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Student I'd: 21F-9640 Assignment: 03

Course: Web Programming Topic: Js, JQuery

Department of Computer Science

Semester	Spring 2024
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GitHub Link:

Click here to open the link.

Task 1

https://saadrehman-portfolio.vercel.app/

Code Repository



Task 2

Task2.html

```
<link rel="stylesheet" href="Task2.css" />
 <body onload="getLocation()">
   <div class="container">
     <h1 class="text-center mb-4">Weather App</h1>
     <div class="search-bar form-inline justify-content-center mb-4">
       <input</pre>
         type="text"
         id="search-city"
         class="form-control mr-2"
         placeholder="Enter City..."
       <button class="btn btn-primary" onclick="WeatherDetails()">
         Search
       </button>
     </div>
     <div id="weather-info"></div>
     <div id="hourly-forecast"></div>
     <div id="daily-forecast"></div>
   </div>
   <script src="Task2.js"></script>
   <footer class="text-center mt-4">
     Developed by Saad Rehman
   </footer>
 </body>
</html>
```

Task2.css

```
body {
    background: linear-gradient(to right, rgba(0, 0, 0, 0.6), rgba(0, 0, 0, 0.4)), url('background.jpeg') no-repeat center center fixed;
    background-size: cover;
    font-family: 'Roboto', sans-serif;
    color: #fff;
}

h1, h2, h3, h4, h5, h6 {
    font-family: 'Poppins', sans-serif;
    margin: 0.5em 0;
    color: #f1f1f1;
}
```

```
.search-bar input, .search-bar button {
    border: none;
   margin: 5px;
    border-radius: 30px;
    padding: 10px 15px;
.search-bar button {
   background-color: #007bff;
    color: white;
    padding: 10px 20px;
    cursor: pointer;
    transition: background-color 0.3s ease;
.search-bar button:hover {
    background-color: #0056b3;
.container, .forecast-item {
    background-color: rgba(255, 255, 255, 0.2);
    backdrop-filter: blur(8px);
    border-radius: 15px;
    padding: 20px;
#weather-info, #hourly-forecast, #daily-forecast {
    text-align: center;
    display: flex;
    flex-direction: column;
    align-items: center;
.forecast-item {
   border: 1px solid #ffffff50;
   margin: 10px;
   padding: 15px;
   border-radius: 10px;
   transition: all 0.3s ease-in-out;
.forecast-item:hover {
   transform: scale(1.05);
    border-color: #ffffff;
```

```
#hourly-forecast > h4, #daily-forecast > h4 {
    color: #ade8f4;
    font-weight: 600;
}
.footer {
    text-align: center;
    font-size: 0.9rem;
    margin-top: 20px;
}

.current-weather img {
    width: 100px;
    height: auto;
    margin-top: 10px;
}
body {
    background-image: url('image.jpg');
    background-size: cover;
}
```

Task2.js

```
function debounce(func, wait) {
    let timeout;
    return function executedFunction(...args) {
        const later = () => {
            clearTimeout(timeout);
            func(...args);
        };
        clearTimeout(timeout);
        timeout = setTimeout(later, wait);
    };
}

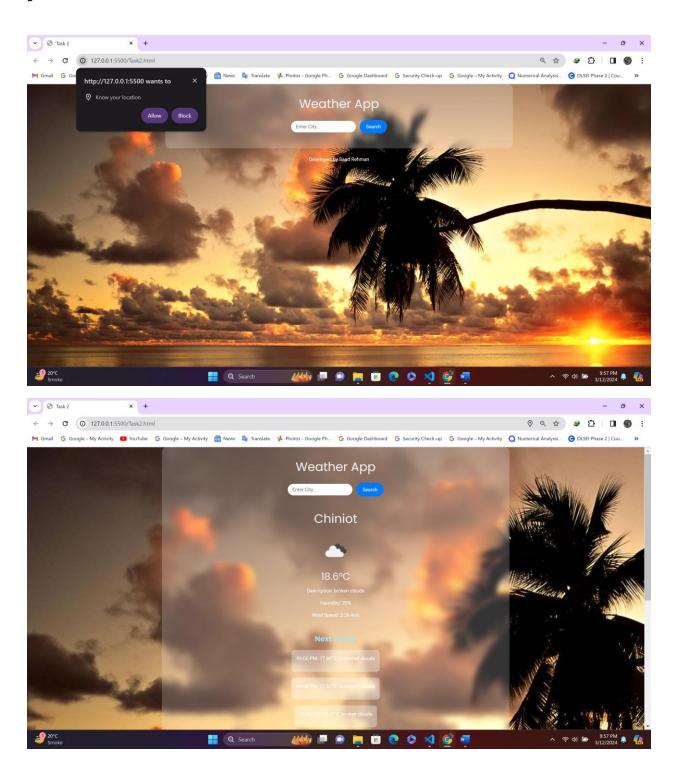
function WeatherDetails() {
    const city = document.getElementById("search-city").value;
    if (city.length > 3) {
        const apiKey = "69fa95c453084c6862ae54f6a212636c";
}
```

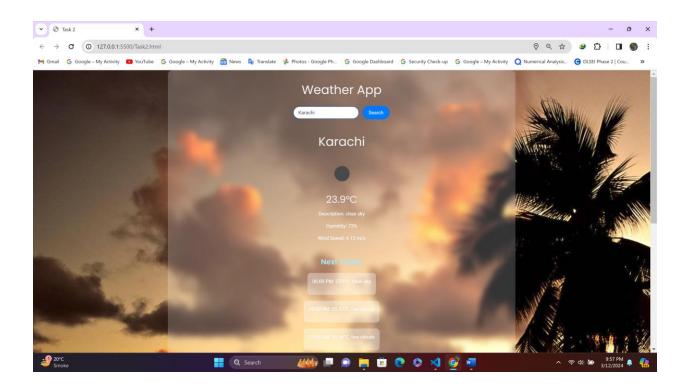
```
fetchCurrentWeather(city, apiKey);
      fetchForecast(city, apiKey);
document.getElementById("weather-info").classList.add("visible");
    }
const debouncedWeatherDetails = debounce(WeatherDetails, 800);
document.getElementById("search-city").addEventListener("input",
debouncedWeatherDetails);
      function fetchCurrentWeather(city, apiKey) {
          const url =
 https://api.openweathermap.org/data/2.5/weather?q=${city}&appid=${apiKey}&units=
metric`;
        const httpRequest = new XMLHttpRequest();
        httpRequest.onreadystatechange = function () {
          if (this.readyState === 4 && this.status === 200) {
            const data = JSON.parse(this.responseText);
            const iconUrl =
 http://openweathermap.org/img/wn/${data.weather[0].icon}.png`; // Constructing
            document.getElementById("weather-info").innerHTML = `
                <div class="current-weather mb-4 text-center">
                    <h1>${data.name}</h1>
                    <img src="${iconUrl}" alt="Weather icon"</pre>
title="${data.weather[0].description}"> <!-- Weather icon -->
                    <h2>${data.main.temp}°C</h2>
                    >Description: ${data.weather[0].description}
                    Humidity: ${data.main.humidity}%
                    Wind Speed: ${data.wind.speed} m/s
                </div>
        };
        httpRequest.open("GET", url, true);
        httpRequest.send();
      function fetchForecast(city, apiKey) {
```

```
const url =
https://api.openweathermap.org/data/2.5/forecast?q=${city}&appid=${apiKey}&units
=metric`;
       const httpRequest = new XMLHttpRequest();
       httpRequest.onreadystatechange = function () {
         if (this.readyState === 4 && this.status === 200) {
           const data = JSON.parse(this.responseText);
           const hourlyHTML = data.list
              .slice(0, 5)
             .map(
               (forecast) => `
               <div class="forecast-item">
                   $\new Date(forecast.dt_txt).toLocaleTimeString([], {
                     hour: "2-digit",
                     minute: "2-digit",
                   })}: ${forecast.main.temp}°C, ${
                 forecast.weather[0].description
               }
               </div>
              .join("");
           document.getElementById(
              "hourly-forecast"
           ).innerHTML = `<h4>Next Today</h4>${hourlyHTML}`;
           const dailyHTML = data.list
              .filter(( , index) => index % 8 === 0)
              .slice(0, 5)
              .map(
               (forecast) => `
               <div class="forecast-item">
                   ${new Date(forecast.dt txt).toLocaleDateString()}: ${
                 forecast.main.temp
               }°C, ${forecast.weather[0].description}
               </div>
              .join("");
           document.getElementById(
              "daily-forecast"
           ).innerHTML = `<h4>Next 5 Days</h4>${dailyHTML}`;
```

```
};
        httpRequest.open("GET", url, true);
       httpRequest.send();
async function fetchWeather(lat, lon) {
        const apiKey = "dd39413e316a2ab84efa29d9fb1f8bd1";
        const url =
 https://api.openweathermap.org/data/2.5/weather?lat=${lat}&lon=${lon}&appid=${ap
iKey}&units=metric`;
        const response = await fetch(url);
        const data = await response.json();
        fetchCurrentWeather(data.name, apiKey);
        fetchForecast(data.name, apiKey);
      function getLocation() {
        if (navigator.geolocation) {
          navigator.geolocation.getCurrentPosition(showPosition, null);
      function showPosition(position) {
        var latitude = position.coords.latitude;
       var longitude = position.coords.longitude;
        fetchWeather(latitude, longitude);
```

Output





Task 3

Task3.html

```
<div id="time-status" class="time-status">Current Running Time:</div>
     <div class="clock">
       <div class="display">
         <div class="digit" id="hours">00</div>
         <div class="separator">:</div>
         <div class="digit" id="minutes">00</div>
         <div class="separator">:</div>
          <div class="digit" id="seconds">00</div>
       </div>
     </div>
   </div>
 </div>
 <script src="https://code.jquery.com/jquery-3.6.0.min.js"></script>
 <script src="Task3.js"></script>
</body>
</html>
```

Task3.css

```
body {
    font-family: Arial, sans-serif;
    background-color: #222;
    display: flex;
    justify-content: center;
    align-items: center;
   height: 100vh;
   margin: 0;
  .container {
   text-align: center;
  .welcome-screen, .clock-screen {
   display: flex;
   flex-direction: column;
   align-items: center;
    justify-content: center;
  .welcome-screen h1, .welcome-screen p {
    color: #fff;
```

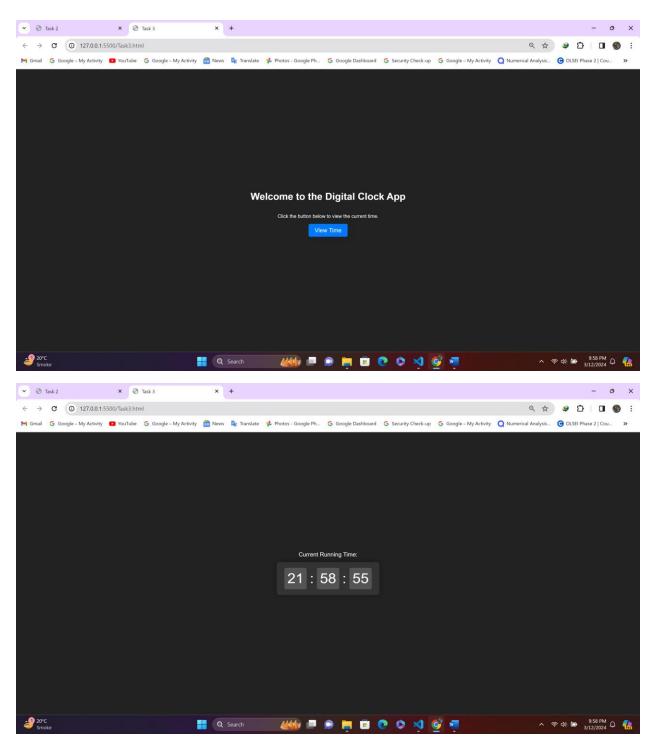
```
.btn {
 padding: 10px 20px;
 font-size: 1.2rem;
 cursor: pointer;
 background-color: #007bff;
 color: #fff;
 border: none;
 border-radius: 5px;
 transition: background-color 0.3s ease;
.btn:hover {
 background-color: #0056b3;
.clock {
 display: inline-block;
 background-color: #333;
 border-radius: 10px;
 padding: 20px;
 box-shadow: 0 0 20px rgba(0, 0, 0, 0.3);
 transform: rotateX(20deg); /* Apply 3D rotation */
.display {
display: flex;
 align-items: center;
 justify-content: center;
.digit {
 font-size: 3rem;
 color: #fff;
 padding: 10px;
 border-radius: 5px;
 margin: 0 5px;
 background-color: #555;
.separator {
 font-size: 3rem;
 color: #fff;
 margin: 0 5px;
```

```
.time-status {
  font-size: 1.2rem;
  color: #fff;
  margin-bottom: 10px;
}
```

Task3.js

```
$(document).ready(function() {
    $("#view-time-btn").click(function() {
      $("#welcome-screen").fadeOut(500); // Fade out the welcome screen
      $("#clock-screen").fadeIn(1000); // Fade in the clock screen
      updateTime(); // Update the time immediately
      setInterval(updateTime, 1000); // Update the time every second
    });
    function updateTime() {
      var now = new Date();
      var hours = formatTime(now.getHours());
      var minutes = formatTime(now.getMinutes());
      var seconds = formatTime(now.getSeconds());
      $("#hours").text(hours);
      $("#minutes").text(minutes);
      $("#seconds").text(seconds);
    }
    function formatTime(time) {
      return time < 10 ? "0" + time : time;
  });
```

<u>Output</u>



Task 4

Task4.html

```
<!DOCTYPE html>
<html lang="en">
<head>
```

```
<title>Task 4</title>
  <link rel="stylesheet" href="Task4.css">
</head>
<body>
 <div id="start-screen" class="container">
   <h1>Welcome to Rock Paper Scissors!</h1>
    Enter your name and click start to begin playing.
    <form id="start-form">
      <input type="text" id="player-name" class="input-field" placeholder="Enter</pre>
your name" autocomplete="off">
     <label for="player-name" class="input-label">Your Name</label>
      <button type="submit" class="btn">Start</button>
    </form>
  </div>
  <div id="game-screen" class="container" style="display: none;">
    <h1>Rock Paper Scissors</h1>
   <div class="options">
     <img src="rock.png" class="choice" id="rock" alt="Rock">
      <img src="paper.png" class="choice" id="paper" alt="Paper">
      <img src="scissor.jpeg" class="choice" id="scissors" alt="Scissors">
    </div>
   <div class="result-container">
      <div id="result" class="result"></div>
      <div id="score">Score: <span id="score-value">0</span></div>
   </div>
  </div>
  <script src="https://code.jquery.com/jquery-3.6.0.min.js"></script>
  <script src="Task4.js"></script>
</body>
</html>
```

Task4.css

```
body {
    font-family: Arial, sans-serif;
    margin: 0;
    padding: 0;
    background-color: #f3f3f3;
    perspective: 1000px;
  }
    .container {
```

```
max-width: 800px;
 margin: 20px auto;
 text-align: center;
 padding: 50px;
h1 {
 margin-bottom: 20px;
p {
 margin-bottom: 30px;
.input-field {
 padding: 10px;
 font-size: 16px;
 margin-bottom: 10px;
 width: 100%;
 border: 2px solid #ddd;
 border-radius: 5px;
 transition: border-color 0.3s ease;
.input-field:focus {
 outline: none;
 border-color: #007bff;
.input-label {
 display: none;
.btn {
 padding: 10px 20px;
 font-size: 16px;
 cursor: pointer;
 background-color: #007bff;
 color: #fff;
 border: none;
 border-radius: 5px;
 transition: background-color 0.3s ease;
.btn:hover {
```

```
background-color: #0056b3;
.options {
 margin-bottom: 20px;
.choice {
 width: 150px;
 height: 150px;
 margin: 0 10px;
 cursor: pointer;
 border-radius: 50%;
 transition: all 0.3s ease;
 transform-style: preserve-3d;
.choice:hover {
 transform: scale(1.1) rotateY(10deg);
.result-container {
 margin-top: 30px;
.result {
 font-size: 24px;
 font-weight: bold;
 margin-bottom: 20px;
#score {
 font-size: 18px;
 font-weight: bold;
 color: #333;
#score-value {
 color: #007bff;
```

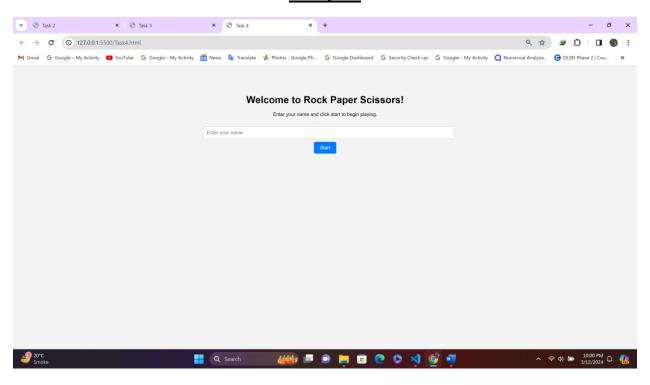
Task4.js

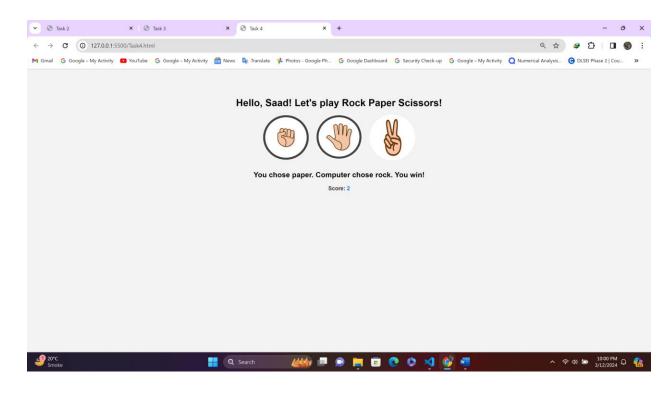
```
$(document).ready(function() {
```

```
$("#start-form").submit(function(event) {
      event.preventDefault();
      var playerName = $("#player-name").val().trim();
      if (playerName !== "") {
        $("#start-screen").hide();
       $("#game-screen").show();
        $("#game-screen h1").text("Hello, " + playerName + "! Let's play Rock
Paper Scissors!");
    });
   var choices = ["rock", "paper", "scissors"];
   var score = 0;
   $(".choice").click(function() {
      var userChoice = $(this).attr("id");
      var computerChoice = choices[Math.floor(Math.random() * choices.length)];
      var result = getResult(userChoice, computerChoice);
      updateScore(result);
      $("#result").text("You chose " + userChoice + ". Computer chose " +
computerChoice + ". " + result);
   });
    function getResult(user, computer) {
     if (user === computer) {
        return "It's a tie!";
      } else if ((user === "rock" && computer === "scissors") ||
                 (user === "paper" && computer === "rock") ||
                 (user === "scissors" && computer === "paper")) {
        return "You win!";
      } else {
        return "Computer wins!";
    function updateScore(result) {
      if (result === "You win!") {
        score++;
      } else if (result === "Computer wins!") {
        score--;
      $("#score-value").text(score);
```

});

Output





20			
	THE END		
		20	