<!DOCTYPE html>

<html>

<head>

<title>Number Calculator</title>

<script type="text/javascript">

function calculateFactorial() {

var num = parseInt(document.getElementById("numInput").value);

var factorial = 1;

for (var i = 1; i <= num; i++) {

factorial \*= i;

}

document.getElementById("result").innerHTML = "Factorial of " + num + " is " + factorial;

}

function calculateFibonacci() {

var num = parseInt(document.getElementById("numInput").value);

var fibArr = [0, 1];

for (var i = 2; i <= num; i++) {

fibArr.push(fibArr[i-1] + fibArr[i-2]);

}

document.getElementById("result").innerHTML = "Fibonacci series up to " + num + " is " + fibArr.join(", ");

}

function calculatePrime() {

var num = parseInt(document.getElementById("numInput").value);

var primeArr = [];

for (var i = 2; i <= num; i++) {

var isPrime = true;

for (var j = 2; j <= Math.sqrt(i); j++) {

if (i % j == 0) {

isPrime = false;

break;

}

}

if (isPrime) {

primeArr.push(i);

}

}

document.getElementById("result").innerHTML = "Prime numbers up to " + num + " are " + primeArr.join(", ");

}

function checkPalindrome() {

var num = document.getElementById("numInput").value;

var isPalindrome = true;

for (var i = 0; i < num.length / 2; i++) {if (num[i] != num[num.length - i - 1]) {

isPalindrome = false;

break;

}

}

if (isPalindrome) {

document.getElementById("result").innerHTML = num + " is a palindrome";

}

else {

document.getElementById("result").innerHTML = num + " is not a palindrome";

}

}

</script>

</head>

<body>

<label for="numInput">Enter a number:</label>

<input type="text" id="numInput" name="numInput"><br><br>

<button onclick="calculateFactorial()">Factorial</button>

<button onclick="calculateFibonacci()">Fibonacci</button>

<button onclick="calculatePrime()">Prime</button>

<button onclick="checkPalindrome()">Palindrome</button><br><br>

<div id="result"></div>

</body>

</html>