Basic Of Web Programming

Practical -6

(Javascript)

1-Play video in your web page and play/pause, change the dimension of it using javascript using button(small,normal,large).

Code:

<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

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

<title>1.html</title>

</head>

<body>

<video src="VID-20200430-WA0000.mp4" id="video" height="300"></video>

<br>

<button onclick="play()">Play</button>

<button onclick="pause()">Pause</button>

<button onclick="small()">Small</button>

<button onclick="normal()">Normal</button>

<button onclick="large()">Large</button>

<script>

var video=document.getElementById('video');

function play(){

video.play();

}

function pause(){

video.pause();

}

function small(){

video.height='100'

}

function normal(){

video.height='300';

}

function large(){

video.height='500'

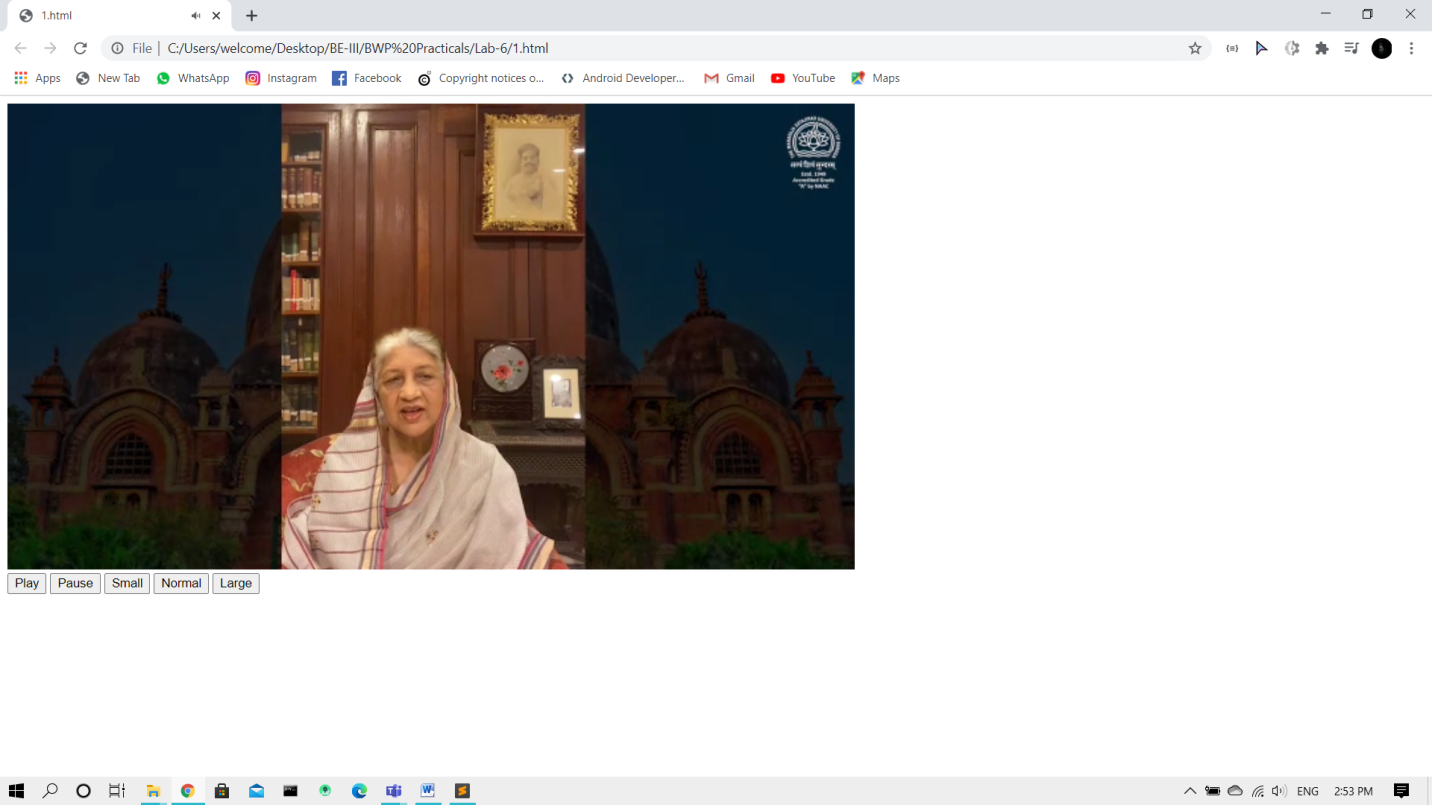
}

</script>

</body>

</html>

Output:



2-Implement Type Writer using DHTML and Javascript.

Code:

<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

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

<title>2.html</title>

</head>

<body>

<h3>Type Writer Effect</h3>

<button onclick="effect()">Click</button>

<p id="text"></p>

<script>

var t='Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua.Aut dolor id. Sint aliquam consequatur ex ex labore. Et quis qui dolor nulla dolores neque. Aspernatur consectetur omnis numquam quaerat. Sed fugiat nisi. Officiis veniam molestiae. Et vel ut quidem alias veritatis repudiandae ut fugit. Est ut eligendi aspernatur nulla voluptates veniam iusto vel quisquam. Fugit ut maxime incidunt accusantium totam repellendus eum error. Et repudiandae eum iste qui et ut ab alias.'

var text=document.getElementById('text');

var pointer=0;

console.log()

function effect(){

if (pointer< t.length) {

text.innerHTML=text.innerHTML + t.charAt(pointer++)

setTimeout(effect,50)

}

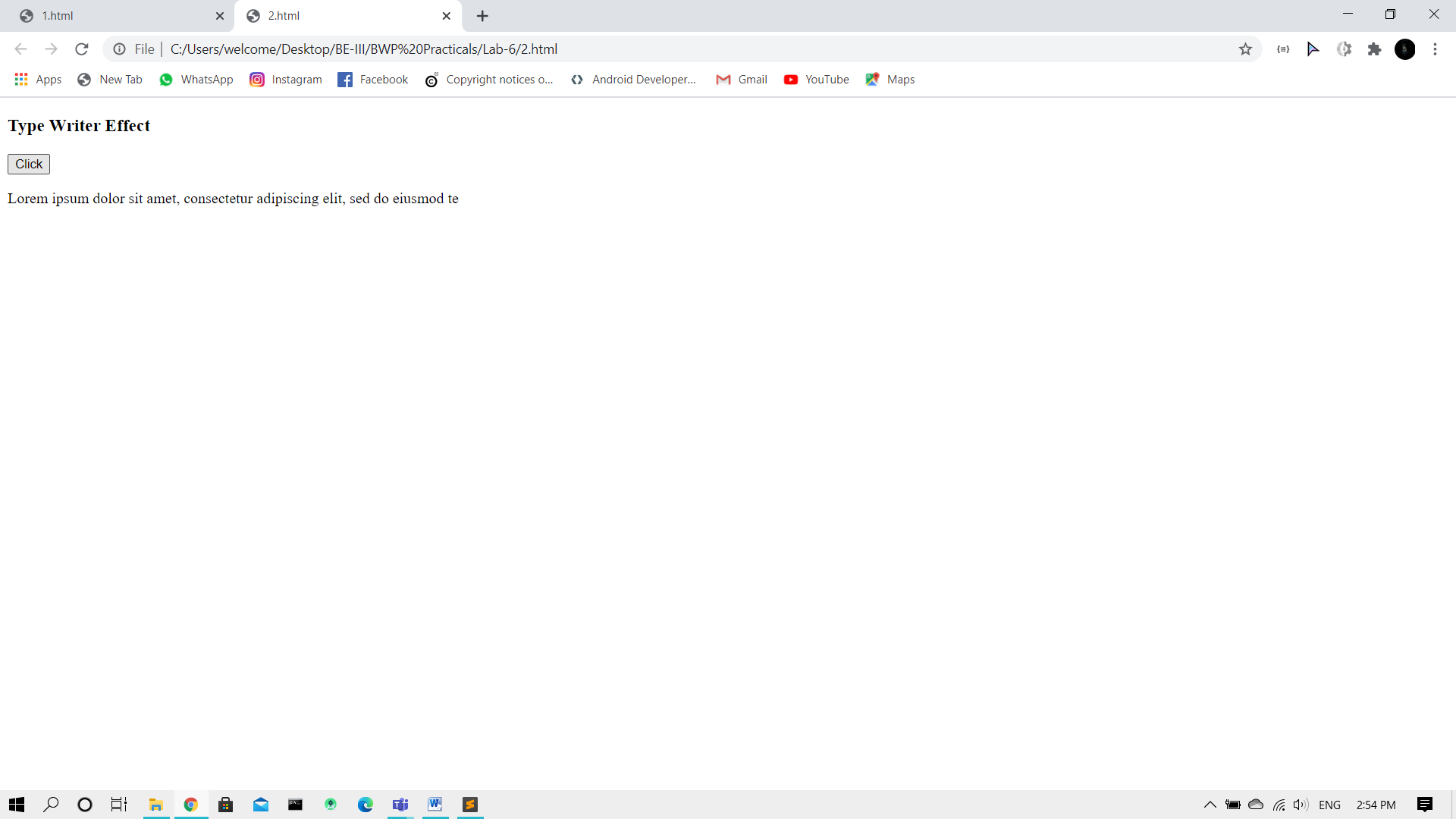
}

</script>

</body>

</html>

Output:



3-Write down java script code to validate user name and password (password length must in between 6 to 12 characters. User name should not start with \_, @, or any number, both are not blank).

Code:

<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

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

<title>3.html</title>

</head>

<body>

<h1>Validation</h1>

<label for="username">Username</label>

<input type="text" name="username" id="username">

<br><br>

<label for="pass">Password</label>

<input type="text" name="pass" id="pass" >

<br><br>

<span style="color: red" id="hint"></span>&nbsp;&nbsp;

<br>

<span style="color: red" id="hintpass"></span>

<br>

<br>

<button onclick="submit()">Submit</button>

<script>

function submit(){

var username=document.getElementById('username')

var pass=document.getElementById('pass')

var hint=document.getElementById('hint')

validateUser(username.value)

validatepass(pass.value)

if (validateUser(username.value)) {

hint.style.color='green'

hint.innerHTML='Username Validation successful'

}

if (validatepass(pass.value)) {

hintpass.innerHTML='password validation successful'

hintpass.style.color='green'

}

}

function validateUser(s){

var string=s.charAt(0)

if (s.length==0) {

hint.style.color='red'

hint.innerHTML='username field is empty'

return false;

}

if (string == '@' || string == '\_' || (string.charCodeAt(0) <= 57 && string.charCodeAt(0)>=48 )) {

hint.style.color='red'

hint.innerHTML='Username should not start with either @ or \_ or number.'

return false;

}

else{

hint.style.color='red'

hint.innerHTML=''

}

return true;

}

function validatepass(s){

if (s.length==0) {

hintpass.style.color='red'

hintpass.innerHTML='password field is empty'

return false;

}

else{

hintpass.style.color='red'

hintpass.innerHTML=''

}

if (s.length>=6 && s.length<=12) {

return true;

}

else{

hintpass.style.color='red'

hintpass.innerHTML='length of password must be in 6 to 12 characters'

return false;

}

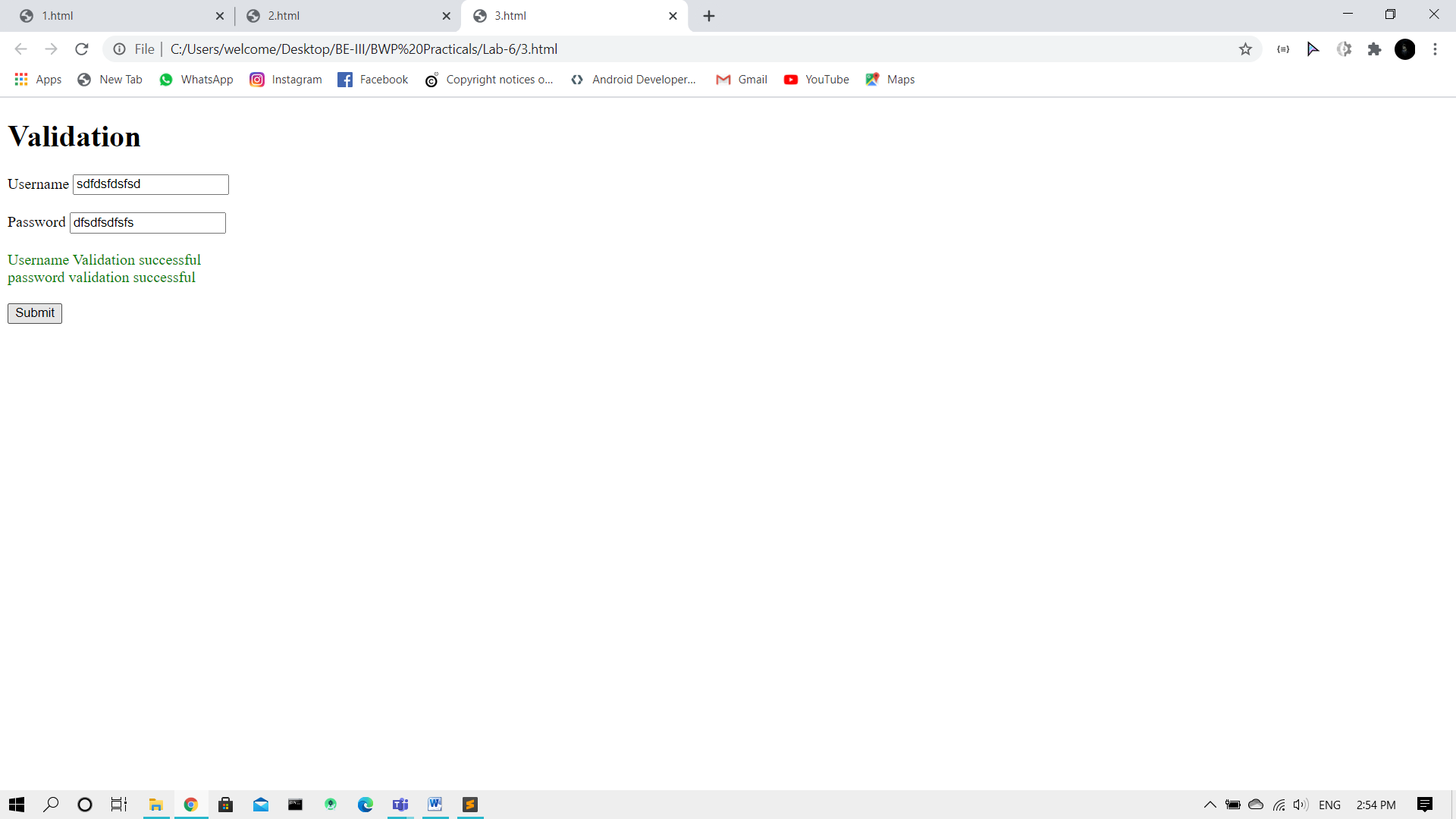
}

</script>

</body>

</html>

Output:



4-Write an HTML file with Javascript that finds position of first occurrence of vowel “a”, last occurrence of vowel “a” in a given word and returns the string between them. For example, ajanta- then script would return first occurrence of “a”-that is position 1 and last occurrence-6 and string between them is “jant”.

Code:

<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

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

<title>4.html</title>

</head>

<body>

<p>Enter text</p>

<input type="text" id="q">

<button onclick="show()">Submit</button>

<p id="ans"></p>

<script>

function show(){

var q=document.getElementById('q').value

var ans=document.getElementById('ans')

var first=q.indexOf('a')

var last=q.lastIndexOf('a')

if (first!=-1 && last!=-1) {

var string=q.slice(first+1,last)

ans.innerHTML='<p>first occurence of \' a \' is '+first+'</p>'+

'<p>last occurence of \' a \' is '+last+'</p>'+

'<p>String is : \''+string+'\'</p>'

}

else{

var string=''

ans.innerHTML='\' a \' is not in your string.'

}

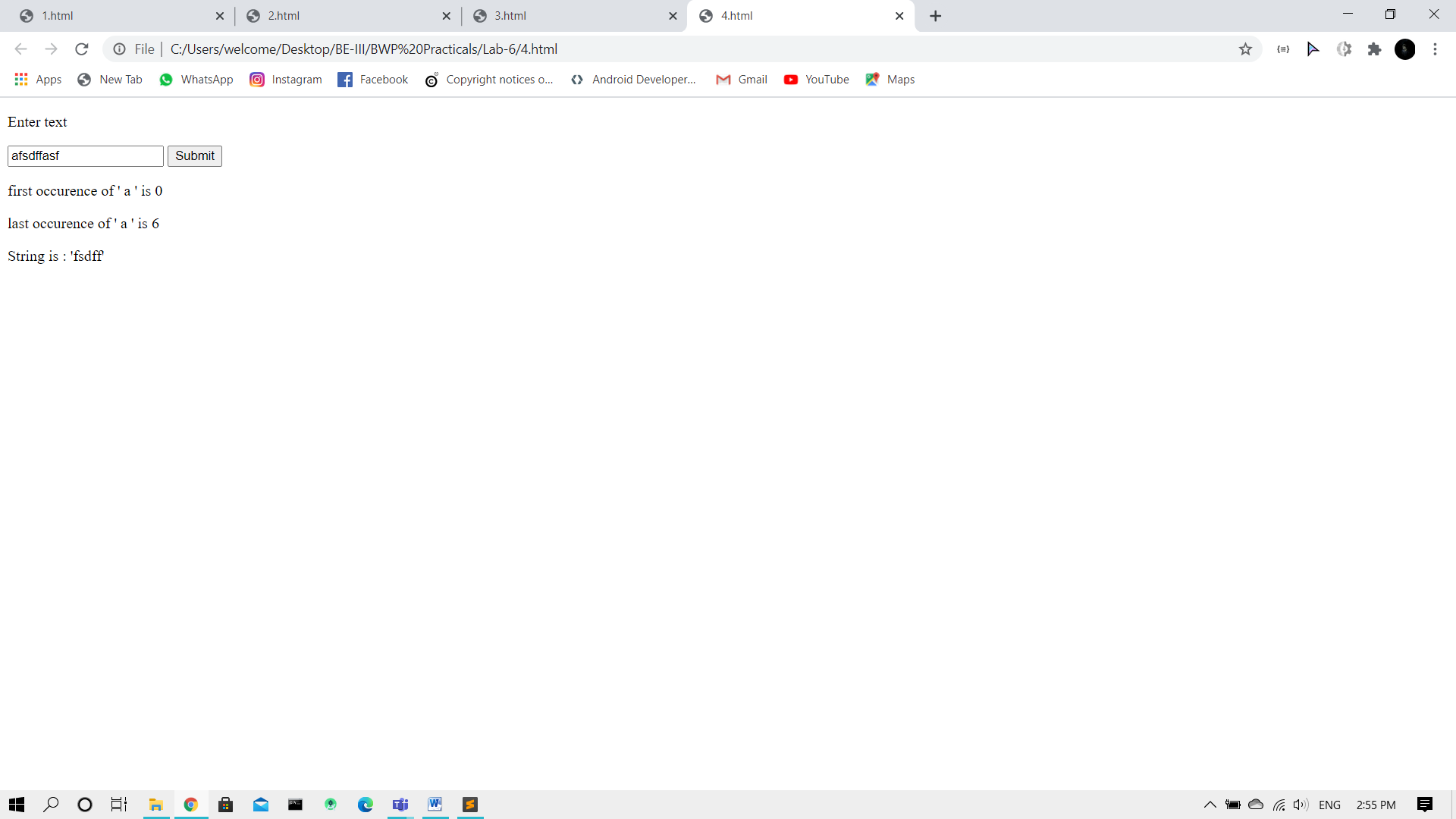
}

</script>

</body>

</html>

Output:



5-Write a JavaScript that handles following mouse events. Add necessary elements.

(i) JavaScript gives the key code for the key pressed.

(ii) If the key pressed is “a”,”e”,”i”,”o”,”u”, the script should announce that vowel is pressed.

(iii) When the key is released background should change to blue.

Code:

<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

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

<title>5.html</title>

</head>

<body style="color: white;background: orange;text-align: center;" id="body">

<h1>Press any key on Keyboard</h1>

<input type="text" onkeyup="up()" id="input" onkeydown="down()">

<br>

<br>

Current key presses is <span id="char"></span><br>

Key Code is <span id="code"></span> <br>

Vowel pressed : <span id="vowel" style="font-weight: bolder;"></span>

<script>

function up(){

var input=document.getElementById('input').value

input=input.charAt(input.length-1)

document.getElementById('char').innerHTML='\''+input+'\''

document.getElementById('code').innerHTML=document.getElementById('char').innerHTML.charCodeAt(1)

if (input=='a' || input=='e' || input=='i' || input=='o'||input=='u') {

document.getElementById('vowel').innerHTML='True'

}

else{

document.getElementById('vowel').innerHTML='False'

}

document.getElementById('body').style.background="blue"

}

function down(){

document.getElementById('body').style.background="orange"

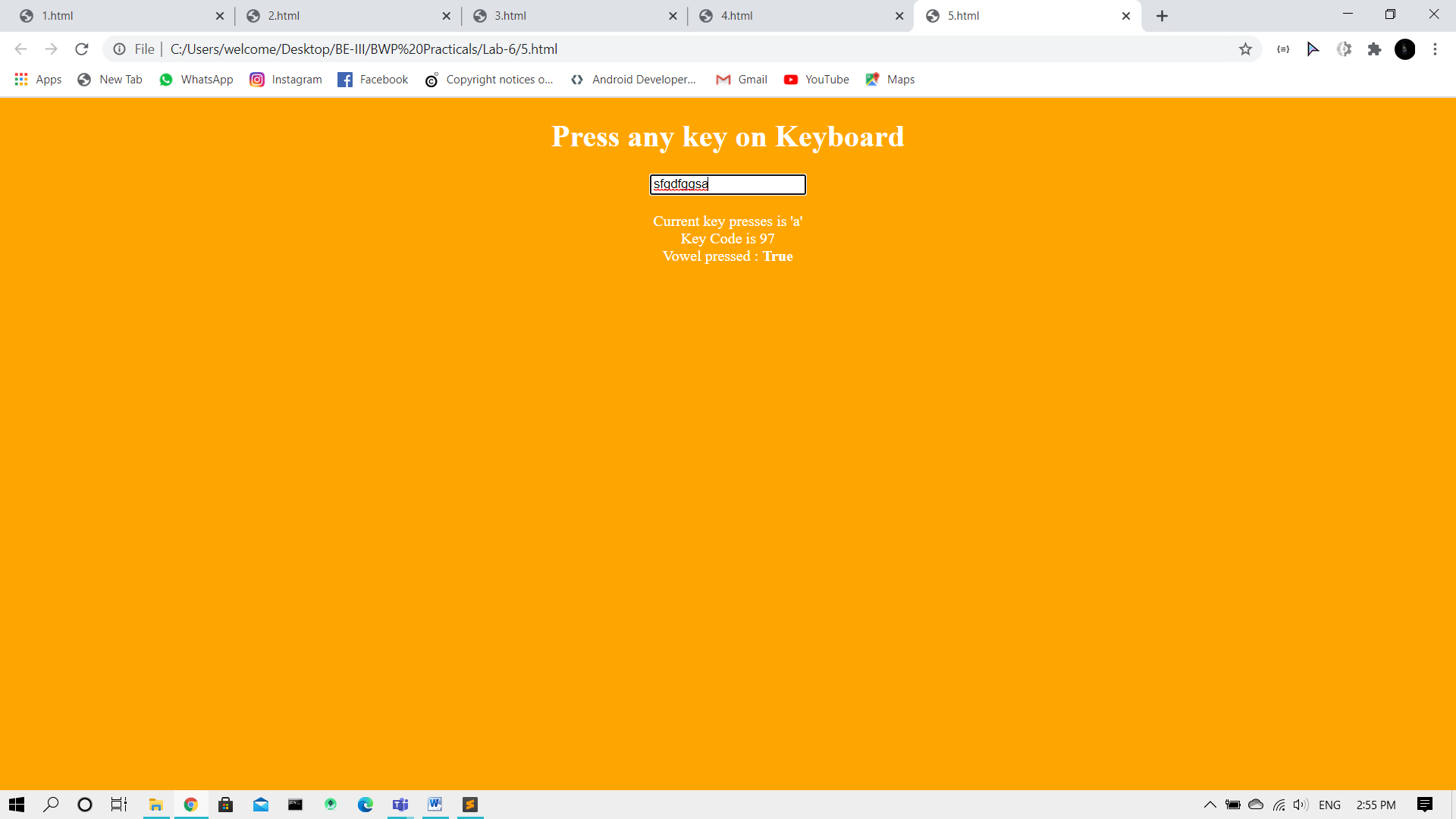
}

</script>

</body>

</html>

Output:



6-Design a webpage which demonstrate snow fall using javascript.

Code:

<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

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

<title>6.html</title>

<style>

div{

}

</style>

</head>

<body style="background-image: url(back.jpg);background-size: cover;height: 100vh;margin: 0;padding: 0">

<div style="position: absolute;width: 20px;height: 20px;background: white;border-radius: 10px;left:10%;top: -5%" id="item">

</div>

<div style="position: absolute;width: 20px;height: 20px;background: white;border-radius: 10px;left:15%;top: -5%" id="item1">

</div>

<div style="position: absolute;width: 20px;height: 20px;background: white;border-radius: 10px;left:25%;top: -5%" id="item3">

</div>

<div style="position: absolute;width: 20px;height: 20px;background: white;border-radius: 10px;left:20%;top: -5%" id="item2">

</div>

<div style="position: absolute;width: 20px;height: 20px;background: white;border-radius: 10px;left:45%;top: -5%" id="item7">

</div>

<div style="position: absolute;width: 20px;height: 20px;background: white;border-radius: 10px;left:30%;top: -5%" id="item4">

</div>

<div style="position: absolute;width: 20px;height: 20px;background: white;border-radius: 10px;left:40%;top: -5%" id="item6">

</div>

<div style="position: absolute;width: 20px;height: 20px;background: white;border-radius: 10px;left:35%;top: -5%" id="item5">

</div>

<div style="position: absolute;width: 20px;height: 20px;background: white;border-radius: 10px;left:50%;top: -5%" id="item8">

</div>

<div style="position: absolute;width: 20px;height: 20px;background: white;border-radius: 10px;left:55%;top: -5%" id="item9">

</div>

<div style="position: absolute;width: 20px;height: 20px;background: white;border-radius: 10px;left:75%;top: -5%" id="item13">

</div>

<div style="position: absolute;width: 20px;height: 20px;background: white;border-radius: 10px;left:60%;top: -5%" id="item10">

</div>

<div style="position: absolute;width: 20px;height: 20px;background: white;border-radius: 10px;left:65%;top: -5%" id="item11">

</div>

<div style="position: absolute;width: 20px;height: 20px;background: white;border-radius: 10px;left:90%;top: -5%" id="item16">

</div>

<div style="position: absolute;width: 20px;height: 20px;background: white;border-radius: 10px;left:70%;top: -5%" id="item12">

</div>

<div style="position: absolute;width: 20px;height: 20px;background: white;border-radius: 10px;left:80%;top: -5%" id="item14">

</div>

<div style="position: absolute;width: 20px;height: 20px;background: white;border-radius: 10px;left:85%;top: -5%" id="item15">

</div>

<script>

var pos=0;

setInterval(fall,50,document.getElementById('item'))

setInterval(fall,50,document.getElementById('item1'))

setInterval(fall,50,document.getElementById('item2'))

setInterval(fall,50,document.getElementById('item3'))

setInterval(fall,50,document.getElementById('item4'))

setInterval(fall,50,document.getElementById('item5'))

setInterval(fall,50,document.getElementById('item6'))

setInterval(fall,50,document.getElementById('item7'))

setInterval(fall,50,document.getElementById('item8'))

setInterval(fall,50,document.getElementById('item9'))

setInterval(fall,50,document.getElementById('item10'))

setInterval(fall,50,document.getElementById('item11'))

setInterval(fall,50,document.getElementById('item12'))

setInterval(fall,50,document.getElementById('item13'))

setInterval(fall,50,document.getElementById('item14'))

setInterval(fall,50,document.getElementById('item15'))

setInterval(fall,50,document.getElementById('item16'))

function fall(e){

if (pos==90) {

pos=0

e.style.top='0%'

}

else{

pos=pos+1

var current=e.style.top.toString();

current=current.slice(0,current.length-1)

var next=parseInt(current)+1;

console.log(next)

e.style.top=next+'%'

}

}

</script>

</body>

</html>

Output:

