहिती, विहित जागेत लिहावा.

मुख्य प्रांगणी जागा

(दरीक्षक वापरामाठी)

SSC HSC

ssc HSC

...and America

✓ 5 attachments attached

Main Topic	No. of supplements	Total in Figure
1	4	=

Give the remarks of centre conductor regarding
the following statement.

१०८ अनुवाद विजय कुमार

Marks in Figures	Marks in Words	Signature	Acc. No.
210000			2011
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100000			2100

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3			
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5			
6			
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8			
9			
10			
11			
12			
Total in Figure			
Total in Words			
Signature			
Appt. No.			

Q.No.

Q.No.

Summer 2024

Write a Javascript program that will print even numbers from 1 to 20.

Q
→
→

<HTML>

<HEAD>

<title> 1 to 20 even no.</title>

<HEAD>

<BODY>

<Script language="Javascript"

type="text/javascript">

document.write("Even numbers from 1 to 20");

for(var i=1; i<=20; i++)

{

if(i%2==0)

{

document.write("Even no = " + i);

}

</Script>

</Head>

<HTML>">

Output

Even numbers from 1 to 20

Even no = 2

Even no = 12

Even no = 4

Even no = 14

Even no = 6

Even no = 16

Even no = 8

Even no = 18

Even no = 10

Even no = 20

Q.No.

Q.No.

प्रश्न क्र.
Q.No.

Write a JavaScript program to check whether a number is positive, negative or zero using switch case.

⇒ <HTML>

<HEAD>

<title> Switch Case </title>

</HEAD>

<Body>

<script type="text/javascript">

var num = parseInt(prompt("Enter no:"));

Switch(true)

{

case num > 0 :

document.write("Positive");

break;

case num < 0 :

document.write("Negative");

break;

case num == 0 :

document.write("Zero");

break

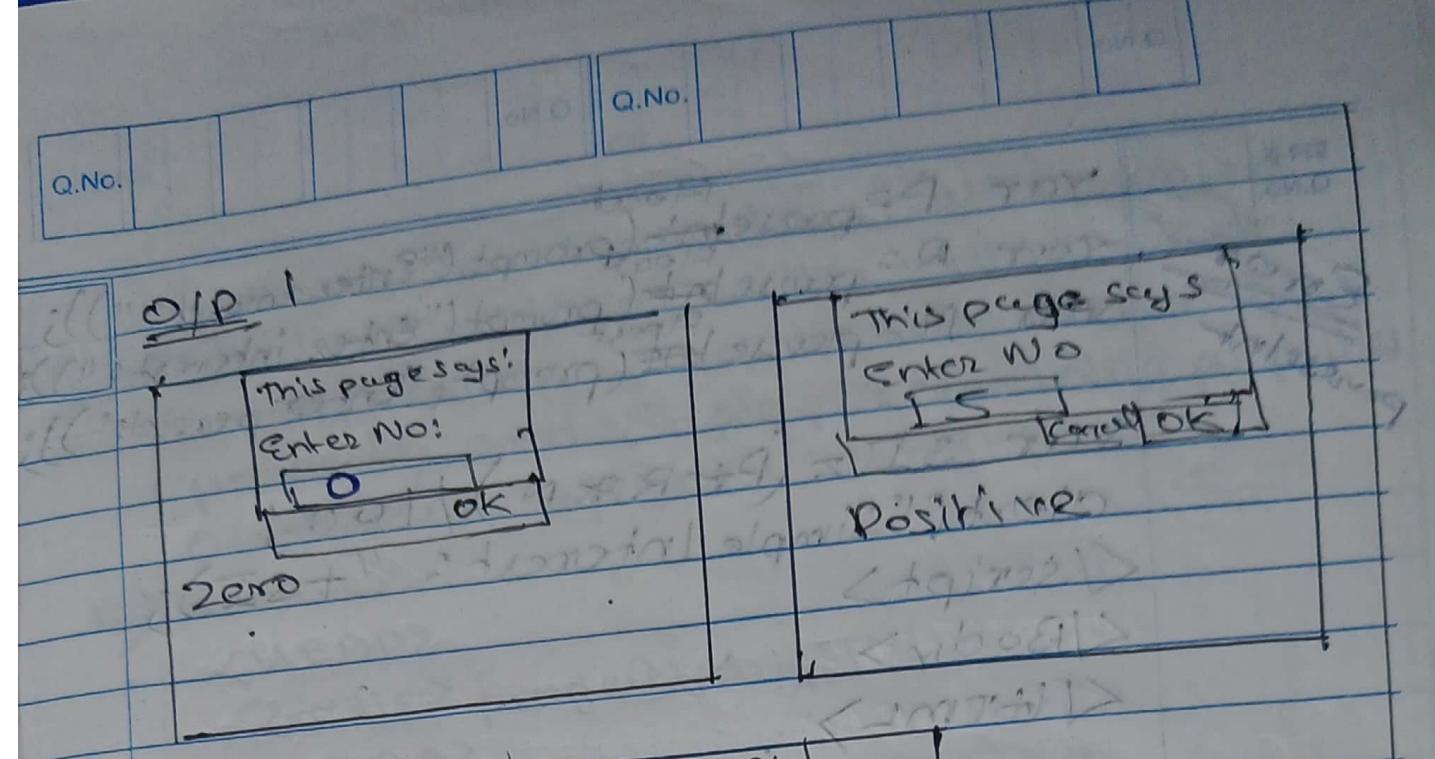
default :

document.write("Invalid choice");

</script>

</body>

</html>



Enter no:	<input type="text" value="-4"/> OK
Negative	

Q3 Write HTML script that accepts Amount, Rate of Interest and Period from user. When user submits the information a JavaScript function must calculate and display Simple interest in message Box. (Use formula S.I = P x N x R / 100)

⇒ <HTML>

<HEAD>

<title> Simple Interest </title>

</HEAD>

<Body>

<script> type="text/javascript">

P.T.O

| | | | | | | | |
|-------|--|--|--|--|--|--|-------|
| Q.No. | | | | | | | Q.No. |
|-------|--|--|--|--|--|--|-------|

float

```

var P = parseFloat(prompt("Enter amount"));
var R = parseFloat(prompt("Enter interest"));
var N = parseInt(prompt("Enter period"));

var SI = (P * R * N) / 100;
alert("Simple Interest: " + SI);

```

</script>

</Body>

</HTML>

Output

pagesays	Enter amount	pagesays
	14500	
		Enter interest
		15.5

pagesays	Enter period
	30

SimpleInterest?
607.5
(OK)

Q.No.							
Q.No.							

Q4 Write a Javascript to create an object "student" with properties roll number, name, branch, year. Delete branch property and display remaining properties of student object.

⇒ <HTML>

<HEAD>

<Title> properties </title>

<HEAD>

<Body>

<"><script> type="text/javascript">

var student =

{ firstnames name: "Pranjal",

branch: "Computer",

year: "Third"

? } ; FI = 320

~~del~~ delete "student.branch";

document.write("After delete")

; rollno: 9789, tstudent.name" "

("<rd>9789 &TA" + student.branch" "

tstudent.year" + student.year");

</script> amr

"> <body>

</HTML>

Output

Pranjal
undefined
Third.

<INPUT>

<HEAD>

<HEAD>

<BODY>

<INPUT>

<INPUT>

<BODY>

<INPUT>

Q.No.

Q.No.

प्रश्न क्र.
Q.No.

Q5

write Javascript program to create person object with properties firstname, age, eye color & delete eye color property and display remaining properties of person object.



<HTML>

<HEAD>

<TITLE> properties </TITLE>

<HEAD>

<BODY>

<Script type="text/javascript">

var person =

firstname: "Rohit",

lastname: "Solanki",

age : 17,

eyecolor: "Brown",

delete person.eyecolor;

document.write("After delete
");

document.write("firstname" + person.firstname + "

lastname" + person.lastname + "

age:" + person.age + ");

document.write("eyecolor" + "

person.eyecolor);

</Script>

</Body>

</HTML>

O/P

Firstname : Rohit
Lastname : Solanki
age : 17
eyecolor : undefined .

- Q6 write a JavaScript for loop that will iterate from 1 to 15. For each iteration it will check if current number is odd or even and display message on screen.

Output

"1 is odd"
"2 is even"
-- --
-- --

=) <HTML>

<HEAD>

<Title> Odd | Even </title>

</HEAD>

<Body>

<script type="text/javascript">
for(var i=1 ; i<=15 ; i++)

{

if(i%2 == 0)

{

document.write(i + " is even");

}

else

{ document.write(i + " is odd"); }

Do not write your name or seat no. below this line

Q.No.

Q.No.

Q.No.

</script>

</body>

</HTML>

O/P

1 is odd

2 is even

3 is odd

4 is even

5 is odd

6 is even

7 is odd

8 is even

9 is odd

10 is even

11 is odd

12 is even

13 is odd

14 is even

15 is odd.

Write simple calculator program using switch case in JavaScript.

Q7

→ <HTML>

<HEAD>

<TITLE> Calculator </TITLE>

</HEAD>

<Body>

<script type="text/javascript">
document.write("Simple calculator
program");

var num1 = parseInt(prompt("Enter number1:"));

var num2 = parseInt(prompt("Enter number2:"));

var result = num1 + num2;

var choice = parseInt(prompt("Enter choice"));

1. Add

2. MUL

3. SUB

4. DIV ");

switch (choice) {

case 1: c = num1 + num2;

document.write("ADDITION = " + c);
break;

case 2: c = num1 * num2;

document.write("MUL = " + c);
break;

case 3: c = num1 - num2;

document.write("SUB = " + c);
break;

case 4: c = num1 / num2;

document.write("DIV : " + c);
break;

Q.No.

Q.No.

प्रश्नक.
Q.No.

default: document.write ("Invaled
choice");

3

</script>
<Body>
</HTML>

~~Q8~~ Write a program that will display
current date in DD/MM/YYYY
format.

→ <HTML> ~~msg~~ = Date now
<HEAD> ~~msg~~ = now
" <TITLE> Date </TITLE>
<HEAD> ~~msg~~ = now
<BODY>
<Script type="text/javascript">
var d = new Date();
var currentDate = d.getDate() + '/'
+ (d.getMonth() + 1)
+ '/' + d.getFullYear();
</script>
document.write(currentDate);
</script>

<Body>
<HTML>

Q8

7/08/2024

Q.No.					Q.No.			
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(Q) Write a JavaScript program to check whether entered number is prime or not.

→ <HTML>

<HEAD>

<title> Prime check </title>

<HEAD>

<Body>

```
<script type="text/javascript">
```

```
var num = prompt("Enter no:");
```

```
var num = parseInt(prompt("Enter no:"));
```

```
var isprime = true;
```

```
for(var i = 2; i <= Math.sqrt(num); i++)
```

```
{
```

```
if(num % i == 0)
```

```
{
```

```
isPrime = false;
```

```
break;
```

```
}
```

```
y
```

```
if(isPrime)
```

```
{
```

```
document.write("num is prime");
```

```
y
```

```
else
```

```
{
```

```
document.write("num is not prime");
```

```
y
```

```
</script>
```

```
</body>
```

```
</html>
```

Q.No.

Q.No.

ঘৰক.
Q.No.

~~(Q10)~~ Write a javascript function to generate Fibonacci series till user defined limit. (6marks)

⇒ <html>

<head>

<title> Fibonacci series </title>

</head>

<body>

<script type="text/javascript">

var limit, f3 ;
var f1=0, f2=1, f3=0;

var limit=prompt("Enter limit:");

document.write("Fibonacci series");

document.write(f1);
for(var i=1; i<limit; i++) {

{
 f3=f1+f2;
 f1=f2;
 f2=f3;

}
</script>

</body>

</html>

~~Grammerly~~

Output

Enter limit:
10

0 1 1 2 3 5 8 13 21 34

Expected

Q.No.					M.Q	Q.No.			M.Q
-------	--	--	--	--	-----	-------	--	--	-----

Armstrong number

<script>

</script>

```

var n = parseInt(prompt("Enter no:"));
var c = 0, a, d;
d = n; n = n % 10;
while (n > 0) {
    a = n % 10;
    n = n / 10;
    c = c + (a * a * a);
}
if (d == c)

```

document.write("Armstrong no");

else

</script> <

document.write("Not Armstrong no");

3

</script>

Reverse no. logic

while (n != 0)

{ ("To algorithm") ... 6

r = n % 10;

rev = (rev * 10) + r; 520

n = n / 10; 3

3 ("To algorithm") w.b

Program 3

O.NO.						O.NO.						O.NO.	
-------	--	--	--	--	--	-------	--	--	--	--	--	-------	--

Factorial Program

```
<script>  
var num = parseInt(prompt("Enter no: "));  
var fact = 1; // Initialize fact to 1  
for (var i = 1; i <= num; i++) {  
    fact *= i; // fact = fact * i  
}  
document.write("Factorial = " + fact);  
</script>
```

Q1/ write a program to check from if number is multiple of 3 or multiple of 7.

⇒ <script>

```
var num = parseInt(prompt("Enter no: "));  
if (!isNaN(num)) {  
    if (num % 3 == 0) {  
        document.write("Multiple of 3");  
    } else if (num % 7 == 0) {  
        document.write("Multiple of 7");  
    } else {  
        document.write("Not a number");  
    }  
}  
else {  
    document.write("Not a number");  
}
```

Q.No.

Q.No.

```
else
```

{

```
    document.write("Not multiple of 7 or 3")
```

}

```
</script>
```

// Area of triangle, if base = 5 &
height = 6

```
⇒ <script>
```

```
var base = 5, height = 6;
```

```
var area = 0.5 * base * height;
```

```
document.write("Area: " + area);
```

```
</script>
```

Compell
in Exam
Q.No.

Q.No.

Q.No.

प्रश्न क्र.
Q.No.

Q Explain object creation in Javascript
Using "new" keyword with adding
properties and methods with example

— 4m.

⇒ A javascript object is entity
having static and behavior.

JavaScript is an object based
language.

There are 3 ways to create
objects:

- 1) By object literal
- 2) By creating instance of
object directing (new keyword)
- 3) By using an object
constructor function

Example

<Script>
var emp = new Object();
emp.id = 101;
emp.name = "Yash Desai";
emp.salary = 50000;
document.write(emp.id + " " +
emp.name + " " +
emp.salary);

</Script>

OR

<Script>
function emp(id, name, salary)
{ this.id = id;
this.name = name;
this.salary = salary; }

```
e = new emp(103, "Vimal Sainiwal",
            30000);
```

```
document.write(e.id + " " + e.name + " " +
               e.salary);
```

</script>.

<u>for loop</u>	<u>for...in loop</u>
Used to repeat code a specific number of times.	Used to go through the properties of an object.
Works well with array and numbers	Works well with object & their properties
Runs in sequential order	Run in no particular order.
Does not include inherited properties.	It includes inherited properties of object.
Lets you access the array index easily.	Access property name, no index.
faster	slower
<u>Syntax</u>	<u>Syntax</u>
for(initialization; condition; increment/decrement) { //code }	for(var key in object) { //code }