

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
      let continueProgram = true; // Variable to track if the user wants to continue

      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!");
            continueProgram = false; // Exit the loop
            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.");
        }
      }

      // Ask if the user wants to continue, only if they haven't chosen to exit
      if (continueProgram) {
        const continueResponse = prompt("Do you want to continue? (yes/no)").toLowerCase();
        if (continueResponse === "no") {
          alert("Thank you for using the Fruit Menu Selector. Goodbye!");
          document.write(`<p>Thank you for using the Fruit Menu Selector. Goodbye!<p><br>`);
          continueProgram = false;
        }
      }
    } while (continueProgram); // Continue the loop if the user wants to
  </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!

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

```
<!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 continueProgram = true; // Variable to track if the user wants to continue

      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";

        const 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 {
              let bookListHTML = "<ol>"; // Start ordered list
              for (let i = 0; i < books.length; i++) {
                bookListHTML += `<li>${books[i]}</li>`; // Add each book as a list item
              }
              bookListHTML += "</ol>"; // Close ordered list

              document.write(`<p>Books in the library:</p>${bookListHTML}<br>`); // Display list on page
              alert(`Books in the library:\n${books.join("\n")}`); // Show list in alert
            }
            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;
        }
      }
    </script>
  </body>
</html>
```

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CODE

```
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>${bookToRemove}</p> has been removed from the library.</p><br>`);
        alert(`${bookToRemove} has been removed from the library.`);
    } else {
        document.write(`<p>${bookToRemove}</p> is not in the library.</p><br>`);
        alert(`${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!");
    continueProgram = false; // Exit the loop
    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.");
}

// Ask if the user wants to continue, only if they haven't chosen to exit
if (continueProgram) {
    const continueResponse = prompt("Do you want to continue? (yes/no)").toLowerCase();
    if (continueResponse === "no") {
        alert("Thank you for using the Library Menu. Goodbye!");
        document.write(`<p>Thank you for using the Library Menu. Goodbye!</p><br>`);
        continueProgram = false; // Exit the loop
    }
}
} while (continueProgram); // Continue the loop if the user wants to
</script>
</body>
</html>
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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

No book title was entered.

"7 Habits" has been added to the library.

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
6. 7 Habits

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OUTPUT

"Atomic Habits" has been removed from the library.

Books in the library:

1. The Subtle Art of Not Giving a F*ck
2. Deep Work
3. Everything is F*cked
4. Pride and Prejudice
5. 7 Habits

Thank you for using the Library Menu. Goodbye!