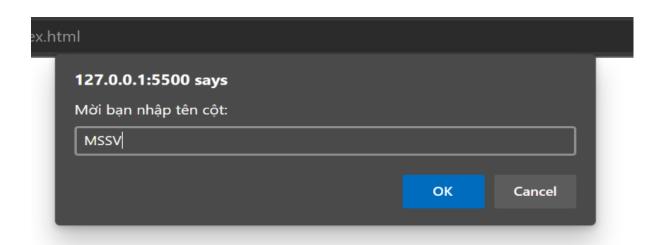
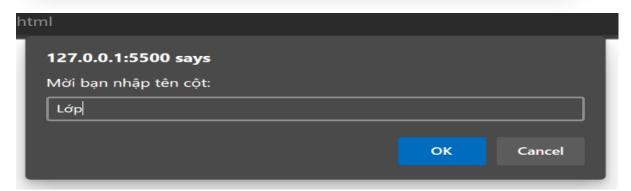
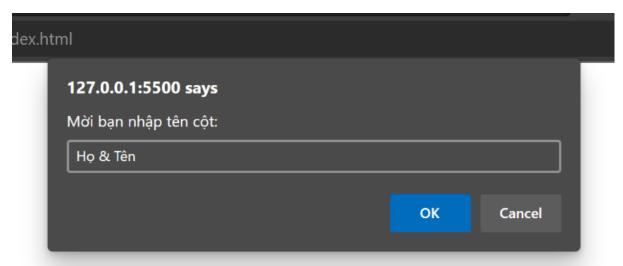
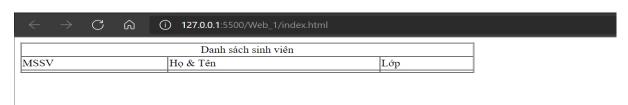
```
us app.js
Web_1 > Js app.js
       var col_1;
       var col_2;
       var col_3;
       col_1 = prompt("Mời bạn nhập tên cột: ");
col_2 = prompt("Mời bạn nhập tên cột: ");
col_3 = prompt("Mời bạn nhập tên cột: ");
       document.write("");
    document.write(" Danh sách sinh viên ");
    document.write("");
    document.write("");
                    document.write(col_1);
                 document.write("");
                 document.write("")
                      document.write(col_2);
                 document.write("");
                 document.write("")
                     document.write(col_3);
                 document.write("");
            document.write("")
            document.write("");
                 document.write("")
document.write("");
                 document.write("")
document.write("");
                 document.write("")
document.write("");
            document.write("")
       document.write("");
```









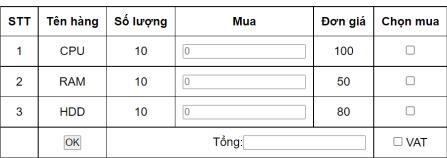
```
index.html X ⋾ style.css
                       Js app.js
     !DOCTYPE html
<html lang="en">
     <head>
        <meta charset="UTF-8">
        <meta http-equiv="X-UA-Compatible" content="IE=edge">
<meta name="viewport" content="width=device-width, initial-scale=1.0">
<title>Web_02</title>
        <link rel="stylesheet" href="style.css" type="text/css">
         <form action="" method="get" name="frmtable">
               STT
                  Tên hàng
                  Sō lượng
                  Mua
                  Don giá
                  Chọn mua
               1
                  CPU
                  10
                  <input name="numBuy1" type="number" value="numBuy1" placeholder="0"/>
                  100
                  <input name="cbBuy1" type="checkbox" value="cbBuy1" onchange="check1()"/>
               2
                  RAM
                  10
                  <input name="numBuy2" type="number" value="numBuy2" placeholder="0"/> ^{\circ} td>
                  <input name="cbBuy2" type="checkbox" value="cbBuy2" onchange="check2()"/>
               3
                  HDD
                  10
                  <input name="numBuy3" type="number" value="numBuy3" placeholder="0"/>
                  80
                  <input name="cbBuy3" type="checkbox" value="cbBuy3" onchange="check3()"/>
               <
                      <input name='btnOK' type='button' value='OK' onclick='OK()'/>
                   Tong:<input name="sumBuy" type="number" value="sumBuy"/>
td>="number" value="sumBuy"/>

               </form>
        √div>
     <∕body>
     <script src="app.js"></script>
     </html>
```

```
Web_2 > ⋾ style.css > ધ*
  1 *{
         padding: 0;
         margin: 0;
         box-sizing: border-box;
     body {
         height: 100vh;
         font-family: Arial, Helvetica, sans-serif;
         text-align: center;
     table{
        margin: 10px auto;
     th, td{
         padding: 10px;
         margin: 10px;
         border: 1px solid ■black;
         border-collapse: collapse;
```

```
🌆 app.js
                               ∃ style.css
Web_2 > ■ app.js > ۞ check1
  function check1(){
var numBuy1 = document.frmtable.numBuy1.value;
           if(numBuy1 > 10){
| alert("Quá số lượng sản phẩm !");
       function check2(){
    var numBuy2 = document.frmtable.numBuy2.value;
            if(numBuy2 > 10){
                alert("Quá số lượng sản phẩm !");
       function check3(){
           var numBuy3 = document.frmtable.numBuy3.value;
            if(numBuy3 > 10){
                alert("Quá số lượng sản phẩm !");
       function OK(){
           var numBuy1 = document.frmtable.numBuy1.value;
           var numBuy2 = document.frmtable.numBuy2.value;
           var numBuy3 = document.frmtable.numBuy3.value;
           s = numBuy1*100 + numBuy2*50 + numBuy3*80;
           result = eval(s)
           document.frmtable.sumBuy.value = result;
       function checkVAT(){
           var numBuy1 = document.frmtable.numBuy1.value;
var numBuy2 = document.frmtable.numBuy2.value;
           var numBuy3 = document.frmtable.numBuy3.value;
           s = (numBuy1*100 + numBuy2*50 + numBuy3*80)*0.1 + (numBuy1*100 + numBuy2*50 + numBuy3*80);
            result = eval(s)
           document.frmtable.sumBuy.value = result;
```

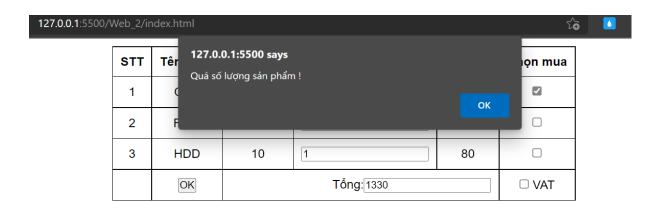




## .1:5500/Web\_2/index.html



STT	Tên hàng	Số lượng	Mua	Đơn giá	Chọn mua
1	CPU	10	1	100	<b>V</b>
2	RAM	10	1	50	✓
3	HDD	10	1	80	<
	OK	Tổng:[253			✓ VAT



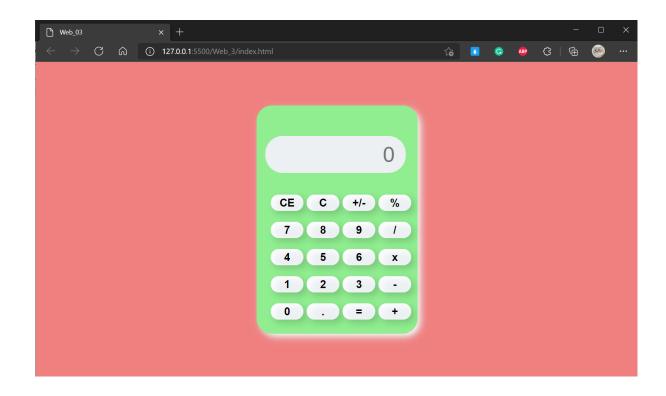
```
■ index.html X ■ style.css
                                      us app3.js

⟨!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>Web_03</title>
               <link rel="stylesheet" href="style.css" type="text/css">
         </head>
         <body>
               <div class="content">
                    <div class="cal">
                          <input type="text" id="input" placeholder="0">
                          <button onclick="del()">CE</button>
                          <button onclick="clr()">C</button>
<button onclick="calculate('+')">+/-</button>
<button onclick="calculate('%')">**</button>
                          <button onclick="calculate('7')">7</button>
<button onclick="calculate('8')">8</button>
                          <button onclick="calculate('9')">9</button>
<button onclick="calculate('/')">/</button>
                          <button onclick="calculate('4')">4</button>
                          <button onclick="calculate('5')">5</button>
                          <button onclick="calculate('6')">6</button>
<button onclick="calculate('x')">x</button>
<button onclick="calculate('1')">1</button>
                          <button onclick="calculate('2')">2</button>
                          <button onclick="calculate('3')">3</button>
<button onclick="calculate('-')"></button>
<button onclick="calculate('0')">0</button>
                          <button onclick="calculate('.')">.
                          <button onclick="Result()"> =</button>
<button onclick="calculate('+')"> +</button>
                          <script src="app3.js" type="text/javascript"></script>
                    </div>
               </div>
         </body>
         </html>
```

```
∃ style.css X ■ app3.js
Web_3 > 3 style.css > 4 *
     *{
          padding: 0;
          margin: 0;
          box-sizing: border-box;
      body {
          background-color: ■#ecf0f3;
          outline: none;
          font-family: sans-serif;
      .content[
          height: 100vh;
          display: flex;
          align-items: center;
          justify-content: center;
          background: ■lightcoral;
      .cal{
          box-shadow: 6px 6px 13px ■#fff,
                  6px 6px 13px □rgba(0,0,0,.16);
          border-radius: 28px;
          padding: 16px;
          display: grid;
          grid-template-columns: repeat(4,66px);
          background-color: ■lightgreen;
      input{
          grid-column: span 4;
          height: 68px;
          width: 258px;
          box-shadow: inset -6px -6px -13px ■#fff,
                      inset 6px 6px 13px \square rgba(0,0,0,.16);
          background-color: ■#ecf0f3;
          border: none;
          border-radius: 32px;
          color: □rgb(26,25,25);
          text-align: end;
          margin: 40px 0 30px 0;
          padding: 20px;
          font-size: 40px;
          box-shadow: inset 6px 6px 13px ■#fff,
                      6px 6px 13px □rgba(0,0,0,.16);
          background-color: ■#ecf0f3;
          border: none;
          border-radius: 32px;
          width: 60px;
          height: 30px;
          margin: 10px;
          font-weight: bold;
          font-size: 20px;
```

```
index.html
              ∃ style.css
                            app3.js
Web_3 > 📠 app3.js > ...
      let result=document.getElementById("input");
       function calculate(number) {
           result.value += number;
       let Result=()⇒{
           try{
               result.value=eval(result.value);
          catch(err){
               alert("Enter the valid Input");
       function clr() {
           result.value=" ";
       function del() {
           result.value=result.value.slice(0, -1);
```



```
፱ index.html X ૩ style.css
us app.js
        | DOCTYPE html
        <html lang="en">
             <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>Web_04</title>
k rel="stylesheet" href="style.css" type="text/css">
        </head>
             <div class="hand second"data-second-hand></div>
<div class="number number1">I</div>
                  <div class="number number2">II</div>
                 <div class="number number3">III</div>
<div class="number number4">IV</div>
<div class="number number4">IV</div></div</pre>
                  <div class="number number6">VI</div>
                  <div class="number number7">VII</div>
<div class="number number8">VIII</div>
                  <div class="number number9">IX</div>
                  <div class="number number10">X</div>
<div class="number number11">XI</div>
                  <div class="number number12">XII</div>
                   <div class="clock_digital">
                       <span class="time"></span>
                       <span class="ampm"></span>
                   </div>
              </div>
        </body>
        <script src="app.js" type="text/javascript"></script>
        </html>
```

```
us app.js
                                 ∃ style.css X
Web_4 > ∃ style.css > 😝 *
             padding: 0;
             margin: 0;
            box-sizing: border-box;
            background: linear-gradient(to right, □#3e5151, ■#decba4);
             display: flex;
            justify-content: center;
align-items: center;
            min-height: 100vh;
             overflow: hidden;
        .clock_analog{
width: 300px;
height: 300px;
             background-color: ■rgba(255, 255, 255, 0.8);
            border-radius: 50%;
border: 2px solid □#000;
position: relative;
        .clock_analog .number {
            --rotation: 0;
            position: absolute;
            width: 100%;
            height: 100%;
             text-align: center;
             transform: rotate(var(--rotation));
             font-size: 1.5em;
```

```
us app.js
                                              ∃ style.css X
          .clock_analog .number1 { --rotation: 30deg; }
.clock_analog .number2 { --rotation: 60deg; }
.clock_analog .number3 { --rotation: 90deg; }
.clock_analog .number4 { --rotation: 120deg; }
.clock_analog .number5 { --rotation: 150deg; }
.clock_analog .number6 { --rotation: 180deg; }
.clock_analog .number7 { --rotation: 210deg; }
.clock_analog .number8 { --rotation: 240deg; }
.clock_analog .number9 { --rotation: 270deg; }
.clock_analog .number10 { --rotation: 300deg; }
.clock_analog .number11 { --rotation: 330deg; }
            .clock_analog .hand {
                 -rotation: 0;
                  position: absolute;
                  bottom: 50%;
                 left: 50%;
                 border: 1px solid ■white;
                 border-top-left-radius: 10px;
                 border-top-right-radius: 10px;
                 transform-origin: bottom;
                 z-index: 10;
                  transform: translateX(-50%) rotate(calc(var(--rotation) * 1deg));
           .clock_analog::after {
    content: '';
                 position: absolute;
                 background-color: ■black;
                 z-index: 11;
                width: 15px;
                 height: 15px;
                 top: 50%;
left: 50%;
                  transform: translate(-50%, -50%);
                  border-radius: 50%;
            .clock_analog .hand.second {
                 width: 3px;
                  height: 45%;
                 background-color: ■red;
            .clock_analog .hand.minute {
                 width: 7px;
                  height: 40%;
                  background-color: | black;
            .clock_analog .hand.hour {
                  width: 10px;
                  height: 35%;
                  background-color: □black;
```

```
.clock_analog .hand.hour {
   width: 10px;
   height: 35%;
    background-color: □black;
.clock_digital {
   background-color: ■lightcoral;
   width: 150px;
   padding: 10px;
   text-align: center;
   border-radius: 10px;
   position: absolute;
   top: 60%;
   right: 25%;
   left: 25%;
.time,
    font-family: Arial, Helvetica, sans-serif;
    font-size: 30px;
    color: ■#000;
.clock-time {
    font-size: 48px;
```

```
Web_4 > Material and set Interval(setClock, 1000)

const hourHand = document.querySelector('[data-hour-hand]')
const minuteHand = document.querySelector('[data-minute-hand]')
const secondHand = document.querySelector('[data-second-hand]')

function setClock() {
    const currentDate = new Date()
    const secondsRatio = currentDate.getSeconds() / 60
    const minutesRatio = (secondsRatio + currentDate.getMinutes()) / 60
    const hoursRatio = (minutesRatio + currentDate.getHours()) / 12
    setRotation(secondHand, secondsRatio)
    setRotation(minuteHand, minutesRatio)
    setRotation(hourHand, hoursRatio)

function setRotation(element, rotationRatio) {
    element.style.setProperty('-rotation', rotationRatio * 360)
}

setClock()

setClock()
```

```
class DigitalClock {
    constructor(element) {
        this.element = element;
    }

start() {
        this.update();

setInterval(() ⇒ {
            this.update();
}, 500);

update() {
        const minuteFormatted = parts.minute.toString().padStart(2, "0");
        const timeFormatted = parts.minuteFormatted};

const amPm = parts.isAm ? "AM" : "PM";

this.element.querySelector(".time").textContent = timeFormatted;

this.element.querySelector(".ampm").textContent = amPm;
}

getTimeParts() {
    const now = new Date();

return {
    hour: now.getHours() % 12 || 12,
        minute: now.getHours(),
        isAm: now.getHours() < 12
};
}

const clockElement = document.querySelector(".clock_digital");
const clockObject = new DigitalClock(clockElement);

clockObject.start();</pre>
```

