

# Web Technology Assignment - lab 6

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## Simple Prototype

Q1. <!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

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

<title>Simple Shopping List</title>

</head>

<body>

<h1>Shopping List</h1>

<input type="text" id="itemInput" placeholder="Enter item">

<button onclick="addItem()">Add</button>

<ul id="itemList"></ul>

<script>

function addItem() {

var input = document.getElementById("itemInput");

var item = input.value;

if (item === "") return;

var itemList = document.getElementById("itemList");

var li = document.createElement("li");

li.appendChild(document.createTextNode(item));

itemList.appendChild(li);

Shopping List

Enter item

- a
- pao



```
}
input[type="text"] {
  padding: 8px;
  width: 60%;
  margin: 10px auto;
  display: block;
  border: 1px solid #ccc;
  border-radius: 5px;
}
button {
  padding: 8px 16px;
  background-color: #007bff;
  color: #fff;
  border: none;
  border-radius: 5px;
  cursor: pointer;
}
button:hover {
  background-color:
#0056b3; }
ul {
  list-style-type: none;
  padding: 0;
  margin: 20px auto;
  width: 60%;
  background-color: #fff;
  border-radius: 5px;
  box-shadow: 0 2px 5px rgba(0,0,0,0.1);
}
li {
  padding: 10px;
  border-bottom: 1px solid #ccc;
}
</style>
</head>
```

```
<body>
  <h1>Shopping List</h1>
  <input type="text" id="itemInput" placeholder="Enter item">
  <button onclick="controller.addItem()">Add</button> <ul
  id="itemList"></ul>
```

```
<script>
  var model = {
    items: [],

    addItem: function(item) {
      this.items.push(item);
      view.render();
    },

    getItems: function() {
      return this.items;
    }
  };

  var view = {
    render: function() {
      var itemList = document.getElementById("itemList");
      itemList.innerHTML = "";

      var items = model.getItems();
      items.forEach(function(item) {
        var li = document.createElement("li");
        li.textContent = item;
        itemList.appendChild(li);
      });
    }
  };

  var controller = {
```

```

addItem: function() {
  var input = document.getElementById("itemInput");
  var item = input.value.trim();
  if (item === "") return;

  model.addItem(item);
  input.value = "";
}
};

window.onload = function() {
  view.render();
};
</script>
</body>
</html>

```

