

WEB DEVELOPMENT

Activity #5

JAVASCRIPT ARRAY

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1. WRITE A JAVASCRIPT PROGRAM CALLED MENUSELECTOR THAT ALLOWS USERS TO SELECT A FRUIT FROM A MENU. THE PROGRAM SHOULD UTILIZE AN ARRAY TO STORE THE AVAILABLE FRUITS AND IMPLEMENT A DO-WHILE LOOP TO ALLOW USERS TO MAKE SELECTIONS UNTIL THEY CHOOSE TO EXIT.



CODE

```
<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>Fruit Menu Selector</title>
</head>
<body>
    <h1>Welcome to the Fruit Menu Selector!</h1><br>
    <script>
        // Create an array with fruits
        const fruits = ["Apple", "Banana", "Cherry", "Date", "Elderberry"];
        let userChoice; // Variable to store the user's choice

        do {
            // Display the menu to the user
            let menu = "Welcome to the Fruit Menu Selector!\nChoose a fruit by its number:\n";
            for (let i = 0; i < fruits.length; i++) {
                menu += `${i + 1}. ${fruits[i]}\n`;
            }

            // Add the exit option
            menu += `${fruits.length + 1}. Exit\n`;

            userChoice = prompt(menu); // Ask the user for their choice

            // Convert input to a number and process it
            const choice = parseInt(userChoice);

            // Use a switch statement to handle user choices
            switch (choice) {
                case 1:
                case 2:
                case 3:
                case 4:
                case 5:
                    document.write(`<p>You selected: ${fruits[choice - 1]}<p><br>`);
                    alert(`You selected: ${fruits[choice - 1]}`);
                    break;
                case 6:
                    document.write(`<p>Thank you for using the Fruit Menu Selector. Goodbye!<p><br>`);
                    alert("Thank you for using the Fruit Menu Selector. Goodbye!");
                    break;
                default:
                    document.write(`<p>Invalid choice. Please enter a number between 1 and 6.<p><br>`);
                    alert("Invalid choice. Please enter a number between 1 and 6.");
            }
        } while (userChoice !== "6"); // Exit the loop when the user chooses 6

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

1. WRITE A JAVASCRIPT PROGRAM CALLED MENUSELECTOR THAT ALLOWS USERS TO SELECT A FRUIT FROM A MENU. THE PROGRAM SHOULD UTILIZE AN ARRAY TO STORE THE AVAILABLE FRUITS AND IMPLEMENT A DO-WHILE LOOP TO ALLOW USERS TO MAKE SELECTIONS UNTIL THEY CHOOSE TO EXIT.

OUTPUT

Welcome to the Fruit Menu Selector!

Invalid choice. Please enter a number between 1 and 6.

You selected: Apple

You selected: Banana

You selected: Cherry

You selected: Date

You selected: Elderberry

Invalid choice. Please enter a number between 1 and 6.

Thank you for using the Fruit Menu Selector. Goodbye!



2. WRITE A JAVASCRIPT PROGRAM CALLED LIBRARYMENU THAT ALLOWS USERS TO MANAGE A LIBRARY OF BOOKS. THE PROGRAM SHOULD USE AN ARRAY TO STORE BOOK TITLES AND IMPLEMENT A DO-WHILE LOOP TO ALLOW USERS TO SELECT OPTIONS FOR VIEWING, ADDING, OR REMOVING BOOKS UNTIL THEY CHOOSE TO EXIT



CODE

```
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<!DOCTYPE html>
<html lang="en">
  <head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>Library Menu</title>
  </head>
  <body>
    <h1>Welcome to the Library Menu!</h1><br>
    <script>
      // Create an array with book titles
      const books = ["Atomic Habits", "The Subtle Art of Not Giving a F*ck", "Deep Work", "Everything is F*cked", "Pride and Prejudice"];
      let userChoice; // Variable to store the user's choice

      do {
        // Display the menu to the user
        let menu = "Library Menu:\n";
        menu += "1. View all books\n";
        menu += "2. Add a new book\n";
        menu += "3. Remove a book\n";
        menu += "4. Exit\n";

        userChoice = prompt(menu); // Ask the user for their choice
        const choice = parseInt(userChoice); // Convert input to a number

        switch (choice) {
          case 1: // View all books
            if (books.length === 0) {
              document.write(`<p>The library is empty.</p><br>`);
              alert("The library is empty.");
            } else {
              document.write(`<p>Books in the library:</p><br>`);
              let bookList = "Books in the library:\n";
              for (let i = 0; i < books.length; i++) {
                document.write(`<p>${i + 1}. ${books[i]}</p><br>`);
                bookList += `${i + 1}. ${books[i]}\n`;
              }
              alert(bookList);
            }
          break;
        }
      } while (userChoice !== "4");
    </script>
  </body>
</html>
```

2. WRITE A JAVASCRIPT PROGRAM CALLED LIBRARYMENU THAT ALLOWS USERS TO MANAGE A LIBRARY OF BOOKS. THE PROGRAM SHOULD USE AN ARRAY TO STORE BOOK TITLES AND IMPLEMENT A DO-WHILE LOOP TO ALLOW USERS TO SELECT OPTIONS FOR VIEWING, ADDING, OR REMOVING BOOKS UNTIL THEY CHOOSE TO EXIT

CODE

```
}

break;

case 2: // Add a new book
const newBook = prompt("Enter the title of the new book:");
if (newBook) {
    books.push(newBook);
    document.write(`<p>"${newBook}" has been added to the library.</p><br>`);
    alert(`"${newBook}" has been added to the library.`);
} else {
    document.write(`<p>No book title was entered.</p><br>`);
    alert("No book title was entered.");
}
break;

case 3: // Remove a book
const bookToRemove = prompt("Enter the title of the book to remove:");
const index = books.indexOf(bookToRemove);
if (index !== -1) {
    books.splice(index, 1);
    document.write(`<p>"${bookToRemove}" has been removed from the library.</p><br>`);
    alert(`"${bookToRemove}" has been removed from the library.`);
} else {
    document.write(`<p>"${bookToRemove}" is not in the library.</p><br>`)
    alert(`"${bookToRemove}" is not in the library.`);
}
break;

case 4: // Exit
document.write(`<p>Thank you for using the Library Menu. Goodbye!</p><br>`)
alert("Thank you for using the Library Menu. Goodbye!");
break;

default: // Handle invalid choices
document.write(`<p>Invalid choice. Please enter a number between 1 and 4.</p><br>`);
alert("Invalid choice. Please enter a number between 1 and 4.");
}

} while (userChoice !== "4"); // Exit the loop when the user chooses 4
</script>
</body>
</html>
```

2. WRITE A JAVASCRIPT PROGRAM CALLED LIBRARYMENU THAT ALLOWS USERS TO MANAGE A LIBRARY OF BOOKS. THE PROGRAM SHOULD USE AN ARRAY TO STORE BOOK TITLES AND IMPLEMENT A DO-WHILE LOOP TO ALLOW USERS TO SELECT OPTIONS FOR VIEWING, ADDING, OR REMOVING BOOKS UNTIL THEY CHOOSE TO EXIT



OUTPUT

Welcome to the Library Menu!

Books in the library:

1. Atomic Habits
2. The Subtle Art of Not Giving a F*ck
3. Deep Work
4. Everything is F*cked
5. Pride and Prejudice

"7 Habits" has been added to the library.

No book title was entered.

"Atomic Habits" has been removed from the library.

Invalid choice. Please enter a number between 1 and 4.

Thank you for using the Library Menu. Goodbye!