



**LATE BHAUSAHEB HIRAY S.S. TRUST'S INSTITUTE OF  
COMPUTER APPLICATION**

**ISO 9001-2008**

**CERTIFIED**

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26570892/3181**

**A PROJECT REPORT ON  
STATISTICAL TABLE CALCULATOR**

**SUBMITTED**

**BY**

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**(FYMCA SEM-1)**

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**UNDER THE GUIDANCE OF**

**MR. DIVAKAR JHA**

**LATE BHAUSAHEB HIRAY S.S. TRUST'S INSTITUTE OF  
COMPUTER APPLICATION**

*(Affiliated to University of Mumbai)*

**MUMBAI-MAHARASHTRA-400051**

**CERTIFICATE**

This is to certify that the project entitled, "**STATISTICAL TABLE CALCULATOR**", is bonafide work of **SALIL RAVINDRA BHAGAT** bearing Roll. No: **202199** submitted in partial fulfilment of the requirements for the award of master degree of MCA from University of Mumbai.

**Date:**

**Internal Guide**

**Coordinator**

**External Examiner**

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## **1. Introduction**

### **1.1 Synopsis of the Project**

#### **1.1.1 About the Organization**

- Few reasons to use “**STATISTICAL TABLE CALCULATOR**”
- **Quality** – The quality of the output is 100 percent accurate with respect to the inputs provided by users
- **Customer Satisfaction** – The customer gets the best quality of outputs for inputs , thus giving importance to the customer satisfaction.
- **Simplicity**- “**STATISTICAL TABLE CALCULATOR**” is an website which simply depend upon the simplicity of the UI

#### **1.1.2 About The Project**

- THIS PROJECT IS ABOUT WEBSITE “**STATISTICAL TABLE CALCULATOR**”
- THIS IS THE WEBSITE WHICH IS USED FOR CALCULATING THE STATISTICAL TABLES
- IT INCLUDES THE MULTIPLE TABLE LENGTHS FOR CALCULATON
- THE USER JUST NEED TO INPUT THE INFORMATION IN TABLES, THEN THE WEBSITE WILL AUTOMATICALLY CALCULATE THE INPUT VALUES AND GIVE OUTPUT VALUES

### **1.2 Objective and Scope of the Project**

- Few reasons to use “**STATISTICAL TABLE CALCULATOR**”
- **Quality** – The quality of the output is 100 percent accurate with respect to the inputs provided by users
- **Customer Satisfaction** – The customer gets the best quality of outputs for inputs , thus giving importance to the customer satisfaction.

- **Simplicity-** “STATISTICAL TABLE CALCULATOR” is an website which simply depend upon the simplicity of the UI

### **SCOPE**

- **VERY LIGHTWEIGHT WEBSITE WITH LESS REQUIRED REQUIREMENTS**
- **QUICK OUPUT**
- **EASY TO UNDERSTAND**

### **1.3 Problem Definition**

- Limited amount of input tables
- Some extra input values are needed
- Not available in offline mode

### **1.4 Theoretical Background**

#### **1.4.1 Overview Of Front End**

##### **HTML And CSS**



- The HyperText Markup Language or HTML is the standard markup language for documents designed to be displayed in a web browser.
- It can be assisted by technologies such as Cascading Style Sheets and scripting languages such as JavaScript
- Cascading Style Sheets is a style sheet language used for describing the presentation of a document written in a markup language such as HTML.
- CSS is a cornerstone technology of the World Wide Web, alongside HTML and JavaScript
- Html is used in this project to give simplicity and reliability to project
- Css is used in this project to give it estatic look and represent UI more efficiently

### **1.4.2 Overview Of Back End**

#### **Javascript**

- JavaScript, often abbreviated JS, is a programming language that is one of the core technologies of the World Wide Web, alongside HTML and CSS.
- Over 97% of websites use JavaScript on the client side for web page behavior, often incorporating third-party libraries
- The first web browser with a graphical user interface, Mosaic, was released in 1993.
- Accessible to non-technical people, it played a prominent role in the rapid growth of the nascent World Wide Web
- The lead developers of Mosaic then founded the Netscape corporation, which released a more polished browser, Netscape Navigator, in 1994.
- This quickly became the most-used.



## **2. System Analysis**

### **2.1 Feasibility Study**

- A feasibility study is an analysis of how successfully a project can be completed.
- It is the initial design stage of any project, which brings together the elements of knowledge.

#### **Technical feasibility:-**

The technical feasibility explores—if the project feasibility is within the limits of current technology (hardware and software) and does the technology exist at all, or if it is available within given resource constraints (i.e., budget, schedule).

- Since Statistical table calculator is created in visual studio code using html and javascript it is considered as website
- Simple UI for best user experience is intended thus increasing its useage, Hence the decision was taken to use html and javascript and Softwares used are Visual Studio Code and software
- Technical feasibility is concerned with specifying the equipments and the software to satisfy the user requirements.

#### **Operational feasibility:-**

Operational feasibility also performs the following tasks:

Determines whether the problems anticipated in user requirements are of high priority

Determines whether the solution suggested by the software development team is acceptable

Analyses whether users will adapt to a new software

Determines whether the organization is satisfied by the alternative solutions proposed by the software development team.

- The The Website is created for all modern browsers with internet connection, thus very reliable and can be run on most of the devices
- The overall response of the system will also increase as there will be more number of users affiliated with the system in the near future.

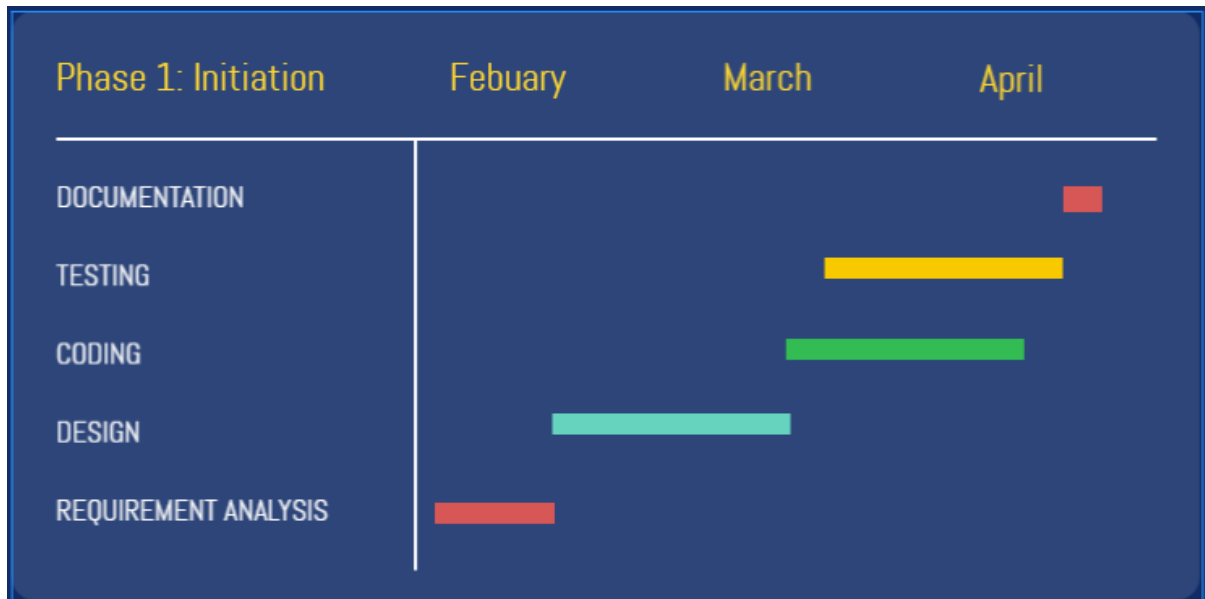
**Economic feasibility:-**

This involves questions such as how much time is available to build the new system, when it can be built, whether it interferes with normal business operations, type and amount of resources required, dependencies.

- The Application is been developed for the First Year MCA College Project.
- Economic analysis is the most frequently used method for evaluating the effectiveness of a new website/system.
- The proposed system can be developed at a minimum cost and resource.
- The website can assure a good beneficial cost to the organisation.
- The savings that would arise from the beneficial cost of the system can be used to improve the website performance in future.

## 2.2 System Planning And Schedule

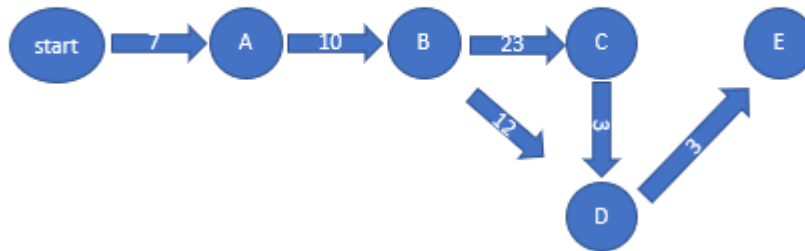
### 2.2.1 GANTT Chart



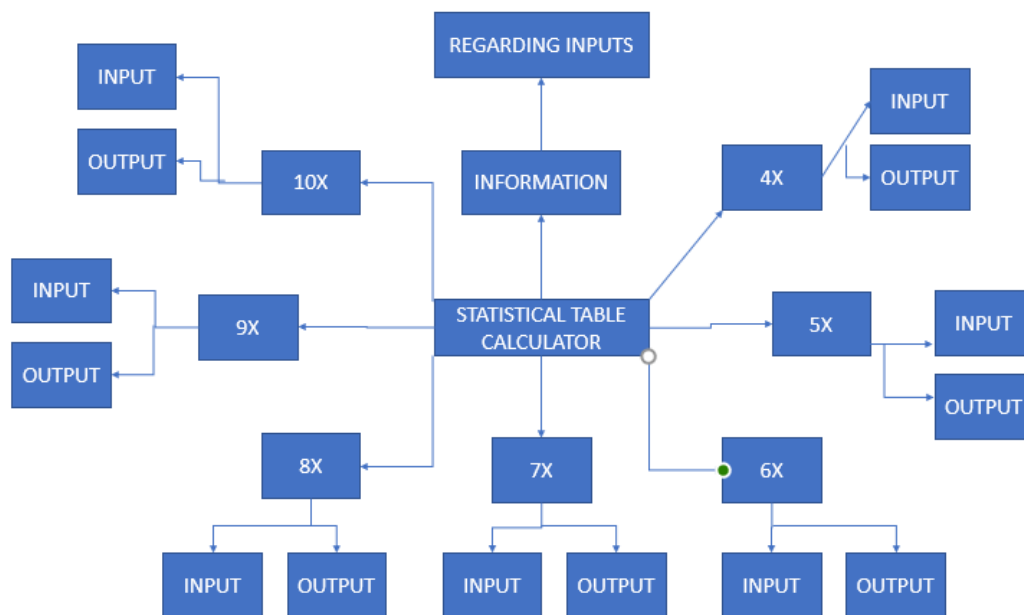
### 2.2.2 PERT TABLE

| ACTIVITY             | DURATION | IMMEDIATE PREDECESSOR ACTIVITIES |
|----------------------|----------|----------------------------------|
| REQUIREMENT ANALYSIS | 7        | -                                |
| DESIGN               | 10       | A                                |
| CODING               | 23       | B                                |
| TESTING              | 12       | B AND C                          |
| DOCUMENTATION        | 3        | D                                |

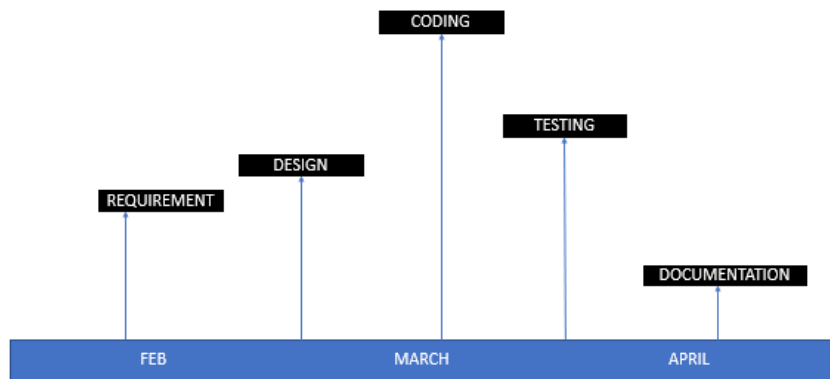
### 2.2.3 PERT CHART



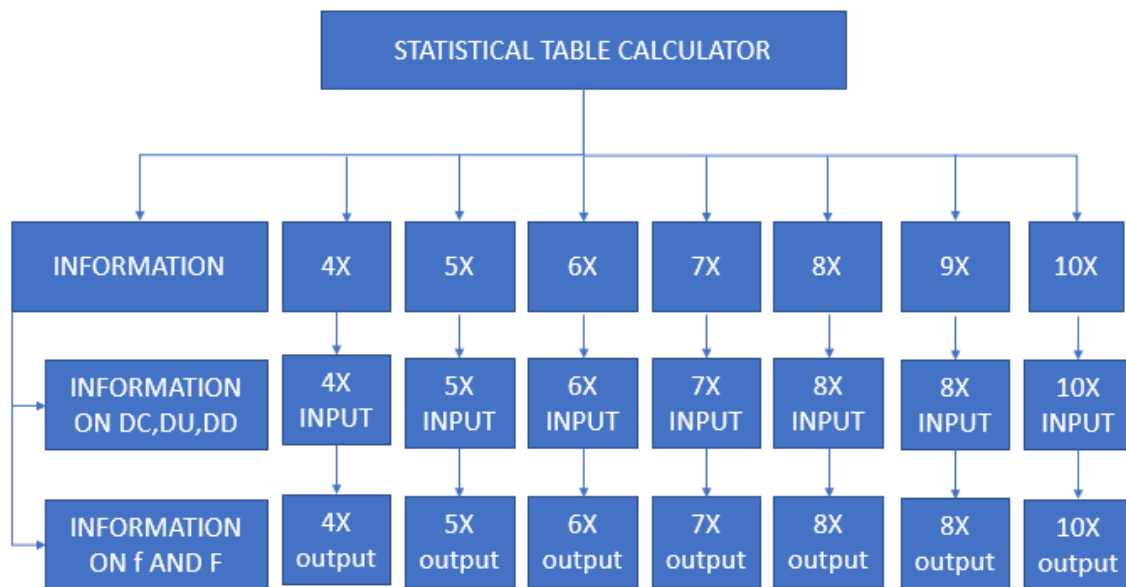
### 2.2.4 Mind Map



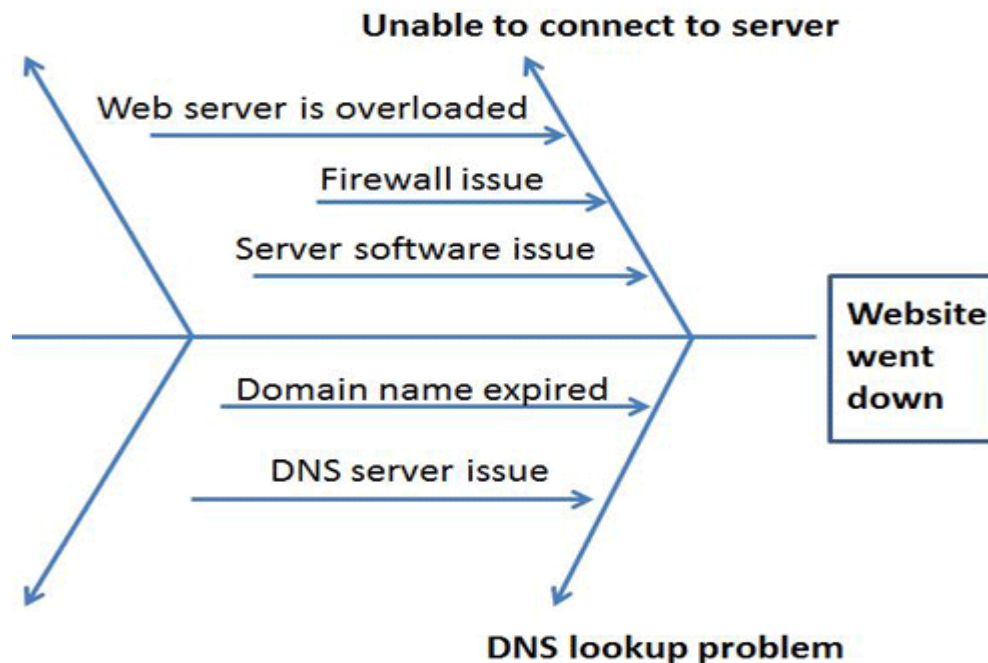
### 2.2.5 Timeline



### 2.2.6 Work Breakdown Structure



### 2.2.7 Cause diagram



## 3. System Design

### 3.1 Software Requirement Specification

#### 3.1.1 Introduction

After the all the required information about the project to be developed is gathered and the inconsistencies, incompleteness and anomalies in them have been removed, a formal specification that systematically states the requirements using which the project will be developed is drafted. This specification is called Software Requirement

Specification Document. Different people need SRS for different purposes. Following are few categories to which SRS can be essential:

**Users, Customers:** Having an SRS to them are means to ensure that the system as described will meet their needs.

**Software Developers:** They need this document to make sure that they are developing exactly what is required by their customer.

SRS was constantly referred to while developing STATISTICAL TABLE CALCULATOR to keep track of requirements being completed. Using the information drafted in this document the schedule involved in development of this project was decided and finalized. It was referred during the design of test cases. SRS has come handy in case of any doubts that rose during the development phase.

SRS is used as a reference document which can also serve as a contract between the customer and the developer. In case of any disagreements SRS is referred to solve the disputes. One can even consider it to a legal document.

### **3.1.2 Selection Of technology/Specific Requirements**

#### **3.1.2.1 Hardware To Be Used**

- An Intel Pentium 4 processor or later that's SSE3 capable

#### **3.1.2.2 Software To Be Used**

- Operating system: Windows 7 Service Pack 1 or later

### 3.1.2.3 Tools To Be Used

- **Visual Studio Code:-**

- Visual Studio Code is a lightweight but powerful source code editor which runs on your desktop and is available for Windows, macOS and Linux. It comes with built-in support for JavaScript, TypeScript and Node.js and has a rich ecosystem of extensions for other languages (such as C++, C#, Java, Python, PHP, Go) and runtimes (such as .NET and Unity).
- Visual Studio Code was first announced on April 29, 2015, by Microsoft at the 2015 Build conference. A preview build was released shortly thereafter
- On November 18, 2015, the source of Visual Studio Code was released under the MIT License, and made available on GitHub. Extension support was also announced
- On April 14, 2016, Visual Studio Code graduated from the public preview stage and was released to the Web. Microsoft has released most of Visual Studio Code's source code on GitHub under the permissive MIT License, while the releases by Microsoft are proprietary freeware.
- Out of the box, Visual Studio Code includes basic support for most common programming languages. This basic support includes syntax highlighting, bracket matching, code folding, and configurable snippets. Visual Studio Code also ships with IntelliSense for JavaScript, TypeScript, JSON, CSS, and HTML, as well as debugging support for Node.js. Support for additional languages can be provided by freely available extensions on the VS Code Marketplace.

- **Chrome:-**

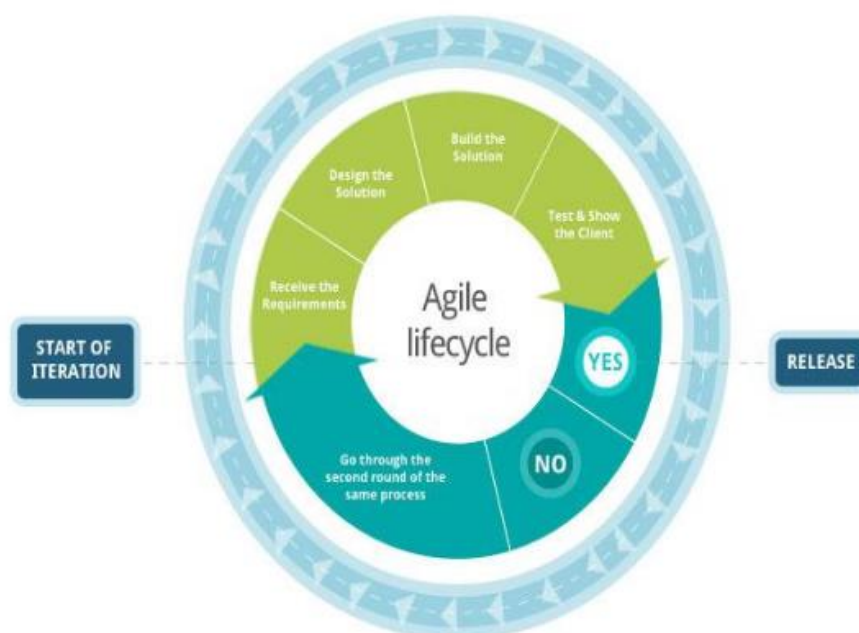
- Google Chrome is a cross-platform web browser developed by Google. It was first released in 2008 for Microsoft Windows, built with free software components from Apple WebKit and Mozilla Firefox. It was later ported to Linux, macOS, iOS, and Android, where it is the default browser. The browser is also the main component of Chrome OS, where it serves as the platform for web applications.
- Most of Chrome's source code comes from Google's free and open-source software project *Chromium*, but Chrome is licensed as proprietary freeware.<sup>[12]</sup> WebKit was the original rendering engine, but Google eventually forked it to create the Blink engine,<sup>[15]</sup> all Chrome variants except iOS now use Blink.



- As of October 2021, StatCounter estimates that Chrome has a 68% worldwide browser market share (after peaking at 72.38% in November 2018) on personal computers (PC), is most used on tablets (having surpassed Safari), and is also dominant on smartphones, and at 65% across all platforms combined. Because of this success, Google has expanded the "Chrome" brand name to other products: Chrome OS, Chromecast, Chromebook, Chromebit, Chromebox, and Chromebase
- Google CEO Eric Schmidt opposed the development of an independent web browser for six years. He stated that "at the time, Google was a small company", and he did not want to go through "bruising browser wars". After co-founders Sergey Brin and Larry Page hired several Mozilla Firefox developers and built a demonstration of Chrome, Schmidt said that "It was so good that it essentially forced me to change my mind.
- In September 2004, rumors of Google building a web browser first appeared. Online journals and U.S. newspapers stated at the time that Google was hiring former Microsoft web developers among others
- Development of the browser began in 2006<sup>[23]</sup> spearheaded by Sundar Pichai

## 3.2 Methodologies Adapted

### 3.2.1 Agile Model



- Agile methodology is an alternative to traditional project management, typically used in software development
- Agile methodologies are an alternative to waterfall, or traditional sequential development.
- Agile development methodology provides opportunities to assess the direction of a project throughout the development lifecycle.
- This is achieved through regular cadences of work, known as sprints or iterations, at the end of which teams must present a potentially shippable product increment.
- By focusing on the repetition of abbreviated work cycles as well as the functional product they yield, agile methodology is described as “iterative” and “incremental.”
- In waterfall, development teams only have one chance to get each aspect of a project right. In an agile paradigm, every aspect of development — requirements, design, etc. — is continually revisited throughout the lifecycle.
- When a team stops and re-evaluates the direction of a project every two weeks, there’s always time to steer it in another direction.
- The results of this “inspect-and-adapt” approach to development greatly reduce both development costs and time to market.

- Because teams can develop software at the same time they're gathering requirements, the phenomenon known as "analysis paralysis" is less likely to impede a team from making progress.
- **Requirements phase:** Requirements for the software are gathered and analysed. Iteration should eventually result in a requirements phase that produces a complete and final specification of requirements.
- **Design phase:** Software solution to meet the requirements is designed. This may be a new design, or an extension of an earlier design.
- **Testing phase:** Software is integrated and tested.
- **Review phase:** Software is evaluated, the current requirements are reviewed, and changes and additions to requirements proposed.
- **Acceptance and Deployment phase:** Software is deployed to the customer and starts accomplishing the desired work.

#### **Advantages of Agile model:**

- Customer satisfaction by rapid, continuous delivery of useful software.

- People and interactions are emphasized rather than process and tools. Customers, developers and testers constantly interact with each other.
- Working software is delivered frequently (weeks rather than months).
- Face-to-face conversation is the best form of communication.
- Close daily cooperation between business people and developers.
- Continuous attention to technical excellence and good design.
- Regular adaptation to changing circumstances.
- Even late changes in requirements are welcomed

#### **Disadvantages of Agile model:**

- In case of some software deliverables, especially the large ones, it is difficult to assess the effort required at beginning of the software development life cycle.
- There is lack of emphasis on necessary designing and documentation.
- The project can easily get taken off track if the customer representative is not clear what final outcome that they want.
- Only senior programmers are capable of taking the kind of decisions required during the development process. Hence it has no place for newbie programmers, unless combined with experienced resources.

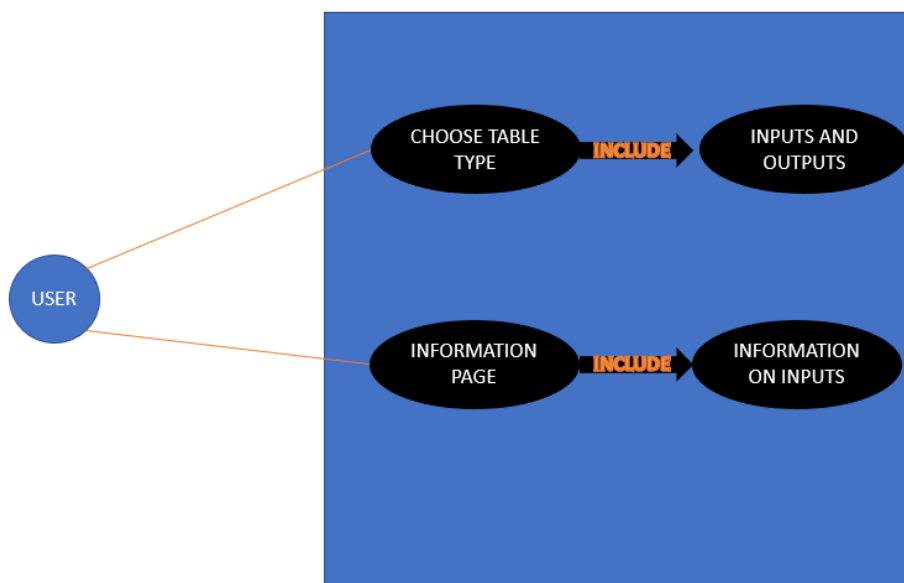
### 3.3 Detailed Lifecycle Of The Project

#### 3.3.1 Modules

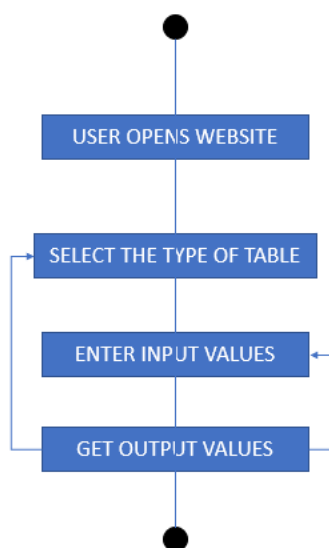
- INDEX PAGE( SELECT THE TYPE OF TABLE)
- TABLES WITH 4,5,6,7,8,9,10 INPUT COLUMNS
- INFORMATION PAGE
- NAVIGATION BAR WITH PAGE INFORMATION

#### 3.3.2 Object Oriented Analysis And Design Diagrams

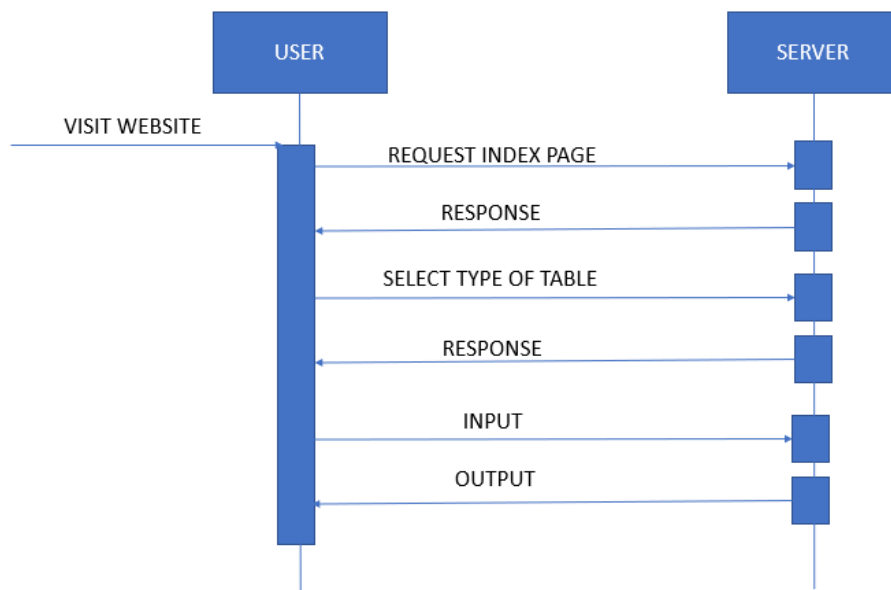
##### 3.3.2.1 Use Case Diagrams



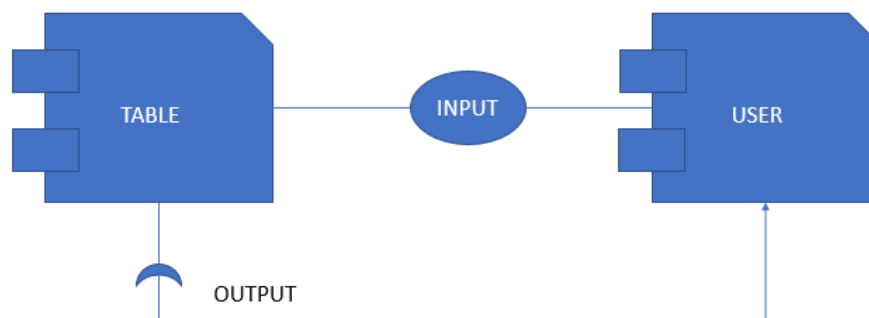
##### 3.3.2.2 Activity Diagrams



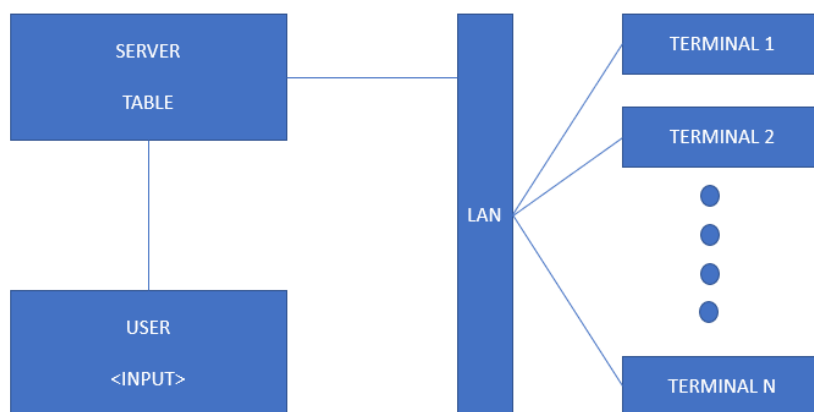
### 3.3.2.3 Sequence Diagrams



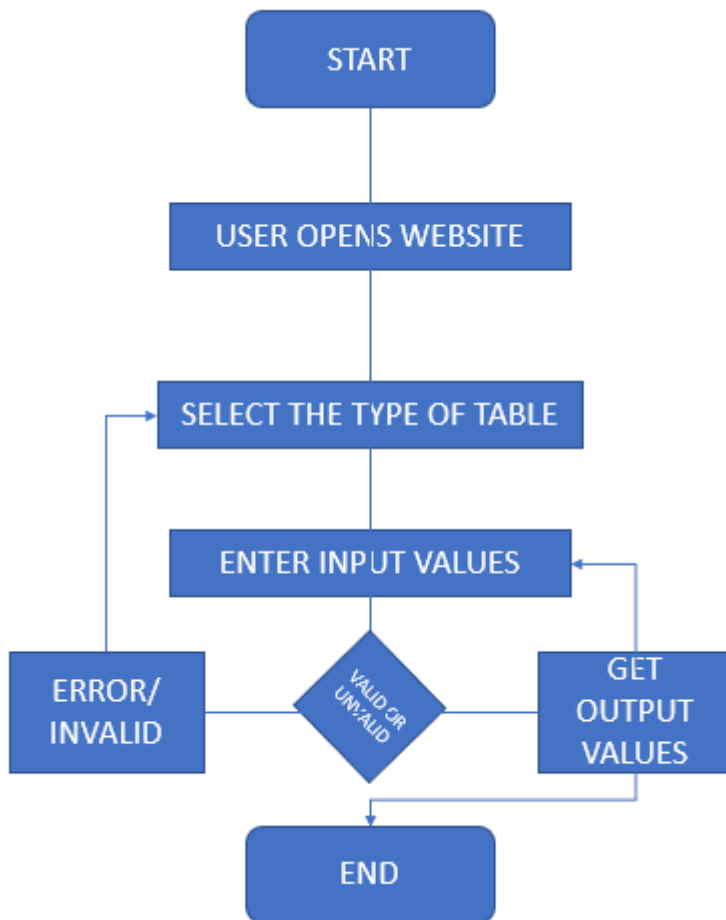
### 3.3.2.4 Component Diagram



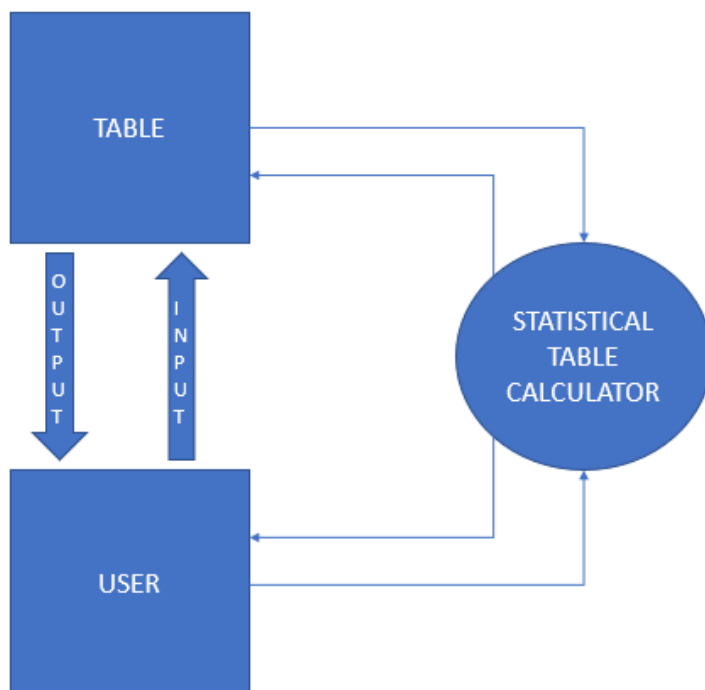
### 3.3.2.5 Deployment Diagram



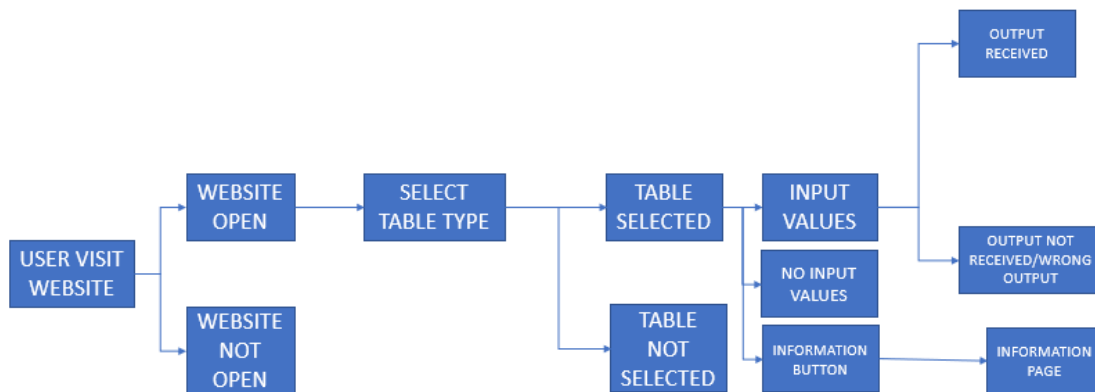
### 3.3.3 Flow Chart



### 3.3.4 Data Flow Diagram



### 3.3.5 Decision Tree



### 3.3.6 Code

## Index.html

```
<!DOCTYPE html>
<html>
  <head>
    <meta http-equiv="Content-Type" content="text/html; charset=UTF-8">
    <link href="css/navbar.css" rel="stylesheet">
    <title>S.T. CALCULATOR</title>
    <style>
      .button {
        background-color: #4CAF50; /* Green */
        border: none;
        color: white;
        padding: 15px 32px;
        text-align: center;
        text-decoration: none;
        display: inline-block;
        font-size: 16px;
        margin: 4px 2px;
        cursor: pointer;
        -webkit-transition-duration: 0.4s; /* Safari */
        transition-duration: 0.4s;
      }
      .button2:hover {
        box-shadow: 0 12px 16px 0 rgba(0,0,0,0.24),0 17px 50px 0
        rgba(0,0,0,0.19);
      }
    </style>
  </head>
  <body>
```



```

        </style>
    </head>
    <br><br><br>
    <body>
        <ul>
            <li><a href="index.html">STATISTICAL TABLE CALCULATOR
></a></li>
            <li><a href="index.html">CHOOSE TABLE</a></li>
        </ul>
        <div align="center">
            <h1>CHOOSE THE REQUIRED TABLE</h1>
            <a href="table4x.html"><button class="button button2"
>4X</button></a>
            <a href="table5x.html"><button class="button button2"
>5X</button></a>
            <a href="table6x.html"><button class="button button2"
>6X</button></a>
            <a href="table7x.html"><button class="button button2"
>7X</button></a>
            <a href="table8x.html"><button class="button button2"
>8X</button></a>
            <a href="table9x.html"><button class="button button2"
>9X</button></a>
            <a href="table10x.html"><button class="button button2"
>10X</button></a>
        </div>

    </body>
</html>

```

## Table4x.html

```

<!DOCTYPE html>
<html>
    <head>
        <meta http-equiv="Content-Type" content="text/html; charset=UTF-8">
        <link href="css/navbar.css" rel="stylesheet">
        <link href="css/tooltip.css" rel="stylesheet">
        <title>S.T. CALCULATOR</title>
    </head>
    <body>
        <ul>

```

```

        <li><a href="index.html">STATISTICAL TABLE CALCULATOR
></a></li>
        <li><a href="#">4X</a></li>
    </ul>
    <br><br><br>
    <form>
        <table border="1px" align="left" cellpadding="10px" style="font-size:
25px">
            <thead>
                <tr>
                    <th colspan="2" style="background-color: #4CAF50;color:
white;">
                        FREQUENCY DISTRIBUTION TABLE
                    </th>
                </tr>
            </thead>
            <tbody>
                <tr>
                    <td>
                        <input size="1.5" type="text" value="Sr.no" disabled/>
                        <input size="4" type="text" value="C" disabled/> -
                        <input size="4" type="text" value="I" disabled/>
                        <input size="4" type="text" value="Freq.(F)" disabled/>
                        <br>
                        <input size="1.5" type="text" value="1" disabled/>
                        <input size="4" type="text" id="Num1" value="0"
onblur="Calc();" /> -
                        <input size="4" type="text" id="Num2" value="10"
onblur="Calc();" />
                        <input size="4" type="text" id="F1" value="5"
onblur="Calc();" />
                        <br>
                        <input size="1.5" type="text" value="2" disabled/>
                        <input size="4" type="text" id="Num3" value="10"
onblur="Calc();" /> -
                        <input size="4" type="text" id="Num4" value="20"
onblur="Calc();" />
                        <input size="4" type="text" id="F2" value="7"
onblur="Calc();" />
                        <br>
                        <input size="1.5" type="text" value="3" disabled/>
                        <input size="4" type="text" id="Num5" value="20"
onblur="Calc();" /> -

```

```

        <input size="4" type="text" id="Num6" value="30"
onblur="Calc();" />
        <input size="4" type="text" id="F3" value="20"
onblur="Calc();" />
        <br>
        <input size="1.5" type="text" value="4" disabled />
        <input size="4" type="text" id="Num7" value="30"
onblur="Calc();" /> -
        <input size="4" type="text" id="Num8" value="40"
onblur="Calc();" />
        <input size="4" type="text" id="F4" value="12"
onblur="Calc();" />
        <br>
    </td>
    <td>
        <input size="4" type="text" value="( C - F )" disabled />
        <input size="4" type="text" value="Mid(X)" disabled />
        <input size="4" type="text" value="( F * X )" disabled />
        <input size="4" type="text" value="( F * X2 )" disabled />
        <br>
        <input size="4" type="text" id="Cf1" value="" readonly />
        <input size="4" type="text" id="Xmid1" value="" readonly />
        <input size="4" type="text" id="Fx1" value="" readonly />
        <input size="4" type="text" id="Fx21" value="" readonly />
        <br>
        <input size="4" type="text" id="Cf2" value="" readonly />
        <input size="4" type="text" id="Xmid2" value="" readonly />
        <input size="4" type="text" id="Fx2" value="" readonly />
        <input size="4" type="text" id="Fx22" value="" readonly />
        <br>
        <input size="4" type="text" id="Cf3" value="" readonly />
        <input size="4" type="text" id="Xmid3" value="" readonly />
        <input size="4" type="text" id="Fx3" value="" readonly />
        <input size="4" type="text" id="Fx23" value="" readonly />
        <br>
        <input size="4" type="text" id="Cf4" value="" readonly />
        <input size="4" type="text" id="Xmid4" value="" readonly />
        <input size="4" type="text" id="Fx4" value="" readonly />
        <input size="4" type="text" id="Fx24" value="" readonly />
    </td>
</tr>
<tr>
    <td>

```

```

<input size="1.5" type="text" value="-" disabled/>
<input size="4" type="text" value="C" disabled/> -
<input size="4" type="text" value="I" disabled/>
<input size="4" type="text" value="Σ(F)" disabled/>
<br>
<input size="1.5" type="text" value="-" disabled/>
<input size="4" type="text" value="C" readonly/> -
<input size="4" type="text" value="I" readonly/>
<input size="4" type="text" id="Fsum" value="" readonly/>
<br>
</td>
<td>
<input size="4" type="text" value="Σ(C-F)" disabled/>
<input size="4" type="text" value="Σ(X)" disabled/>
<input size="4" type="text" value="Σ( F*X )" disabled/>
<input size="4" type="text" value="Σ( F*X² )" disabled/>
<br>
<input size="4" type="text" id="Cfsum" value="" readonly/>
<input size="4" type="text" id="Xsum" value="" readonly/>
<input size="4" type="text" id="Fxsum" value="" readonly/>
<input size="4" type="text" id="Fx2sum" value="" readonly/>
<br>
</td>
</tr>
</tbody>
</table>
</form>
<form>
<table border="1px" align="center" cellpadding="10px" style="font-
size: 25px">
<thead>
<tr>
<th colspan="2" style="background-color: #4CAF50;color:
white;">
OUTPUT TABLE
</th>
</tr>
</thead>
<tbody>
<tr>
<td colspan="8" align="center">
<b>MEAN</b>[ Σ( F * X ) / Σ( F ) ]<br>
<input type="text" id="Mean" value="">

```



```

        <a href="info.html" target = "_blank">(?)</a>
        <span class="tooltiptext">
            <a>> To determine F and f</a><br>
            <a>>> If value of n/2 is x find the value of c-f just bigger
than x</a><br>
            <a>>> The value above the gotten value is "F"</a><br>
            <a>>> The corresponding frequency is "f"</a><br>
        </span>
    </div>
    <br>
    <input size="4" type="text" value="F" disabled/>
    <input size="4" type="text" id="Fmidean" value="12"
onblur="Calc();" />
    <br>
    <input size="4" type="text" value="f" disabled/>
    <input size="4" type="text" id="F2midean" value="20"
onblur="Calc();" />
    </td>
</tr>
<tr>
    <td align="center"><b>MODE</b><br>[  $L + [d1 / (d1 + d2)] * h$ 
]]<br>
        <input type="text" id="Mode" value=""/>
    </td>

    <td align="center"><b>MEDIAN</b><br>[  $L + [(n / (2) * F$ 
]/f] * h<br>
        <input type="text" id="Median" value=""/>
    </td>
</tr>
<tr>
    <td align="center"><b>STD. DEVIATION</b><br>[  $\sqrt{(F * X^2 / n) -$ 
((F * X) / n)2]<br>
        <input type="text" id="Sd" value=""/>
    </td>

    <td align="center"><b>KARL PEARSON'S</b><br>[Mean-
Mode / S.D.]<br>
        <input type="text" id="Kp" value=""/>
    </td>
</tr>
</tbody>
</table>

```

```

<script>
function Calc()
{
    var num1 = parseInt(document.getElementById("Num1").value);
    var num2 = parseInt(document.getElementById("Num2").value);
    var num3 = parseInt(document.getElementById("Num3").value);
    var num4 = parseInt(document.getElementById("Num4").value);
    var num5 = parseInt(document.getElementById("Num5").value);
    var num6 = parseInt(document.getElementById("Num6").value);
    var num7 = parseInt(document.getElementById("Num7").value);
    var num8 = parseInt(document.getElementById("Num8").value);

    var f1 = parseInt(document.getElementById("F1").value);
    var f2 = parseInt(document.getElementById("F2").value);
    var f3 = parseInt(document.getElementById("F3").value);
    var f4 = parseInt(document.getElementById("F4").value);

    var du = parseInt(document.getElementById("Du").value);
    var dc = parseInt(document.getElementById("Dc").value);
    var dd = parseInt(document.getElementById("Dd").value);

    var l1 = parseInt(document.getElementById("L1").value);

    var fmidmean = parseInt(document.getElementById("Fmidmean").value);
    var f2midmean =
parseInt(document.getElementById("F2midmean").value);

    /*-----xmid-----*/

    xmid1s=(num1 + num2)/2;
    xmid2s=(num3 + num4)/2;
    xmid3s=(num5 + num6)/2;
    xmid4s=(num7 + num8)/2;

    document.getElementById("Xmid1").value = xmid1s;
    document.getElementById("Xmid2").value = xmid2s;
    document.getElementById("Xmid3").value = xmid3s;
    document.getElementById("Xmid4").value = xmid4s;

    /*-----fx-----*/
    document.getElementById("Fx1").value = f1*(xmid1s);
    document.getElementById("Fx2").value = f2*(xmid2s);
    document.getElementById("Fx3").value = f3*(xmid3s);

```

```
document.getElementById("Fx4").value = f4*(xmid4s);
```

```
/*-----fx`2-----*/
```

```
fx21s=f1*((xmid1s)*(xmid1s));
```

```
fx22s=f2*((xmid2s)*(xmid2s));
```

```
fx23s=f3*((xmid3s)*(xmid3s));
```

```
fx24s=f4*((xmid4s)*(xmid4s));
```

```
document.getElementById("Fx21").value = fx21s;
```

```
document.getElementById("Fx22").value = fx22s;
```

```
document.getElementById("Fx23").value = fx23s;
```

```
document.getElementById("Fx24").value = fx24s;
```

```
/*-----cf-----*/
```

```
document.getElementById("Cf1").value = f1;
```

```
document.getElementById("Cf2").value = f1+f2;
```

```
document.getElementById("Cf3").value = f1+f2+f3;
```

```
document.getElementById("Cf4").value = f1+f2+f3+f4;
```

```
/*-----sums-----*/
```

```
fsums= f1+f2+f3+f4 ;
```

```
cfsums= (f1)+(f1+f2)+(f1+f2+f3)+(f1+f2+f3+f4) ;
```

```
xsums= (xmid1s)+(xmid2s)+(xmid3s)+(xmid4s) ;
```

```
fxsums= (f1*(xmid1s))+(f2*(xmid2s))+(f3*(xmid3s))+(f4*(xmid4s))
```

```
;
```

```
fx2sums= fx21s+fx22s+fx23s+fx24s ;
```

```
document.getElementById("Fsum").value = fsums ;
```

```
document.getElementById("Cfsum").value = cfsums;
```

```
document.getElementById("Xsum").value = xsums;
```

```
document.getElementById("Fxsum").value = fxsums;
```

```
document.getElementById("Fx2sum").value = fx2sums;
```

```
/*-----d1 and d2-----*/
```

```
document.getElementById("D1").value = dc-du;
```

```
document.getElementById("D2").value = dc-dd;
```

```
/*-----main calculations-----*/
```

```
modes=l1+(((dc-du)/((dc-du)+(dc-dd)))*((num2-num1)));
```

```
medians=l1+((((fsums)/2)-fmidean)/f2midean)*((num2-num1));
```

```
means=(fxsums)/(fsums);
```



```

sds=Math.sqrt((fx2sums/fsums)-(means*means));
kp=((means-modes)/sds)

document.getElementById("Mode").value = modes;
document.getElementById("Median").value = medians;
document.getElementById("Mean").value = means;
document.getElementById("Sd").value = sds;
document.getElementById("Kp").value = kp;
}
</script>
</body>
</html>

```

## Table5x.html

```

<!DOCTYPE html>
<html>
  <head>
    <meta http-equiv="Content-Type" content="text/html; charset=UTF-8">
    <link href="css/navbar.css" rel="stylesheet">
    <link href="css/tooltip.css" rel="stylesheet">
    <title>S.T. CALCULATOR</title>
  </head>
  <body>
    <ul>
      <li><a href="index.html">STATISTICAL TABLE CALCULATOR
></a></li>
      <li><a href="#">5X</a></li>
    </ul>
    <br><br><br>
    <form>
      <table border="1px" align="left" cellpadding="10px" style="font-size:
25px">
        <thead>
          <tr>
            <th colspan="2" style="background-color: #4CAF50;color:
white;">
              FREQUENCY DISTRIBUTION TABLE
            </th>
          </tr>
        </thead>
        <tbody>
          <tr>

```

```

<td>
  <input size="1.5" type="text" value="Sr.no" disabled/>
  <input size="4" type="text" value="C" disabled/> -
  <input size="4" type="text" value="I" disabled/>
  <input size="4" type="text" value="Freq.(F)" disabled/>
  <br>
  <input size="1.5" type="text" value="1" disabled/>
  <input size="4" type="text" id="Num1" value="0"
onblur="Calc();"/> -
  <input size="4" type="text" id="Num2" value="10"
onblur="Calc();"/>
  <input size="4" type="text" id="F1" value="5"
onblur="Calc();"/>
  <br>
  <input size="1.5" type="text" value="2" disabled/>
  <input size="4" type="text" id="Num3" value="10"
onblur="Calc();"/> -
  <input size="4" type="text" id="Num4" value="20"
onblur="Calc();"/>
  <input size="4" type="text" id="F2" value="7"
onblur="Calc();"/>
  <br>
  <input size="1.5" type="text" value="3" disabled/>
  <input size="4" type="text" id="Num5" value="20"
onblur="Calc();"/> -
  <input size="4" type="text" id="Num6" value="30"
onblur="Calc();"/>
  <input size="4" type="text" id="F3" value="20"
onblur="Calc();"/>
  <br>
  <input size="1.5" type="text" value="4" disabled/>
  <input size="4" type="text" id="Num7" value="30"
onblur="Calc();"/> -
  <input size="4" type="text" id="Num8" value="40"
onblur="Calc();"/>
  <input size="4" type="text" id="F4" value="12"
onblur="Calc();"/>
  <br>
  <input size="1.5" type="text" value="5" disabled/>
  <input size="4" type="text" id="Num9" value="40"
onblur="Calc();"/> -
  <input size="4" type="text" id="Num10" value="50"
onblur="Calc();"/>

```

```

        <input size="4" type="text" id="F5" value="6"
onblur="Calc();" />
        <br>
    </td>
    <td>
        <input size="4" type="text" value="( C - F )" disabled />
        <input size="4" type="text" value="Mid(X)" disabled />
        <input size="4" type="text" value="( F * X )" disabled />
        <input size="4" type="text" value="( F * X2 )" disabled />
        <br>
        <input size="4" type="text" id="Cf1" value="" readonly />
        <input size="4" type="text" id="Xmid1" value="" readonly />
        <input size="4" type="text" id="Fx1" value="" readonly />
        <input size="4" type="text" id="Fx21" value="" readonly />
        <br>
        <input size="4" type="text" id="Cf2" value="" readonly />
        <input size="4" type="text" id="Xmid2" value="" readonly />
        <input size="4" type="text" id="Fx2" value="" readonly />
        <input size="4" type="text" id="Fx22" value="" readonly />
        <br>
        <input size="4" type="text" id="Cf3" value="" readonly />
        <input size="4" type="text" id="Xmid3" value="" readonly />
        <input size="4" type="text" id="Fx3" value="" readonly />
        <input size="4" type="text" id="Fx23" value="" readonly />
        <br>
        <input size="4" type="text" id="Cf4" value="" readonly />
        <input size="4" type="text" id="Xmid4" value="" readonly />
        <input size="4" type="text" id="Fx4" value="" readonly />
        <input size="4" type="text" id="Fx24" value="" readonly />
        <br>
        <input size="4" type="text" id="Cf5" value="" readonly />
        <input size="4" type="text" id="Xmid5" value="" readonly />
        <input size="4" type="text" id="Fx5" value="" readonly />
        <input size="4" type="text" id="Fx25" value="" readonly />
    </td>
</tr>
<tr>
    <td>
        <input size="1.5" type="text" value="-" disabled />
        <input size="4" type="text" value="C" disabled /> -
        <input size="4" type="text" value="I" disabled />
        <input size="4" type="text" value="Σ(F)" disabled />
        <br>

```

```

        <input size="1.5" type="text" value="-" disabled/>
        <input size="4" type="text" value="C" readonly/> -
        <input size="4" type="text" value="I" readonly/>
        <input size="4" type="text" id="Fsum" value="" readonly/>
        <br>
    </td>
    <td>
        <input size="4" type="text" value="Σ(C-F)" disabled/>
        <input size="4" type="text" value="Σ(X)" disabled/>
        <input size="4" type="text" value="Σ( F*X )" disabled/>
        <input size="4" type="text" value="Σ( F*X² )" disabled/>
        <br>
        <input size="4" type="text" id="Cfsum" value="" readonly/>
        <input size="4" type="text" id="Xsum" value="" readonly/>
        <input size="4" type="text" id="Fxsum" value="" readonly/>
        <input size="4" type="text" id="Fx2sum" value="" readonly/>
        <br>
    </td>
</tr>
</tbody>
</table>
</form>
<form>
    <table border="1px" align="center" cellpadding="10px" style="font-
size: 25px">
        <thead>
            <tr>
                <th colspan="2" style="background-color: #4CAF50;color:
white;">
                    OUTPUT TABLE
                </th>
            </tr>
        </thead>
        <tbody>
            <tr>
                <td colspan="8" align="center">
                    <b>MEAN</b>[ Σ( F * X ) / Σ( F ) ]<br>
                    <input type="text" id="Mean" value=""/>
                </td>
            </tr>
            <tr>
                <td align="center">
                    <b> ENTER VALUES FOR MODE</b>

```



```

        <a>>> The value above the gotten value is "F"</a><br>
        <a>>> The corresponding frequency is "f"</a><br>
    </span>
</div>
<br>
<input size="4" type="text" value="F" disabled/>
<input size="4" type="text" id="Fmidean" value="12"
onblur="Calc();" />
<br>
<input size="4" type="text" value="f" disabled/>
<input size="4" type="text" id="F2midean" value="20"
onblur="Calc();" />
</td>
</tr>
<tr>
<td align="center"><b>MODE</b><br>[  $L + [d1 / (d1 + d2)] * h$ 
]]<br>
<input type="text" id="Mode" value=""/>
</td>

<td align="center"><b>MEDIAN</b><br>[  $L + [(n / (2) * F$ 
]/f] * h]<br>
<input type="text" id="Median" value=""/>
</td>
</tr>
<tr>
<td align="center"><b>STD. DEVIATION</b><br>[  $\sqrt{(F * X^2 / n) -$ 
((F * X) / n) ^ 2}]<br>
<input type="text" id="Sd" value=""/>
</td>

<td align="center"><b>KARL PEARSON'S</b><br>[Mean-
Mode / S.D.]<br>
<input type="text" id="Kp" value=""/>
</td>
</tr>
</tbody>
</table>
<script>
function Calc()
{
    var num1 = parseInt(document.getElementById("Num1").value);
    var num2 = parseInt(document.getElementById("Num2").value);

```

```

var num3 = parseInt(document.getElementById("Num3").value);
var num4 = parseInt(document.getElementById("Num4").value);
var num5 = parseInt(document.getElementById("Num5").value);
var num6 = parseInt(document.getElementById("Num6").value);
var num7 = parseInt(document.getElementById("Num7").value);
var num8 = parseInt(document.getElementById("Num8").value);
var num9 = parseInt(document.getElementById("Num9").value);
var num10 = parseInt(document.getElementById("Num10").value);

var f1 = parseInt(document.getElementById("F1").value);
var f2 = parseInt(document.getElementById("F2").value);
var f3 = parseInt(document.getElementById("F3").value);
var f4 = parseInt(document.getElementById("F4").value);
var f5 = parseInt(document.getElementById("F5").value);

var du = parseInt(document.getElementById("Du").value);
var dc = parseInt(document.getElementById("Dc").value);
var dd = parseInt(document.getElementById("Dd").value);

var l1 = parseInt(document.getElementById("L1").value);

var fmidmean = parseInt(document.getElementById("Fmidmean").value);
var f2midmean =
parseInt(document.getElementById("F2midmean").value);

/*-----xmid-----*/

xmid1s=(num1 + num2)/2;
xmid2s=(num3 + num4)/2;
xmid3s=(num5 + num6)/2;
xmid4s=(num7 + num8)/2;
xmid5s=(num9 + num10)/2;

document.getElementById("Xmid1").value = xmid1s;
document.getElementById("Xmid2").value = xmid2s;
document.getElementById("Xmid3").value = xmid3s;
document.getElementById("Xmid4").value = xmid4s;
document.getElementById("Xmid5").value = xmid5s;

/*-----fx-----*/

document.getElementById("Fx1").value = f1*(xmid1s);
document.getElementById("Fx2").value = f2*(xmid2s);
document.getElementById("Fx3").value = f3*(xmid3s);

```

```
document.getElementById("Fx4").value = f4*(xmid4s);
document.getElementById("Fx5").value = f5*(xmid5s);
```

```
/*-----fx`2-----*/
```

```
fx21s=f1*((xmid1s)*(xmid1s));
fx22s=f2*((xmid2s)*(xmid2s));
fx23s=f3*((xmid3s)*(xmid3s));
fx24s=f4*((xmid4s)*(xmid4s));
fx25s=f5*((xmid5s)*(xmid5s));
```

```
document.getElementById("Fx21").value = fx21s;
document.getElementById("Fx22").value = fx22s;
document.getElementById("Fx23").value = fx23s;
document.getElementById("Fx24").value = fx24s;
document.getElementById("Fx25").value = fx25s;
```

```
/*-----cf-----*/
```

```
document.getElementById("Cf1").value = f1;
document.getElementById("Cf2").value = f1+f2;
document.getElementById("Cf3").value = f1+f2+f3;
document.getElementById("Cf4").value = f1+f2+f3+f4;
document.getElementById("Cf5").value = f1+f2+f3+f4+f5;
```

```
/*-----sums-----*/
```

```
fsums= f1+f2+f3+f4+f5 ;
cfsums= (f1)+(f1+f2)+(f1+f2+f3)+(f1+f2+f3+f4)+(f1+f2+f3+f4+f5) ;
xsums= (xmid1s)+(xmid2s)+(xmid3s)+(xmid4s)+(xmid5s) ;
fxsums=
(f1*(xmid1s))+(f2*(xmid2s))+(f3*(xmid3s))+(f4*(xmid4s))+(f5*(xmid5s)) ;
fx2sums= fx21s+fx22s+fx23s+fx24s+fx25s ;
```

```
document.getElementById("Fsum").value = fsums ;
document.getElementById("Cfsum").value = cfsums;
document.getElementById("Xsum").value = xsums;
document.getElementById("Fxsum").value = fxsums;
document.getElementById("Fx2sum").value = fx2sums;
```

```
/*-----d1 and d2-----*/
```

```
document.getElementById("D1").value = dc-du;
document.getElementById("D2").value = dc-dd;
```



```

/*-----main calculations-----*/
modes=l1+((dc-du)/((dc-du)+(dc-dd))*((num2-num1));
medians=l1+((((fsums)/2)-fmidean)/f2midean)*((num2-num1));
means=(fxsums)/(fsums);
sds=Math.sqrt((fx2sums/fsums)-(means*means));
kp=((means-modes)/sds)

document.getElementById("Mode").value = modes;
document.getElementById("Median").value = medians;
document.getElementById("Mean").value = means;
document.getElementById("Sd").value = sds;
document.getElementById("Kp").value = kp;
}
</script>
</body>
</html>

```

## Table6x.html

```

<!DOCTYPE html>
<html>
  <head>
    <meta http-equiv="Content-Type" content="text/html; charset=UTF-8">
    <link href="css/navbar.css" rel="stylesheet">
    <link href="css/tooltip.css" rel="stylesheet">
    <title>S.T. CALCULATOR</title>
  </head>
  <body>
    <ul>
      <li><a href="index.html">STATISTICAL TABLE CALCULATOR
></a></li>
      <li><a href="#">6X</a></li>
    </ul>
    <br><br><br>
    <form>
      <table border="1px" align="left" cellpadding="10px" style="font-size:
25px">
        <thead>
          <tr>
            <th colspan="2" style="background-color: #4CAF50;color:
white;">
              FREQUENCY DISTRIBUTION TABLE

```

```

        </th>
    </tr>
</thead>
<tbody>
    <tr>
        <td>
            <input size="1.5" type="text" value="Sr.no" disabled/>
            <input size="4" type="text" value="C" disabled/> -
            <input size="4" type="text" value="I" disabled/>
            <input size="4" type="text" value="Freq.(F)" disabled/>
            <br>
            <input size="1.5" type="text" value="1" disabled/>
            <input size="4" type="text" id="Num1" value="0"
onblur="Calc();" /> -
            <input size="4" type="text" id="Num2" value="10"
onblur="Calc();" />
            <input size="4" type="text" id="F1" value="5"
onblur="Calc();" />
            <br>
            <input size="1.5" type="text" value="2" disabled/>
            <input size="4" type="text" id="Num3" value="10"
onblur="Calc();" /> -
            <input size="4" type="text" id="Num4" value="20"
onblur="Calc();" />
            <input size="4" type="text" id="F2" value="7"
onblur="Calc();" />
            <br>
            <input size="1.5" type="text" value="3" disabled/>
            <input size="4" type="text" id="Num5" value="20"
onblur="Calc();" /> -
            <input size="4" type="text" id="Num6" value="30"
onblur="Calc();" />
            <input size="4" type="text" id="F3" value="20"
onblur="Calc();" />
            <br>
            <input size="1.5" type="text" value="4" disabled/>
            <input size="4" type="text" id="Num7" value="30"
onblur="Calc();" /> -
            <input size="4" type="text" id="Num8" value="40"
onblur="Calc();" />
            <input size="4" type="text" id="F4" value="12"
onblur="Calc();" />
            <br>

```

```

        <input size="1.5" type="text" value="5" disabled/>
        <input size="4" type="text" id="Num9" value="40"
onblur="Calc();" /> -
        <input size="4" type="text" id="Num10" value="50"
onblur="Calc();" />
        <input size="4" type="text" id="F5" value="6"
onblur="Calc();" />
        <br>
        <input size="1.5" type="text" value="6" disabled/>
        <input size="4" type="text" id="Num11" value="50"
onblur="Calc();" /> -
        <input size="4" type="text" id="Num12" value="60"
onblur="Calc();" />
        <input size="4" type="text" id="F6" value="5"
onblur="Calc();" />
        <br>
    </td>
    <td>
        <input size="4" type="text" value="( C - F )" disabled/>
        <input size="4" type="text" value="Mid(X)" disabled/>
        <input size="4" type="text" value="( F * X )" disabled/>
        <input size="4" type="text" value="( F * X2 )" disabled/>
        <br>
        <input size="4" type="text" id="Cf1" value="" readonly/>
        <input size="4" type="text" id="Xmid1" value="" readonly/>
        <input size="4" type="text" id="Fx1" value="" readonly/>
        <input size="4" type="text" id="Fx21" value="" readonly/>
        <br>
        <input size="4" type="text" id="Cf2" value="" readonly/>
        <input size="4" type="text" id="Xmid2" value="" readonly/>
        <input size="4" type="text" id="Fx2" value="" readonly/>
        <input size="4" type="text" id="Fx22" value="" readonly/>
        <br>
        <input size="4" type="text" id="Cf3" value="" readonly/>
        <input size="4" type="text" id="Xmid3" value="" readonly/>
        <input size="4" type="text" id="Fx3" value="" readonly/>
        <input size="4" type="text" id="Fx23" value="" readonly/>
        <br>
        <input size="4" type="text" id="Cf4" value="" readonly/>
        <input size="4" type="text" id="Xmid4" value="" readonly/>
        <input size="4" type="text" id="Fx4" value="" readonly/>
        <input size="4" type="text" id="Fx24" value="" readonly/>
        <br>
    </td>

```

```

<input size="4" type="text" id="Cf5" value="" readonly/>
<input size="4" type="text" id="Xmid5" value="" readonly/>
<input size="4" type="text" id="Fx5" value="" readonly/>
<input size="4" type="text" id="Fx25" value="" readonly/>
<br>
<input size="4" type="text" id="Cf6" value="" readonly/>
<input size="4" type="text" id="Xmid6" value="" readonly/>
<input size="4" type="text" id="Fx6" value="" readonly/>
<input size="4" type="text" id="Fx26" value="" readonly/>
</td>
</tr>
<tr>
<td>
<input size="1.5" type="text" value="-" disabled/>
<input size="4" type="text" value="C" disabled/> -
<input size="4" type="text" value="I" disabled/>
<input size="4" type="text" value="Σ(F)" disabled/>
<br>
<input size="1.5" type="text" value="-" disabled/>
<input size="4" type="text" value="C" readonly/> -
<input size="4" type="text" value="I" readonly/>
<input size="4" type="text" id="Fsum" value="" readonly/>
<br>
</td>
<td>
<input size="4" type="text" value="Σ(C-F)" disabled/>
<input size="4" type="text" value="Σ(X)" disabled/>
<input size="4" type="text" value="Σ( F*X )" disabled/>
<input size="4" type="text" value="Σ( F*X² )" disabled/>
<br>
<input size="4" type="text" id="Cfsum" value="" readonly/>
<input size="4" type="text" id="Xsum" value="" readonly/>
<input size="4" type="text" id="Fxsum" value="" readonly/>
<input size="4" type="text" id="Fx2sum" value="" readonly/>
<br>
</td>
</tr>
</tbody>
</table>
</form>
<form>
<table border="1px" align="center" cellpadding="10px" style="font-size: 25px">

```





```

        <tr>
            <td align="center"><b>STD. DEVIATION</b><br>[ $\sqrt{(F*X^2/n)-((F*X)/n)^2}$ ]<br>
                <input type="text" id="Sd" value=""/>
            </td>

            <td align="center"><b>KARL PEARSON'S</b><br>[Mean-
Mode/S.D.]<br>
                <input type="text" id="Kp" value=""/>
            </td>
        </tr>
    </tbody>
</table>
<script>
    function Calc()
    {
        var num1 = parseInt(document.getElementById("Num1").value);
        var num2 = parseInt(document.getElementById("Num2").value);
        var num3 = parseInt(document.getElementById("Num3").value);
        var num4 = parseInt(document.getElementById("Num4").value);
        var num5 = parseInt(document.getElementById("Num5").value);
        var num6 = parseInt(document.getElementById("Num6").value);
        var num7 = parseInt(document.getElementById("Num7").value);
        var num8 = parseInt(document.getElementById("Num8").value);
        var num9 = parseInt(document.getElementById("Num9").value);
        var num10 = parseInt(document.getElementById("Num10").value);
        var num11 = parseInt(document.getElementById("Num11").value);
        var num12 = parseInt(document.getElementById("Num12").value);

        var f1 = parseInt(document.getElementById("F1").value);
        var f2 = parseInt(document.getElementById("F2").value);
        var f3 = parseInt(document.getElementById("F3").value);
        var f4 = parseInt(document.getElementById("F4").value);
        var f5 = parseInt(document.getElementById("F5").value);
        var f6 = parseInt(document.getElementById("F6").value);

        var du = parseInt(document.getElementById("Du").value);
        var dc = parseInt(document.getElementById("Dc").value);
        var dd = parseInt(document.getElementById("Dd").value);

        var l1 = parseInt(document.getElementById("L1").value);

        var fmidmean = parseInt(document.getElementById("Fmidmean").value);
    }

```

```

var f2midean =
parseInt(document.getElementById("F2midean").value);

/*-----xmid-----*/

xmid1s=(num1 + num2)/2;
xmid2s=(num3 + num4)/2;
xmid3s=(num5 + num6)/2;
xmid4s=(num7 + num8)/2;
xmid5s=(num9 + num10)/2;
xmid6s=(num11 + num12)/2;

document.getElementById("Xmid1").value = xmid1s;
document.getElementById("Xmid2").value = xmid2s;
document.getElementById("Xmid3").value = xmid3s;
document.getElementById("Xmid4").value = xmid4s;
document.getElementById("Xmid5").value = xmid5s;
document.getElementById("Xmid6").value = xmid6s;

/*-----fx-----*/

document.getElementById("Fx1").value = f1*(xmid1s);
document.getElementById("Fx2").value = f2*(xmid2s);
document.getElementById("Fx3").value = f3*(xmid3s);
document.getElementById("Fx4").value = f4*(xmid4s);
document.getElementById("Fx5").value = f5*(xmid5s);
document.getElementById("Fx6").value = f6*(xmid6s);

/*-----fx`2-----*/

fx21s=f1*((xmid1s)*(xmid1s));
fx22s=f2*((xmid2s)*(xmid2s));
fx23s=f3*((xmid3s)*(xmid3s));
fx24s=f4*((xmid4s)*(xmid4s));
fx25s=f5*((xmid5s)*(xmid5s));
fx26s=f6*((xmid6s)*(xmid6s));

document.getElementById("Fx21").value = fx21s;
document.getElementById("Fx22").value = fx22s;
document.getElementById("Fx23").value = fx23s;
document.getElementById("Fx24").value = fx24s;
document.getElementById("Fx25").value = fx25s;
document.getElementById("Fx26").value = fx26s;

/*-----cf-----*/

```



```

document.getElementById("Cf1").value = f1;
document.getElementById("Cf2").value = f1+f2;
document.getElementById("Cf3").value = f1+f2+f3;
document.getElementById("Cf4").value = f1+f2+f3+f4;
document.getElementById("Cf5").value = f1+f2+f3+f4+f5;
document.getElementById("Cf6").value = f1+f2+f3+f4+f5+f6;

/*-----sums-----*/

fsums= f1+f2+f3+f4+f5+f6;
cfsums=
(f1)+(f1+f2)+(f1+f2+f3)+(f1+f2+f3+f4)+(f1+f2+f3+f4+f5)+(f1+f2+f3+f4+f5+f
6) ;
xsums= (xmid1s)+(xmid2s)+(xmid3s)+(xmid4s)+(xmid5s)+(xmid6s)
;
fxsums=
(f1*(xmid1s))+(f2*(xmid2s))+(f3*(xmid3s))+(f4*(xmid4s))+(f5*(xmid5s))+(f6
*(xmid6s)) ;
fx2sums= fx21s+fx22s+fx23s+fx24s+fx25s+fx26s ;

document.getElementById("Fsum").value = fsums ;
document.getElementById("Cfsum").value = cfsums;
document.getElementById("Xsum").value = xsums;
document.getElementById("Fxsum").value = fxsums;
document.getElementById("Fx2sum").value = fx2sums;

/*-----d1 and d2-----*/
document.getElementById("D1").value = dc-du;
document.getElementById("D2").value = dc-dd;

/*-----main calculations-----*/
modes=l1+((dc-du)/((dc-du)+(dc-dd))*((num2-num1));
medians=l1+((((fsums)/2)-fmidean)/f2midean)*((num2-num1));
means=(fxsums)/(fsums);
sds=Math.sqrt((fx2sums/fsums)-(means*means));
kp=((means-modes)/sds)

document.getElementById("Mode").value = modes;
document.getElementById("Median").value = medians;
document.getElementById("Mean").value = means;
document.getElementById("Sd").value = sds;
document.getElementById("Kp").value = kp;

```

```

    }
</script>
</body>
</html>

```

## Table7x.html

```

<!DOCTYPE html>
<html>
  <head>
    <meta http-equiv="Content-Type" content="text/html; charset=UTF-8">
    <link href="css/navbar.css" rel="stylesheet">
    <link href="css/tooltip.css" rel="stylesheet">
    <title>S.T. CALCULATOR</title>
  </head>
  <body>
    <ul>
      <li><a href="index.html">STATISTICAL TABLE CALCULATOR
></a></li>
      <li><a href="#">7X</a></li>
    </ul>
    <br><br><br>
    <form>
      <table border="1px" align="left" cellpadding="10px" style="font-size:
25px">
        <thead>
          <tr>
            <th colspan="2" style="background-color: #4CAF50;color:
white;">
              FREQUENCY DISTRIBUTION TABLE
            </th>
          </tr>
        </thead>
        <tbody>
          <tr>
            <td>
              <input size="1.5" type="text" value="Sr.no" disabled/>
              <input size="4" type="text" value="C" disabled/> -
              <input size="4" type="text" value="I" disabled/>
              <input size="4" type="text" value="Freq.(F)" disabled/>
              <br>

```

```

        <input size="1.5" type="text" value="1" disabled/>
        <input size="4" type="text" id="Num1" value="0"
onblur="Calc();"/> -
        <input size="4" type="text" id="Num2" value="10"
onblur="Calc();"/>
        <input size="4" type="text" id="F1" value="5"
onblur="Calc();"/>
        <br>
        <input size="1.5" type="text" value="2" disabled/>
        <input size="4" type="text" id="Num3" value="10"
onblur="Calc();"/> -
        <input size="4" type="text" id="Num4" value="20"
onblur="Calc();"/>
        <input size="4" type="text" id="F2" value="7"
onblur="Calc();"/>
        <br>
        <input size="1.5" type="text" value="3" disabled/>
        <input size="4" type="text" id="Num5" value="20"
onblur="Calc();"/> -
        <input size="4" type="text" id="Num6" value="30"
onblur="Calc();"/>
        <input size="4" type="text" id="F3" value="20"
onblur="Calc();"/>
        <br>
        <input size="1.5" type="text" value="4" disabled/>
        <input size="4" type="text" id="Num7" value="30"
onblur="Calc();"/> -
        <input size="4" type="text" id="Num8" value="40"
onblur="Calc();"/>
        <input size="4" type="text" id="F4" value="12"
onblur="Calc();"/>
        <br>
        <input size="1.5" type="text" value="5" disabled/>
        <input size="4" type="text" id="Num9" value="40"
onblur="Calc();"/> -
        <input size="4" type="text" id="Num10" value="50"
onblur="Calc();"/>
        <input size="4" type="text" id="F5" value="6"
onblur="Calc();"/>
        <br>
        <input size="1.5" type="text" value="6" disabled/>
        <input size="4" type="text" id="Num11" value="50"
onblur="Calc();"/> -

```

```

        <input size="4" type="text" id="Num12" value="60"
onblur="Calc();"/>
        <input size="4" type="text" id="F6" value="5"
onblur="Calc();"/>
        <br>
        <input size="1.5" type="text" value="7" disabled/>
        <input size="4" type="text" id="Num13" value="60"
onblur="Calc();"/> -
        <input size="4" type="text" id="Num14" value="70"
onblur="Calc();"/>
        <input size="4" type="text" id="F7" value="4"
onblur="Calc();"/>
        <br>
    </td>
    <td>
        <input size="4" type="text" value="( C - F )" disabled/>
        <input size="4" type="text" value="Mid(X)" disabled/>
        <input size="4" type="text" value="( F * X )" disabled/>
        <input size="4" type="text" value="( F * X2 )" disabled/>
        <br>
        <input size="4" type="text" id="Cf1" value="" readonly/>
        <input size="4" type="text" id="Xmid1" value="" readonly/>
        <input size="4" type="text" id="Fx1" value="" readonly/>
        <input size="4" type="text" id="Fx21" value="" readonly/>
        <br>
        <input size="4" type="text" id="Cf2" value="" readonly/>
        <input size="4" type="text" id="Xmid2" value="" readonly/>
        <input size="4" type="text" id="Fx2" value="" readonly/>
        <input size="4" type="text" id="Fx22" value="" readonly/>
        <br>
        <input size="4" type="text" id="Cf3" value="" readonly/>
        <input size="4" type="text" id="Xmid3" value="" readonly/>
        <input size="4" type="text" id="Fx3" value="" readonly/>
        <input size="4" type="text" id="Fx23" value="" readonly/>
        <br>
        <input size="4" type="text" id="Cf4" value="" readonly/>
        <input size="4" type="text" id="Xmid4" value="" readonly/>
        <input size="4" type="text" id="Fx4" value="" readonly/>
        <input size="4" type="text" id="Fx24" value="" readonly/>
        <br>
        <input size="4" type="text" id="Cf5" value="" readonly/>
        <input size="4" type="text" id="Xmid5" value="" readonly/>
        <input size="4" type="text" id="Fx5" value="" readonly/>

```

```

        <input size="4" type="text" id="Fx25" value="" readonly/>
        <br>
        <input size="4" type="text" id="Cf6" value="" readonly/>
        <input size="4" type="text" id="Xmid6" value="" readonly/>
        <input size="4" type="text" id="Fx6" value="" readonly/>
        <input size="4" type="text" id="Fx26" value="" readonly/>
        <br>
        <input size="4" type="text" id="Cf7" value="" readonly/>
        <input size="4" type="text" id="Xmid7" value="" readonly/>
        <input size="4" type="text" id="Fx7" value="" readonly/>
        <input size="4" type="text" id="Fx27" value="" readonly/>
    </td>
</tr>
<tr>
    <td>
        <input size="1.5" type="text" value="-" disabled/>
        <input size="4" type="text" value="C" disabled/> -
        <input size="4" type="text" value="I" disabled/>
        <input size="4" type="text" value="Σ(F)" disabled/>
        <br>
        <input size="1.5" type="text" value="-" disabled/>
        <input size="4" type="text" value="C" readonly/> -
        <input size="4" type="text" value="I" readonly/>
        <input size="4" type="text" id="Fsum" value="" readonly/>
        <br>
    </td>
    <td>
        <input size="4" type="text" value="Σ(C-F)" disabled/>
        <input size="4" type="text" value="Σ(X)" disabled/>
        <input size="4" type="text" value="Σ( F*X )" disabled/>
        <input size="4" type="text" value="Σ( F*X² )" disabled/>
        <br>
        <input size="4" type="text" id="Cfsum" value="" readonly/>
        <input size="4" type="text" id="Xsum" value="" readonly/>
        <input size="4" type="text" id="Fxsum" value="" readonly/>
        <input size="4" type="text" id="Fx2sum" value="" readonly/>
        <br>
    </td>
</tr>
</tbody>
</table>
</form>
<form>

```



```

        <input size="4" type="text" id="L1" value="20"
onblur="Calc();" />
        <hr>
        <input size="4" type="text" value="d1" disabled /> -
        <input size="4" type="text" value="d2" disabled />
        <br>
        <input size="4" type="text" id="D1" value=""
onblur="Calc();" /> -
        <input size="4" type="text" id="D2" value=""
onblur="Calc();" />
        <br>
    </td>
    <td align="center">
        <b> ENTER VALUES FOR MEDIAN </b>
        <div class="tooltip">
            <a href="info.html" target = "_blank">(?)</a>
            <span class="tooltiptext">
                <a>> To determine F and f</a><br>
                <a>>> If value of n/2 is x find the value of c-f just bigger
than x</a><br>
                <a>>> The value above the gotten value is "F"</a><br>
                <a>>> The corresponding frequency is "f"</a><br>
            </span>
        </div>
        <br>
        <input size="4" type="text" value="F" disabled />
        <input size="4" type="text" id="Fmidean" value="12"
onblur="Calc();" />
        <br>
        <input size="4" type="text" value="f" disabled />
        <input size="4" type="text" id="F2midean" value="20"
onblur="Calc();" />
    </td>
</tr>
<tr>
    <td align="center"><b>MODE</b><br>[  $L + \frac{d1}{d1+d2} * h$ 
<br>
        <input type="text" id="Mode" value="" />
    </td>

    <td align="center"><b>MEDIAN</b><br>[  $L + \left[ \frac{n}{2} \right] * F$ 
<br>
        <input type="text" id="Median" value="" />

```

```

        </td>
    </tr>
    <tr>
        <td align="center"><b>STD. DEVIATION</b><br>[ $\sqrt{(F*X^2/n)-((F*X)/n)^2}$ ]<br>
        <input type="text" id="Sd" value=""/>
    </td>

    <td align="center"><b>KARL PEARSON'S</b><br>[Mean-
Mode/S.D.]<br>
    <input type="text" id="Kp" value=""/>
    </td>
</tr>
</tbody>
</table>
<script>
function Calc()
{
    var num1 = parseInt(document.getElementById("Num1").value);
    var num2 = parseInt(document.getElementById("Num2").value);
    var num3 = parseInt(document.getElementById("Num3").value);
    var num4 = parseInt(document.getElementById("Num4").value);
    var num5 = parseInt(document.getElementById("Num5").value);
    var num6 = parseInt(document.getElementById("Num6").value);
    var num7 = parseInt(document.getElementById("Num7").value);
    var num8 = parseInt(document.getElementById("Num8").value);
    var num9 = parseInt(document.getElementById("Num9").value);
    var num10 = parseInt(document.getElementById("Num10").value);
    var num11 = parseInt(document.getElementById("Num11").value);
    var num12 = parseInt(document.getElementById("Num12").value);
    var num13 = parseInt(document.getElementById("Num13").value);
    var num14 = parseInt(document.getElementById("Num14").value);

    var f1 = parseInt(document.getElementById("F1").value);
    var f2 = parseInt(document.getElementById("F2").value);
    var f3 = parseInt(document.getElementById("F3").value);
    var f4 = parseInt(document.getElementById("F4").value);
    var f5 = parseInt(document.getElementById("F5").value);
    var f6 = parseInt(document.getElementById("F6").value);
    var f7 = parseInt(document.getElementById("F7").value);

    var du = parseInt(document.getElementById("Du").value);
    var dc = parseInt(document.getElementById("Dc").value);

```



```

var dd = parseInt(document.getElementById("Dd").value);

var ll = parseInt(document.getElementById("L1").value);

var fmidmean = parseInt(document.getElementById("Fmidmean").value);
var f2midmean =
parseInt(document.getElementById("F2midmean").value);

/*-----xmid-----*/

xmid1s=(num1 + num2)/2;
xmid2s=(num3 + num4)/2;
xmid3s=(num5 + num6)/2;
xmid4s=(num7 + num8)/2;
xmid5s=(num9 + num10)/2;
xmid6s=(num11 + num12)/2;
xmid7s=(num13 + num14)/2;

document.getElementById("Xmid1").value = xmid1s;
document.getElementById("Xmid2").value = xmid2s;
document.getElementById("Xmid3").value = xmid3s;
document.getElementById("Xmid4").value = xmid4s;
document.getElementById("Xmid5").value = xmid5s;
document.getElementById("Xmid6").value = xmid6s;
document.getElementById("Xmid7").value = xmid7s;

/*-----fx-----*/

document.getElementById("Fx1").value = f1*(xmid1s);
document.getElementById("Fx2").value = f2*(xmid2s);
document.getElementById("Fx3").value = f3*(xmid3s);
document.getElementById("Fx4").value = f4*(xmid4s);
document.getElementById("Fx5").value = f5*(xmid5s);
document.getElementById("Fx6").value = f6*(xmid6s);
document.getElementById("Fx7").value = f7*(xmid7s);

/*-----fx`2-----*/

fx21s=f1*((xmid1s)*(xmid1s));
fx22s=f2*((xmid2s)*(xmid2s));
fx23s=f3*((xmid3s)*(xmid3s));
fx24s=f4*((xmid4s)*(xmid4s));
fx25s=f5*((xmid5s)*(xmid5s));
fx26s=f6*((xmid6s)*(xmid6s));
fx27s=f7*((xmid7s)*(xmid7s));

```

```
document.getElementById("Fx21").value = fx21s;
document.getElementById("Fx22").value = fx22s;
document.getElementById("Fx23").value = fx23s;
document.getElementById("Fx24").value = fx24s;
document.getElementById("Fx25").value = fx25s;
document.getElementById("Fx26").value = fx26s;
document.getElementById("Fx27").value = fx27s;
```

```
/*-----cf-----*/
```

```
document.getElementById("Cf1").value = f1;
document.getElementById("Cf2").value = f1+f2;
document.getElementById("Cf3").value = f1+f2+f3;
document.getElementById("Cf4").value = f1+f2+f3+f4;
document.getElementById("Cf5").value = f1+f2+f3+f4+f5;
document.getElementById("Cf6").value = f1+f2+f3+f4+f5+f6;
document.getElementById("Cf7").value = f1+f2+f3+f4+f5+f6+f7;
```

```
/*-----sums-----*/
```

```
fsums= f1+f2+f3+f4+f5+f6+f7 ;
cfsums=
(f1)+(f1+f2)+(f1+f2+f3)+(f1+f2+f3+f4)+(f1+f2+f3+f4+f5)+(f1+f2+f3+f4+f5+f
6)+(f1+f2+f3+f4+f5+f6+f7) ;
xsums=
(xmid1s)+(xmid2s)+(xmid3s)+(xmid4s)+(xmid5s)+(xmid6s)+(xmid7s) ;
fxsums=
(f1*(xmid1s))+(f2*(xmid2s))+(f3*(xmid3s))+(f4*(xmid4s))+(f5*(xmid5s))+(f6
*(xmid6s))+(f7*(xmid7s)) ;
fx2sums= fx21s+fx22s+fx23s+fx24s+fx25s+fx26s+fx27s ;
```

```
document.getElementById("Fsum").value = fsums ;
document.getElementById("Cfsum").value = cfsums;
document.getElementById("Xsum").value = xsums;
document.getElementById("Fxsum").value = fxsums;
document.getElementById("Fx2sum").value = fx2sums;
```

```
/*-----d1 and d2-----*/
```

```
document.getElementById("D1").value = dc-du;
document.getElementById("D2").value = dc-dd;
```

```
/*-----main calculations-----*/
```

```

modes=11+((dc-du)/((dc-du)+(dc-dd))*((num2-num1));
medians=11+((((fsums)/2)-fmidean)/f2midean)*((num2-num1));
means=(fxsums)/(fsums);
sds=Math.sqrt((fx2sums/fsums)-(means*means));
kp=((means-modes)/sds)

document.getElementById("Mode").value = modes;
document.getElementById("Median").value = medians;
document.getElementById("Mean").value = means;
document.getElementById("Sd").value = sds;
document.getElementById("Kp").value = kp;
}
</script>
</body>
</html>

```

## Table8x.html

```

<!DOCTYPE html>
<html>
  <head>
    <meta http-equiv="Content-Type" content="text/html; charset=UTF-8">
    <link href="css/navbar.css" rel="stylesheet">
    <link href="css/tooltip.css" rel="stylesheet">
    <title>S.T. CALCULATOR</title>
  </head>
  <body>
    <ul>
      <li><a href="index.html">STATISTICAL TABLE CALCULATOR
></a></li>
      <li><a href="#">8X</a></li>
    </ul>
    <br><br><br>
    <form>
      <table border="1px" align="left" cellpadding="10px" style="font-size:
25px">
        <thead>
          <tr>
            <th colspan="2" style="background-color: #4CAF50;color:
white;">
              FREQUENCY DISTRIBUTION TABLE

```

```

        </th>
    </tr>
</thead>
<tbody>
    <tr>
        <td>
            <input size="1.5" type="text" value="Sr.no" disabled/>
            <input size="4" type="text" value="C" disabled/> -
            <input size="4" type="text" value="I" disabled/>
            <input size="4" type="text" value="Freq.(F)" disabled/>
            <br>
            <input size="1.5" type="text" value="1" disabled/>
            <input size="4" type="text" id="Num1" value="0"
onblur="Calc();" /> -
            <input size="4" type="text" id="Num2" value="10"
onblur="Calc();" />
            <input size="4" type="text" id="F1" value="5"
onblur="Calc();" />
            <br>
            <input size="1.5" type="text" value="2" disabled/>
            <input size="4" type="text" id="Num3" value="10"
onblur="Calc();" /> -
            <input size="4" type="text" id="Num4" value="20"
onblur="Calc();" />
            <input size="4" type="text" id="F2" value="7"
onblur="Calc();" />
            <br>
            <input size="1.5" type="text" value="3" disabled/>
            <input size="4" type="text" id="Num5" value="20"
onblur="Calc();" /> -
            <input size="4" type="text" id="Num6" value="30"
onblur="Calc();" />
            <input size="4" type="text" id="F3" value="20"
onblur="Calc();" />
            <br>
            <input size="1.5" type="text" value="4" disabled/>
            <input size="4" type="text" id="Num7" value="30"
onblur="Calc();" /> -
            <input size="4" type="text" id="Num8" value="40"
onblur="Calc();" />
            <input size="4" type="text" id="F4" value="12"
onblur="Calc();" />
            <br>

```

```

        <input size="1.5" type="text" value="5" disabled/>
        <input size="4" type="text" id="Num9" value="40"
onblur="Calc();" /> -
        <input size="4" type="text" id="Num10" value="50"
onblur="Calc();" />
        <input size="4" type="text" id="F5" value="6"
onblur="Calc();" />
        <br>
        <input size="1.5" type="text" value="6" disabled/>
        <input size="4" type="text" id="Num11" value="50"
onblur="Calc();" /> -
        <input size="4" type="text" id="Num12" value="60"
onblur="Calc();" />
        <input size="4" type="text" id="F6" value="5"
onblur="Calc();" />
        <br>
        <input size="1.5" type="text" value="7" disabled/>
        <input size="4" type="text" id="Num13" value="60"
onblur="Calc();" /> -
        <input size="4" type="text" id="Num14" value="70"
onblur="Calc();" />
        <input size="4" type="text" id="F7" value="4"
onblur="Calc();" />
        <br>
        <input size="1.5" type="text" value="8" disabled/>
        <input size="4" type="text" id="Num15" value="70"
onblur="Calc();" /> -
        <input size="4" type="text" id="Num16" value="80"
onblur="Calc();" />
        <input size="4" type="text" id="F8" value="3"
onblur="Calc();" />
        <br>
    </td>
    <td>
        <input size="4" type="text" value="( C - F )" disabled/>
        <input size="4" type="text" value="Mid(X)" disabled/>
        <input size="4" type="text" value="( F * X )" disabled/>
        <input size="4" type="text" value="( F * X2 )" disabled/>
        <br>
        <input size="4" type="text" id="Cf1" value="" readonly/>
        <input size="4" type="text" id="Xmid1" value="" readonly/>
        <input size="4" type="text" id="Fx1" value="" readonly/>
        <input size="4" type="text" id="Fx21" value="" readonly/>

```

```

<br>
<input size="4" type="text" id="Cf2" value="" readonly/>
<input size="4" type="text" id="Xmid2" value="" readonly/>
<input size="4" type="text" id="Fx2" value="" readonly/>
<input size="4" type="text" id="Fx22" value="" readonly/>
<br>
<input size="4" type="text" id="Cf3" value="" readonly/>
<input size="4" type="text" id="Xmid3" value="" readonly/>
<input size="4" type="text" id="Fx3" value="" readonly/>
<input size="4" type="text" id="Fx23" value="" readonly/>
<br>
<input size="4" type="text" id="Cf4" value="" readonly/>
<input size="4" type="text" id="Xmid4" value="" readonly/>
<input size="4" type="text" id="Fx4" value="" readonly/>
<input size="4" type="text" id="Fx24" value="" readonly/>
<br>
<input size="4" type="text" id="Cf5" value="" readonly/>
<input size="4" type="text" id="Xmid5" value="" readonly/>
<input size="4" type="text" id="Fx5" value="" readonly/>
<input size="4" type="text" id="Fx25" value="" readonly/>
<br>
<input size="4" type="text" id="Cf6" value="" readonly/>
<input size="4" type="text" id="Xmid6" value="" readonly/>
<input size="4" type="text" id="Fx6" value="" readonly/>
<input size="4" type="text" id="Fx26" value="" readonly/>
<br>
<input size="4" type="text" id="Cf7" value="" readonly/>
<input size="4" type="text" id="Xmid7" value="" readonly/>
<input size="4" type="text" id="Fx7" value="" readonly/>
<input size="4" type="text" id="Fx27" value="" readonly/>
<br>
<input size="4" type="text" id="Cf8" value="" readonly/>
<input size="4" type="text" id="Xmid8" value="" readonly/>
<input size="4" type="text" id="Fx8" value="" readonly/>
<input size="4" type="text" id="Fx28" value="" readonly/>
</td>
</tr>
<tr>
<td>
<input size="1.5" type="text" value="-" disabled/>
<input size="4" type="text" value="C" disabled/> -
<input size="4" type="text" value="I" disabled/>
<input size="4" type="text" value="Σ(F)" disabled/>

```

```

        <br>
        <input size="1.5" type="text" value="-" disabled/>
        <input size="4" type="text" value="C" readonly/> -
        <input size="4" type="text" value="I" readonly/>
        <input size="4" type="text" id="Fsum" value="" readonly/>
        <br>
    </td>
    <td>
        <input size="4" type="text" value="Σ(C-F)" disabled/>
        <input size="4" type="text" value="Σ(X)" disabled/>
        <input size="4" type="text" value="Σ( F*X )" disabled/>
        <input size="4" type="text" value="Σ( F*X² )" disabled/>
        <br>
        <input size="4" type="text" id="Cfsum" value="" readonly/>
        <input size="4" type="text" id="Xsum" value="" readonly/>
        <input size="4" type="text" id="Fxsum" value="" readonly/>
        <input size="4" type="text" id="Fx2sum" value="" readonly/>
        <br>
    </td>
</tr>
</tbody>
</table>
</form>
<form>
    <table border="1px" align="center" cellpadding="10px" style="font-size: 25px">
        <thead>
            <tr>
                <th colspan="2" style="background-color: #4CAF50;color: white;">
                    OUTPUT TABLE
                </th>
            </tr>
        </thead>
        <tbody>
            <tr>
                <td colspan="8" align="center">
                    <b>MEAN</b>[ Σ( F * X ) / Σ( F ) ]<br>
                    <input type="text" id="Mean" value=""/>
                </td>
            </tr>
            <tr>
                <td align="center">

```





```

        <a>>> If value of n/2 is x find the value of c-f just bigger
than x</a><br>
        <a>>> The value above the gotten value is "F"</a><br>
        <a>>> The corresponding frequency is "f"</a><br>
    </span>
</div>
<br>
<input size="4" type="text" value="F" disabled/>
<input size="4" type="text" id="Fmidean" value="12"
onblur="Calc();" />
<br>
<input size="4" type="text" value="f" disabled/>
<input size="4" type="text" id="F2midean" value="20"
onblur="Calc();" />
</td>
</tr>
<tr>
<td align="center"><b>MODE</b><br>[  $L + [d1 / (d1 + d2)] * h$ 
]]<br>
<input type="text" id="Mode" value="" />
</td>
<td align="center"><b>MEDIAN</b><br>[  $L + [(n / (2) * F$ 
]/f] * h]<br>
<input type="text" id="Median" value="" />
</td>
</tr>
<tr>
<td align="center"><b>STD. DEVIATION</b><br>[  $\sqrt{(F * X^2 / n) -$ 
 $((F * X) / n)^2}$  ]<br>
<input type="text" id="Sd" value="" />
</td>
<td align="center"><b>KARL PEARSON'S</b><br>[Mean-
Mode / S.D.]<br>
<input type="text" id="Kp" value="" />
</td>
</tr>
</tbody>
</table>
<script>
function Calc()
{

```

```

var num1 = parseInt(document.getElementById("Num1").value);
var num2 = parseInt(document.getElementById("Num2").value);
var num3 = parseInt(document.getElementById("Num3").value);
var num4 = parseInt(document.getElementById("Num4").value);
var num5 = parseInt(document.getElementById("Num5").value);
var num6 = parseInt(document.getElementById("Num6").value);
var num7 = parseInt(document.getElementById("Num7").value);
var num8 = parseInt(document.getElementById("Num8").value);
var num9 = parseInt(document.getElementById("Num9").value);
var num10 = parseInt(document.getElementById("Num10").value);
var num11 = parseInt(document.getElementById("Num11").value);
var num12 = parseInt(document.getElementById("Num12").value);
var num13 = parseInt(document.getElementById("Num13").value);
var num14 = parseInt(document.getElementById("Num14").value);
var num15 = parseInt(document.getElementById("Num15").value);
var num16 = parseInt(document.getElementById("Num16").value);

var f1 = parseInt(document.getElementById("F1").value);
var f2 = parseInt(document.getElementById("F2").value);
var f3 = parseInt(document.getElementById("F3").value);
var f4 = parseInt(document.getElementById("F4").value);
var f5 = parseInt(document.getElementById("F5").value);
var f6 = parseInt(document.getElementById("F6").value);
var f7 = parseInt(document.getElementById("F7").value);
var f8 = parseInt(document.getElementById("F8").value);

var du = parseInt(document.getElementById("Du").value);
var dc = parseInt(document.getElementById("Dc").value);
var dd = parseInt(document.getElementById("Dd").value);

var l1 = parseInt(document.getElementById("L1").value);

var fmidmean = parseInt(document.getElementById("Fmidmean").value);
var f2midmean =
parseInt(document.getElementById("F2midmean").value);

/*-----xmid-----*/

xmid1s=(num1 + num2)/2;
xmid2s=(num3 + num4)/2;
xmid3s=(num5 + num6)/2;
xmid4s=(num7 + num8)/2;
xmid5s=(num9 + num10)/2;

```

```
xmid6s=(num11 + num12)/2;  
xmid7s=(num13 + num14)/2;  
xmid8s=(num15 + num16)/2;
```

```
document.getElementById("Xmid1").value = xmid1s;  
document.getElementById("Xmid2").value = xmid2s;  
document.getElementById("Xmid3").value = xmid3s;  
document.getElementById("Xmid4").value = xmid4s;  
document.getElementById("Xmid5").value = xmid5s;  
document.getElementById("Xmid6").value = xmid6s;  
document.getElementById("Xmid7").value = xmid7s;  
document.getElementById("Xmid8").value = xmid8s;
```

```
/*-----fx-----*/
```

```
document.getElementById("Fx1").value = f1*(xmid1s);  
document.getElementById("Fx2").value = f2*(xmid2s);  
document.getElementById("Fx3").value = f3*(xmid3s);  
document.getElementById("Fx4").value = f4*(xmid4s);  
document.getElementById("Fx5").value = f5*(xmid5s);  
document.getElementById("Fx6").value = f6*(xmid6s);  
document.getElementById("Fx7").value = f7*(xmid7s);  
document.getElementById("Fx8").value = f8*(xmid8s);
```

```
/*-----fx`2-----*/
```

```
fx21s=f1*((xmid1s)*(xmid1s));  
fx22s=f2*((xmid2s)*(xmid2s));  
fx23s=f3*((xmid3s)*(xmid3s));  
fx24s=f4*((xmid4s)*(xmid4s));  
fx25s=f5*((xmid5s)*(xmid5s));  
fx26s=f6*((xmid6s)*(xmid6s));  
fx27s=f7*((xmid7s)*(xmid7s));  
fx28s=f8*((xmid8s)*(xmid8s));
```

```
document.getElementById("Fx21").value = fx21s;  
document.getElementById("Fx22").value = fx22s;  
document.getElementById("Fx23").value = fx23s;  
document.getElementById("Fx24").value = fx24s;  
document.getElementById("Fx25").value = fx25s;  
document.getElementById("Fx26").value = fx26s;  
document.getElementById("Fx27").value = fx27s;  
document.getElementById("Fx28").value = fx28s;
```

```
/*-----cf-----*/
```

```

document.getElementById("Cf1").value = f1;
document.getElementById("Cf2").value = f1+f2;
document.getElementById("Cf3").value = f1+f2+f3;
document.getElementById("Cf4").value = f1+f2+f3+f4;
document.getElementById("Cf5").value = f1+f2+f3+f4+f5;
document.getElementById("Cf6").value = f1+f2+f3+f4+f5+f6;
document.getElementById("Cf7").value = f1+f2+f3+f4+f5+f6+f7;
document.getElementById("Cf8").value = f1+f2+f3+f4+f5+f6+f7+f8;

/*-----sums-----*/

fsums= f1+f2+f3+f4+f5+f6+f7+f8 ;
cfsums=
(f1)+(f1+f2)+(f1+f2+f3)+(f1+f2+f3+f4)+(f1+f2+f3+f4+f5)+(f1+f2+f3+f4+f5+f
6)+(f1+f2+f3+f4+f5+f6+f7)+(f1+f2+f3+f4+f5+f6+f7+f8) ;
xsums=
(xmid1s)+(xmid2s)+(xmid3s)+(xmid4s)+(xmid5s)+(xmid6s)+(xmid7s)+(xmid8
s) ;
fxsums=
(f1*(xmid1s))+(f2*(xmid2s))+(f3*(xmid3s))+(f4*(xmid4s))+(f5*(xmid5s))+(f6
*(xmid6s))+(f7*(xmid7s))+(f8*(xmid8s)) ;
fx2sums= fx21s+fx22s+fx23s+fx24s+fx25s+fx26s+fx27s+fx28s ;

document.getElementById("Fsum").value = fsums ;
document.getElementById("Cfsum").value = cfsums;
document.getElementById("Xsum").value = xsums;
document.getElementById("Fxsum").value = fxsums;
document.getElementById("Fx2sum").value = fx2sums;

/*-----d1 and d2-----*/
document.getElementById("D1").value = dc-du;
document.getElementById("D2").value = dc-dd;

/*-----main calculations-----*/
modes=l1+(((dc-du)/((dc-du)+(dc-dd)))*((num2-num1)));
medians=l1+((((fsums)/2)-fmidean)/f2midean)*((num2-num1));
means=(fxsums)/(fsums);
sds=Math.sqrt((fx2sums/fsums)-(means*means));
kp=((means-modes)/sds)

document.getElementById("Mode").value = modes;
document.getElementById("Median").value = medians;

```

```

        document.getElementById("Mean").value = means;
        document.getElementById("Sd").value = sds;
        document.getElementById("Kp").value = kp;
    }
</script>
</body>
</html>

```

## Table9x.html

```

<!DOCTYPE html>
<html>
  <head>
    <meta http-equiv="Content-Type" content="text/html; charset=UTF-8">
    <link href="css/navbar.css" rel="stylesheet">
    <link href="css/tooltip.css" rel="stylesheet">
    <title>S.T. CALCULATOR</title>
  </head>
  <body>
    <ul>
      <li><a href="index.html">STATISTICAL TABLE CALCULATOR
></a></li>
      <li><a href="#">9X</a></li>
    </ul>
    <br><br><br>
    <form>
      <table border="1px" align="left" cellpadding="10px" style="font-size:
25px">
        <thead>
          <tr>
            <th colspan="2" style="background-color: #4CAF50;color:
white;">
              FREQUENCY DISTRIBUTION TABLE
            </th>
          </tr>
        </thead>
        <tbody>
          <tr>
            <td>
              <input size="1.5" type="text" value="Sr.no" disabled/>
              <input size="4" type="text" value="C" disabled/> -

```

```

        <input size="4" type="text" value="I" disabled/>
        <input size="4" type="text" value="Freq.(F)" disabled/>
        <br>
        <input size="1.5" type="text" value="1" disabled/>
        <input size="4" type="text" id="Num1" value="0"
onblur="Calc();"/> -
        <input size="4" type="text" id="Num2" value="10"
onblur="Calc();"/>
        <input size="4" type="text" id="F1" value="5"
onblur="Calc();"/>
        <br>
        <input size="1.5" type="text" value="2" disabled/>
        <input size="4" type="text" id="Num3" value="10"
onblur="Calc();"/> -
        <input size="4" type="text" id="Num4" value="20"
onblur="Calc();"/>
        <input size="4" type="text" id="F2" value="7"
onblur="Calc();"/>
        <br>
        <input size="1.5" type="text" value="3" disabled/>
        <input size="4" type="text" id="Num5" value="20"
onblur="Calc();"/> -
        <input size="4" type="text" id="Num6" value="30"
onblur="Calc();"/>
        <input size="4" type="text" id="F3" value="20"
onblur="Calc();"/>
        <br>
        <input size="1.5" type="text" value="4" disabled/>
        <input size="4" type="text" id="Num7" value="30"
onblur="Calc();"/> -
        <input size="4" type="text" id="Num8" value="40"
onblur="Calc();"/>
        <input size="4" type="text" id="F4" value="12"
onblur="Calc();"/>
        <br>
        <input size="1.5" type="text" value="5" disabled/>
        <input size="4" type="text" id="Num9" value="40"
onblur="Calc();"/> -
        <input size="4" type="text" id="Num10" value="50"
onblur="Calc();"/>
        <input size="4" type="text" id="F5" value="6"
onblur="Calc();"/>
        <br>

```

```

        <input size="1.5" type="text" value="6" disabled/>
        <input size="4" type="text" id="Num11" value="50"
onblur="Calc()"/> -
        <input size="4" type="text" id="Num12" value="60"
onblur="Calc()"/>
        <input size="4" type="text" id="F6" value="5"
onblur="Calc()"/>
        <br>
        <input size="1.5" type="text" value="7" disabled/>
        <input size="4" type="text" id="Num13" value="60"
onblur="Calc()"/> -
        <input size="4" type="text" id="Num14" value="70"
onblur="Calc()"/>
        <input size="4" type="text" id="F7" value="4"
onblur="Calc()"/>
        <br>
        <input size="1.5" type="text" value="8" disabled/>
        <input size="4" type="text" id="Num15" value="70"
onblur="Calc()"/> -
        <input size="4" type="text" id="Num16" value="80"
onblur="Calc()"/>
        <input size="4" type="text" id="F8" value="3"
onblur="Calc()"/>
        <br>
        <input size="1.5" type="text" value="9" disabled/>
        <input size="4" type="text" id="Num17" value="80"
onblur="Calc()"/> -
        <input size="4" type="text" id="Num18" value="90"
onblur="Calc()"/>
        <input size="4" type="text" id="F9" value="2"
onblur="Calc()"/>
        <br>
    </td>
    <td>
        <input size="4" type="text" value="( C - F )" disabled/>
        <input size="4" type="text" value="Mid(X)" disabled/>
        <input size="4" type="text" value="( F * X )" disabled/>
        <input size="4" type="text" value="( F * X^2 )" disabled/>
        <br>
        <input size="4" type="text" id="Cf1" value="" readonly/>
        <input size="4" type="text" id="Xmid1" value="" readonly/>
        <input size="4" type="text" id="Fx1" value="" readonly/>
        <input size="4" type="text" id="Fx21" value="" readonly/>

```



```
<br>
<input size="4" type="text" id="Cf2" value="" readonly/>
<input size="4" type="text" id="Xmid2" value="" readonly/>
<input size="4" type="text" id="Fx2" value="" readonly/>
<input size="4" type="text" id="Fx22" value="" readonly/>
<br>
<input size="4" type="text" id="Cf3" value="" readonly/>
<input size="4" type="text" id="Xmid3" value="" readonly/>
<input size="4" type="text" id="Fx3" value="" readonly/>
<input size="4" type="text" id="Fx23" value="" readonly/>
<br>
<input size="4" type="text" id="Cf4" value="" readonly/>
<input size="4" type="text" id="Xmid4" value="" readonly/>
<input size="4" type="text" id="Fx4" value="" readonly/>
<input size="4" type="text" id="Fx24" value="" readonly/>
<br>
<input size="4" type="text" id="Cf5" value="" readonly/>
<input size="4" type="text" id="Xmid5" value="" readonly/>
<input size="4" type="text" id="Fx5" value="" readonly/>
<input size="4" type="text" id="Fx25" value="" readonly/>
<br>
<input size="4" type="text" id="Cf6" value="" readonly/>
<input size="4" type="text" id="Xmid6" value="" readonly/>
<input size="4" type="text" id="Fx6" value="" readonly/>
<input size="4" type="text" id="Fx26" value="" readonly/>
<br>
<input size="4" type="text" id="Cf7" value="" readonly/>
<input size="4" type="text" id="Xmid7" value="" readonly/>
<input size="4" type="text" id="Fx7" value="" readonly/>
<input size="4" type="text" id="Fx27" value="" readonly/>
<br>
<input size="4" type="text" id="Cf8" value="" readonly/>
<input size="4" type="text" id="Xmid8" value="" readonly/>
<input size="4" type="text" id="Fx8" value="" readonly/>
<input size="4" type="text" id="Fx28" value="" readonly/>
<br>
<input size="4" type="text" id="Cf9" value="" readonly/>
<input size="4" type="text" id="Xmid9" value="" readonly/>
<input size="4" type="text" id="Fx9" value="" readonly/>
<input size="4" type="text" id="Fx29" value="" readonly/>
</td>
</tr>
<tr>
```



```

<td>
  <input size="1.5" type="text" value="-" disabled/>
  <input size="4" type="text" value="C" disabled/> -
  <input size="4" type="text" value="I" disabled/>
  <input size="4" type="text" value="Σ(F)" disabled/>
  <br>
  <input size="1.5" type="text" value="-" disabled/>
  <input size="4" type="text" value="C" readonly/> -
  <input size="4" type="text" value="I" readonly/>
  <input size="4" type="text" id="Fsum" value="" readonly/>
  <br>
</td>
<td>
  <input size="4" type="text" value="Σ(C-F)" disabled/>
  <input size="4" type="text" value="Σ(X)" disabled/>
  <input size="4" type="text" value="Σ( F*X )" disabled/>
  <input size="4" type="text" value="Σ( F*X² )" disabled/>
  <br>
  <input size="4" type="text" id="Cfsum" value="" readonly/>
  <input size="4" type="text" id="Xsum" value="" readonly/>
  <input size="4" type="text" id="Fxsum" value="" readonly/>
  <input size="4" type="text" id="Fx2sum" value="" readonly/>
  <br>
</td>
</tr>
</tbody>
</table>
</form>
<form>
  <table border="1px" align="center" cellpadding="10px" style="font-size: 25px">
    <thead>
      <tr>
        <th colspan="2" style="background-color: #4CAF50;color: white;">
          OUTPUT TABLE
        </th>
      </tr>
    </thead>
    <tbody>
      <tr>
        <td colspan="8" align="center">
          <b>MEAN</b>[ Σ( F * X ) / Σ( F ) ]<br>

```



```

        <div class="tooltip">
            <a href="info.html" target = "_blank">(?)</a>
            <span class="tooltiptext">
                <a>> To determine F and f</a><br>
                <a>>> If value of n/2 is x find the value of c-f just bigger
than x</a><br>
                <a>>> The value above the gotten value is "F"</a><br>
                <a>>> The corresponding frequency is "f"</a><br>
            </span>
        </div>
        <br>
        <input size="4" type="text" value="F" disabled/>
        <input size="4" type="text" id="Fmidean" value="12"
onblur="Calc();" />
        <br>
        <input size="4" type="text" value="f" disabled/>
        <input size="4" type="text" id="F2midean" value="20"
onblur="Calc();" />
    </td>
</tr>
<tr>
    <td align="center"><b>MODE</b><br>[ L+[d1/(d1+d2)*h
]]<br>
        <input type="text" id="Mode" value=""/>
    </td>

    <td align="center"><b>MEDIAN</b><br>[ L+[[n/(2)*F
]/f]*h]<br>
        <input type="text" id="Median" value=""/>
    </td>
</tr>
<tr>
    <td align="center"><b>STD. DEVIATION</b><br>[√(F*X²/n)-
((F*X)/n)²]<br>
        <input type="text" id="Sd" value=""/>
    </td>

    <td align="center"><b>KARL PEARSON'S</b><br>[Mean-
Mode/S.D.]<br>
        <input type="text" id="Kp" value=""/>
    </td>
</tr>
</tbody>

```

```

</table>
<script>
function Calc()
{
    var num1 = parseInt(document.getElementById("Num1").value);
    var num2 = parseInt(document.getElementById("Num2").value);
    var num3 = parseInt(document.getElementById("Num3").value);
    var num4 = parseInt(document.getElementById("Num4").value);
    var num5 = parseInt(document.getElementById("Num5").value);
    var num6 = parseInt(document.getElementById("Num6").value);
    var num7 = parseInt(document.getElementById("Num7").value);
    var num8 = parseInt(document.getElementById("Num8").value);
    var num9 = parseInt(document.getElementById("Num9").value);
    var num10 = parseInt(document.getElementById("Num10").value);
    var num11 = parseInt(document.getElementById("Num11").value);
    var num12 = parseInt(document.getElementById("Num12").value);
    var num13 = parseInt(document.getElementById("Num13").value);
    var num14 = parseInt(document.getElementById("Num14").value);
    var num15 = parseInt(document.getElementById("Num15").value);
    var num16 = parseInt(document.getElementById("Num16").value);
    var num17 = parseInt(document.getElementById("Num17").value);
    var num18 = parseInt(document.getElementById("Num18").value);

    var f1 = parseInt(document.getElementById("F1").value);
    var f2 = parseInt(document.getElementById("F2").value);
    var f3 = parseInt(document.getElementById("F3").value);
    var f4 = parseInt(document.getElementById("F4").value);
    var f5 = parseInt(document.getElementById("F5").value);
    var f6 = parseInt(document.getElementById("F6").value);
    var f7 = parseInt(document.getElementById("F7").value);
    var f8 = parseInt(document.getElementById("F8").value);
    var f9 = parseInt(document.getElementById("F9").value);

    var du = parseInt(document.getElementById("Du").value);
    var dc = parseInt(document.getElementById("Dc").value);
    var dd = parseInt(document.getElementById("Dd").value);

    var l1 = parseInt(document.getElementById("L1").value);

    var fmidmean = parseInt(document.getElementById("Fmidmean").value);
    var f2midmean =
parseInt(document.getElementById("F2midmean").value);

```

```
/*-----xmid-----*/
```

```
xmid1s=(num1 + num2)/2;  
xmid2s=(num3 + num4)/2;  
xmid3s=(num5 + num6)/2;  
xmid4s=(num7 + num8)/2;  
xmid5s=(num9 + num10)/2;  
xmid6s=(num11 + num12)/2;  
xmid7s=(num13 + num14)/2;  
xmid8s=(num15 + num16)/2;  
xmid9s=(num17 + num18)/2;
```

```
document.getElementById("Xmid1").value = xmid1s;  
document.getElementById("Xmid2").value = xmid2s;  
document.getElementById("Xmid3").value = xmid3s;  
document.getElementById("Xmid4").value = xmid4s;  
document.getElementById("Xmid5").value = xmid5s;  
document.getElementById("Xmid6").value = xmid6s;  
document.getElementById("Xmid7").value = xmid7s;  
document.getElementById("Xmid8").value = xmid8s;  
document.getElementById("Xmid9").value = xmid9s;
```

```
/*-----fx-----*/
```

```
document.getElementById("Fx1").value = f1*(xmid1s);  
document.getElementById("Fx2").value = f2*(xmid2s);  
document.getElementById("Fx3").value = f3*(xmid3s);  
document.getElementById("Fx4").value = f4*(xmid4s);  
document.getElementById("Fx5").value = f5*(xmid5s);  
document.getElementById("Fx6").value = f6*(xmid6s);  
document.getElementById("Fx7").value = f7*(xmid7s);  
document.getElementById("Fx8").value = f8*(xmid8s);  
document.getElementById("Fx9").value = f9*(xmid9s);
```

```
/*-----fx`2-----*/
```

```
fx21s=f1*((xmid1s)*(xmid1s));  
fx22s=f2*((xmid2s)*(xmid2s));  
fx23s=f3*((xmid3s)*(xmid3s));  
fx24s=f4*((xmid4s)*(xmid4s));  
fx25s=f5*((xmid5s)*(xmid5s));  
fx26s=f6*((xmid6s)*(xmid6s));  
fx27s=f7*((xmid7s)*(xmid7s));  
fx28s=f8*((xmid8s)*(xmid8s));  
fx29s=f9*((xmid9s)*(xmid9s));
```

```

document.getElementById("Fx21").value = fx21s;
document.getElementById("Fx22").value = fx22s;
document.getElementById("Fx23").value = fx23s;
document.getElementById("Fx24").value = fx24s;
document.getElementById("Fx25").value = fx25s;
document.getElementById("Fx26").value = fx26s;
document.getElementById("Fx27").value = fx27s;
document.getElementById("Fx28").value = fx28s;
document.getElementById("Fx29").value = fx29s;

```

```

/*-----cf-----*/

```

```

document.getElementById("Cf1").value = f1;
document.getElementById("Cf2").value = f1+f2;
document.getElementById("Cf3").value = f1+f2+f3;
document.getElementById("Cf4").value = f1+f2+f3+f4;
document.getElementById("Cf5").value = f1+f2+f3+f4+f5;
document.getElementById("Cf6").value = f1+f2+f3+f4+f5+f6;
document.getElementById("Cf7").value = f1+f2+f3+f4+f5+f6+f7;
document.getElementById("Cf8").value = f1+f2+f3+f4+f5+f6+f7+f8;
document.getElementById("Cf9").value =
f1+f2+f3+f4+f5+f6+f7+f8+f9;

```

```

/*-----sums-----*/

```

```

fsums= f1+f2+f3+f4+f5+f6+f7+f8+f9 ;
cfsums=
(f1)+(f1+f2)+(f1+f2+f3)+(f1+f2+f3+f4)+(f1+f2+f3+f4+f5)+(f1+f2+f3+f4+f5+f
6)+(f1+f2+f3+f4+f5+f6+f7)+(f1+f2+f3+f4+f5+f6+f7+f8)+(f1+f2+f3+f4+f5+f6
+f7+f8+f9) ;
xsums=
(xmid1s)+(xmid2s)+(xmid3s)+(xmid4s)+(xmid5s)+(xmid6s)+(xmid7s)+(xmid8
s)+(xmid9s) ;
fxsums=
(f1*(xmid1s))+(f2*(xmid2s))+(f3*(xmid3s))+(f4*(xmid4s))+(f5*(xmid5s))+(f6
*(xmid6s))+(f7*(xmid7s))+(f8*(xmid8s))+(f9*(xmid9s)) ;
fx2sums=
fx21s+fx22s+fx23s+fx24s+fx25s+fx26s+fx27s+fx28s+fx29s ;

```

```

document.getElementById("Fsum").value = fsums ;
document.getElementById("Cfsum").value = cfsums;
document.getElementById("Xsum").value = xsums;
document.getElementById("Fxsum").value = fxsums;

```

```

document.getElementById("Fx2sum").value = fx2sums;

/*-----d1 and d2-----*/
document.getElementById("D1").value = dc-du;
document.getElementById("D2").value = dc-dd;

/*-----main calculations-----*/
modes=l1+((dc-du)/((dc-du)+(dc-dd))*((num2-num1));
medians=l1+((((fsums)/2)-fmidean)/f2midean)*((num2-num1));
means=(fxsums)/(fsums);
sds=Math.sqrt((fx2sums/fsums)-(means*means));
kp=((means-modes)/sds)

document.getElementById("Mode").value = modes;
document.getElementById("Median").value = medians;
document.getElementById("Mean").value = means;
document.getElementById("Sd").value = sds;
document.getElementById("Kp").value = kp;
}
</script>
</body>
</html>

```

## Table10x.html

```

<!DOCTYPE html>
<html>
  <head>
    <meta http-equiv="Content-Type" content="text/html; charset=UTF-8">
    <link href="css/navbar.css" rel="stylesheet">
    <link href="css/tooltip.css" rel="stylesheet">
    <title>S.T. CALCULATOR</title>
  </head>
  <body>
    <ul>
      <li><a href="index.html">STATISTICAL TABLE CALCULATOR
></a></li>
      <li><a href="#">10X</a></li>
    </ul>
    <br><br><br>

```



```

<form>
  <table border="1px" align="left" cellpadding="10px" style="font-size:
25px">
    <thead>
      <tr>
        <th colspan="2" style="background-color: #4CAF50;color:
white;">
          FREQUENCY DISTRIBUTION TABLE
        </th>
      </tr>
    </thead>
    <tbody>
      <tr>
        <td>
          <input size="1.5" type="text" value="Sr.no" disabled/>
          <input size="4" type="text" value="C" disabled/> -
          <input size="4" type="text" value="I" disabled/>
          <input size="4" type="text" value="Freq.(F)" disabled/>
          <br>
          <input size="1.5" type="text" value="1" disabled/>
          <input size="4" type="text" id="Num1" value="0"
onblur="Calc();" /> -
          <input size="4" type="text" id="Num2" value="10"
onblur="Calc();" />
          <input size="4" type="text" id="F1" value="5"
onblur="Calc();" />
          <br>
          <input size="1.5" type="text" value="2" disabled/>
          <input size="4" type="text" id="Num3" value="10"
onblur="Calc();" /> -
          <input size="4" type="text" id="Num4" value="20"
onblur="Calc();" />
          <input size="4" type="text" id="F2" value="7"
onblur="Calc();" />
          <br>
          <input size="1.5" type="text" value="3" disabled/>
          <input size="4" type="text" id="Num5" value="20"
onblur="Calc();" /> -
          <input size="4" type="text" id="Num6" value="30"
onblur="Calc();" />
          <input size="4" type="text" id="F3" value="20"
onblur="Calc();" />
          <br>

```



```
        <input size="1.5" type="text" value="4" disabled/>
        <input size="4" type="text" id="Num7" value="30"
onblur="Calc();"/> -
        <input size="4" type="text" id="Num8" value="40"
onblur="Calc();"/>
        <input size="4" type="text" id="F4" value="12"
onblur="Calc();"/>
        <br>
        <input size="1.5" type="text" value="5" disabled/>
        <input size="4" type="text" id="Num9" value="40"
onblur="Calc();"/> -
        <input size="4" type="text" id="Num10" value="50"
onblur="Calc();"/>
        <input size="4" type="text" id="F5" value="6"
onblur="Calc();"/>
        <br>
        <input size="1.5" type="text" value="6" disabled/>
        <input size="4" type="text" id="Num11" value="50"
onblur="Calc();"/> -
        <input size="4" type="text" id="Num12" value="60"
onblur="Calc();"/>
        <input size="4" type="text" id="F6" value="5"
onblur="Calc();"/>
        <br>
        <input size="1.5" type="text" value="7" disabled/>
        <input size="4" type="text" id="Num13" value="60"
onblur="Calc();"/> -
        <input size="4" type="text" id="Num14" value="70"
onblur="Calc();"/>
        <input size="4" type="text" id="F7" value="4"
onblur="Calc();"/>
        <br>
        <input size="1.5" type="text" value="8" disabled/>
        <input size="4" type="text" id="Num15" value="70"
onblur="Calc();"/> -
        <input size="4" type="text" id="Num16" value="80"
onblur="Calc();"/>
        <input size="4" type="text" id="F8" value="3"
onblur="Calc();"/>
        <br>
        <input size="1.5" type="text" value="9" disabled/>
        <input size="4" type="text" id="Num17" value="80"
onblur="Calc();"/> -
```

```

        <input size="4" type="text" id="Num18" value="90"
onblur="Calc();"/>
        <input size="4" type="text" id="F9" value="2"
onblur="Calc();"/>
        <br>
        <input size="1.5" type="text" value="10" disabled/>
        <input size="4" type="text" id="Num19" value="90"
onblur="Calc();"/> -
        <input size="4" type="text" id="Num20" value="100"
onblur="Calc();"/>
        <input size="4" type="text" id="F10" value="1"
onblur="Calc();"/>
        <br>
    </td>
    <td>
        <input size="4" type="text" value="( C - F )" disabled/>
        <input size="4" type="text" value="Mid(X)" disabled/>
        <input size="4" type="text" value="( F * X )" disabled/>
        <input size="4" type="text" value="( F * X2 )" disabled/>
        <br>
        <input size="4" type="text" id="Cf1" value="" readonly/>
        <input size="4" type="text" id="Xmid1" value="" readonly/>
        <input size="4" type="text" id="Fx1" value="" readonly/>
        <input size="4" type="text" id="Fx21" value="" readonly/>
        <br>
        <input size="4" type="text" id="Cf2" value="" readonly/>
        <input size="4" type="text" id="Xmid2" value="" readonly/>
        <input size="4" type="text" id="Fx2" value="" readonly/>
        <input size="4" type="text" id="Fx22" value="" readonly/>
        <br>
        <input size="4" type="text" id="Cf3" value="" readonly/>
        <input size="4" type="text" id="Xmid3" value="" readonly/>
        <input size="4" type="text" id="Fx3" value="" readonly/>
        <input size="4" type="text" id="Fx23" value="" readonly/>
        <br>
        <input size="4" type="text" id="Cf4" value="" readonly/>
        <input size="4" type="text" id="Xmid4" value="" readonly/>
        <input size="4" type="text" id="Fx4" value="" readonly/>
        <input size="4" type="text" id="Fx24" value="" readonly/>
        <br>
        <input size="4" type="text" id="Cf5" value="" readonly/>
        <input size="4" type="text" id="Xmid5" value="" readonly/>
        <input size="4" type="text" id="Fx5" value="" readonly/>

```

```

<input size="4" type="text" id="Fx25" value="" readonly/>
<br>
<input size="4" type="text" id="Cf6" value="" readonly/>
<input size="4" type="text" id="Xmid6" value="" readonly/>
<input size="4" type="text" id="Fx6" value="" readonly/>
<input size="4" type="text" id="Fx26" value="" readonly/>
<br>
<input size="4" type="text" id="Cf7" value="" readonly/>
<input size="4" type="text" id="Xmid7" value="" readonly/>
<input size="4" type="text" id="Fx7" value="" readonly/>
<input size="4" type="text" id="Fx27" value="" readonly/>
<br>
<input size="4" type="text" id="Cf8" value="" readonly/>
<input size="4" type="text" id="Xmid8" value="" readonly/>
<input size="4" type="text" id="Fx8" value="" readonly/>
<input size="4" type="text" id="Fx28" value="" readonly/>
<br>
<input size="4" type="text" id="Cf9" value="" readonly/>
<input size="4" type="text" id="Xmid9" value="" readonly/>
<input size="4" type="text" id="Fx9" value="" readonly/>
<input size="4" type="text" id="Fx29" value="" readonly/>
<br>
<input size="4" type="text" id="Cf10" value="" readonly/>
<input size="4" type="text" id="Xmid10" value="" readonly/>
<input size="4" type="text" id="Fx10" value="" readonly/>
<input size="4" type="text" id="Fx210" value="" readonly/>
</td>
</tr>
<tr>
<td>
<input size="1.5" type="text" value="-" disabled/>
<input size="4" type="text" value="C" disabled/> -
<input size="4" type="text" value="I" disabled/>
<input size="4" type="text" value="Σ(F)" disabled/>
<br>
<input size="1.5" type="text" value="-" disabled/>
<input size="4" type="text" value="C" readonly/> -
<input size="4" type="text" value="I" readonly/>
<input size="4" type="text" id="Fsum" value="" readonly/>
<br>
</td>
<td>
<input size="4" type="text" value="Σ(C-F)" disabled/>

```

```

        <input size="4" type="text" value="Σ(X)" disabled/>
        <input size="4" type="text" value="Σ( F*X )" disabled/>
        <input size="4" type="text" value="Σ( F*X² )" disabled/>
        <br>
        <input size="4" type="text" id="Cfsum" value="" readonly/>
        <input size="4" type="text" id="Xsum" value="" readonly/>
        <input size="4" type="text" id="Fxsum" value="" readonly/>
        <input size="4" type="text" id="Fx2sum" value="" readonly/>
        <br>
    </td>
</tr>
</tbody>
</table>
</form>
<form>
    <table border="1px" align="center" cellpadding="10px" style="font-
size: 25px">
        <thead>
            <tr>
                <th colspan="2" style="background-color: #4CAF50;color:
white;">
                    OUTPUT TABLE
                </th>
            </tr>
        </thead>
        <tbody>
            <tr>
                <td colspan="8" align="center">
                    <b>MEAN</b>[ Σ( F * X ) / Σ( F ) ]<br>
                    <input type="text" id="Mean" value=""/>
                </td>
            </tr>
            <tr>
                <td align="center">
                    <b> ENTER VALUES FOR MODE</b>
                    <div class="tooltip" >
                        <a href="info.html" target = "_blank">(?)</a>
                        <span class="tooltiptext">
                            <a>> To determine dc,du,dd,ll</a><br>
                            <a>>> Find biggest frequency, that frequency is
"dc"</a>
                            <a>>> The frequency above dc is "du (d up)"

```

```

        <a>>> The frequency below dc is "dd (d
down)"</a><br>
        <a>>> The corresponding c-i value of dc is "11"</a><br>
    </span>
</div>
<br>
<input size="4" type="text" value="du" disabled/>
<input size="4" type="text" value="dc" disabled/>
<input size="4" type="text" value="dd" disabled/> |
<input size="4" type="text" value="11" disabled/><br>
<input size="4" type="text" id="Du" value="7"
onblur="Calc();" />
    <input size="4" type="text" id="Dc" value="20"
onblur="Calc();" />
    <input size="4" type="text" id="Dd" value="12"
onblur="Calc();" /> |
    <input size="4" type="text" id="L1" value="20"
onblur="Calc();" />
    <hr>
    <input size="4" type="text" value="d1" disabled/> -
    <input size="4" type="text" value="d2" disabled/>
    <br>
    <input size="4" type="text" id="D1" value=""
onblur="Calc();" /> -
    <input size="4" type="text" id="D2" value=""
onblur="Calc();" />
    <br>
</td>
<td align="center">
    <b> ENTER VALUES FOR MEDIAN</b>
    <div class="tooltip">
        <a href="info.html" target = "_blank">(?)</a>
        <span class="tooltiptext">
            <a>> To determine F and f</a><br>
            <a>>> If value of n/2 is x find the value of c-f just bigger
than x</a><br>
            <a>>> The value above the gotten value is "F"</a><br>
            <a>>> The corresponding frequency is "f"</a><br>
        </span>
    </div>
    <br>
    <input size="4" type="text" value="F" disabled/>

```

```

        <input size="4" type="text" id="Fmidean" value="12"
onblur="Calc();" />
        <br>
        <input size="4" type="text" value="f" disabled />
        <input size="4" type="text" id="F2midean" value="20"
onblur="Calc();" />
    </td>
</tr>
<tr>
    <td align="center"><b>MODE</b><br>[  $L + [d1 / (d1 + d2)] * h$ 
]]<br>
        <input type="text" id="Mode" value="" />
    </td>

    <td align="center"><b>MEDIAN</b><br>[  $L + [(n / (2) * F$ 
]/f] * h]<br>
        <input type="text" id="Median" value="" />
    </td>
</tr>
<tr>
    <td align="center"><b>STD. DEVIATION</b><br>[  $\sqrt{(F * X^2 / n) -$ 
((F * X) / n) ^ 2}]<br>
        <input type="text" id="Sd" value="" />
    </td>

    <td align="center"><b>KARL PEARSON'S</b><br>[Mean-
Mode / S.D.]<br>
        <input type="text" id="Kp" value="" />
    </td>
</tr>
</tbody>
</table>
<script>
function Calc()
{
    var num1 = parseInt(document.getElementById("Num1").value);
    var num2 = parseInt(document.getElementById("Num2").value);
    var num3 = parseInt(document.getElementById("Num3").value);
    var num4 = parseInt(document.getElementById("Num4").value);
    var num5 = parseInt(document.getElementById("Num5").value);
    var num6 = parseInt(document.getElementById("Num6").value);
    var num7 = parseInt(document.getElementById("Num7").value);
    var num8 = parseInt(document.getElementById("Num8").value);

```

```
var num9 = parseInt(document.getElementById("Num9").value);
var num10 = parseInt(document.getElementById("Num10").value);
var num11 = parseInt(document.getElementById("Num11").value);
var num12 = parseInt(document.getElementById("Num12").value);
var num13 = parseInt(document.getElementById("Num13").value);
var num14 = parseInt(document.getElementById("Num14").value);
var num15 = parseInt(document.getElementById("Num15").value);
var num16 = parseInt(document.getElementById("Num16").value);
var num17 = parseInt(document.getElementById("Num17").value);
var num18 = parseInt(document.getElementById("Num18").value);
var num19 = parseInt(document.getElementById("Num19").value);
var num20 = parseInt(document.getElementById("Num20").value);
```

```
var f1 = parseInt(document.getElementById("F1").value);
var f2 = parseInt(document.getElementById("F2").value);
var f3 = parseInt(document.getElementById("F3").value);
var f4 = parseInt(document.getElementById("F4").value);
var f5 = parseInt(document.getElementById("F5").value);
var f6 = parseInt(document.getElementById("F6").value);
var f7 = parseInt(document.getElementById("F7").value);
var f8 = parseInt(document.getElementById("F8").value);
var f9 = parseInt(document.getElementById("F9").value);
var f10 = parseInt(document.getElementById("F10").value);
```

```
var du = parseInt(document.getElementById("Du").value);
var dc = parseInt(document.getElementById("Dc").value);
var dd = parseInt(document.getElementById("Dd").value);
```

```
var l1 = parseInt(document.getElementById("L1").value);
```

```
var fmidmean = parseInt(document.getElementById("Fmidmean").value);
var f2midmean =
parseInt(document.getElementById("F2midmean").value);
```

```
/*-----xmid-----*/
```

```
xmid1s=(num1 + num2)/2;
xmid2s=(num3 + num4)/2;
xmid3s=(num5 + num6)/2;
xmid4s=(num7 + num8)/2;
xmid5s=(num9 + num10)/2;
xmid6s=(num11 + num12)/2;
xmid7s=(num13 + num14)/2;
```



```
xmid8s=(num15 + num16)/2;  
xmid9s=(num17 + num18)/2;  
xmid10s=(num19 + num20)/2;
```

```
document.getElementById("Xmid1").value = xmid1s;  
document.getElementById("Xmid2").value = xmid2s;  
document.getElementById("Xmid3").value = xmid3s;  
document.getElementById("Xmid4").value = xmid4s;  
document.getElementById("Xmid5").value = xmid5s;  
document.getElementById("Xmid6").value = xmid6s;  
document.getElementById("Xmid7").value = xmid7s;  
document.getElementById("Xmid8").value = xmid8s;  
document.getElementById("Xmid9").value = xmid9s;  
document.getElementById("Xmid10").value = xmid10s;
```

```
/*-----fx-----*/
```

```
document.getElementById("Fx1").value = f1*(xmid1s);  
document.getElementById("Fx2").value = f2*(xmid2s);  
document.getElementById("Fx3").value = f3*(xmid3s);  
document.getElementById("Fx4").value = f4*(xmid4s);  
document.getElementById("Fx5").value = f5*(xmid5s);  
document.getElementById("Fx6").value = f6*(xmid6s);  
document.getElementById("Fx7").value = f7*(xmid7s);  
document.getElementById("Fx8").value = f8*(xmid8s);  
document.getElementById("Fx9").value = f9*(xmid9s);  
document.getElementById("Fx10").value = f10*(xmid10s);
```

```
/*-----fx`2-----*/
```

```
fx21s=f1*((xmid1s)*(xmid1s));  
fx22s=f2*((xmid2s)*(xmid2s));  
fx23s=f3*((xmid3s)*(xmid3s));  
fx24s=f4*((xmid4s)*(xmid4s));  
fx25s=f5*((xmid5s)*(xmid5s));  
fx26s=f6*((xmid6s)*(xmid6s));  
fx27s=f7*((xmid7s)*(xmid7s));  
fx28s=f8*((xmid8s)*(xmid8s));  
fx29s=f9*((xmid9s)*(xmid9s));  
fx210s=f10*((xmid10s)*(xmid10s));
```

```
document.getElementById("Fx21").value = fx21s;  
document.getElementById("Fx22").value = fx22s;  
document.getElementById("Fx23").value = fx23s;  
document.getElementById("Fx24").value = fx24s;
```



```

document.getElementById("Fx25").value = fx25s;
document.getElementById("Fx26").value = fx26s;
document.getElementById("Fx27").value = fx27s;
document.getElementById("Fx28").value = fx28s;
document.getElementById("Fx29").value = fx29s;
document.getElementById("Fx210").value = fx210s;

/*-----cf-----*/
document.getElementById("Cf1").value = f1;
document.getElementById("Cf2").value = f1+f2;
document.getElementById("Cf3").value = f1+f2+f3;
document.getElementById("Cf4").value = f1+f2+f3+f4;
document.getElementById("Cf5").value = f1+f2+f3+f4+f5;
document.getElementById("Cf6").value = f1+f2+f3+f4+f5+f6;
document.getElementById("Cf7").value = f1+f2+f3+f4+f5+f6+f7;
document.getElementById("Cf8").value = f1+f2+f3+f4+f5+f6+f7+f8;
document.getElementById("Cf9").value =
f1+f2+f3+f4+f5+f6+f7+f8+f9;
document.getElementById("Cf10").value =
f1+f2+f3+f4+f5+f6+f7+f8+f9+f10;

/*-----sums-----*/

fsums= f1+f2+f3+f4+f5+f6+f7+f8+f9+f10;
cfsums=
(f1)+(f1+f2)+(f1+f2+f3)+(f1+f2+f3+f4)+(f1+f2+f3+f4+f5)+(f1+f2+f3+f4+f5+f
6)+(f1+f2+f3+f4+f5+f6+f7)+(f1+f2+f3+f4+f5+f6+f7+f8)+(f1+f2+f3+f4+f5+f6
+f7+f8+f9)+(f1+f2+f3+f4+f5+f6+f7+f8+f9+f10);
xsums=
(xmid1s)+(xmid2s)+(xmid3s)+(xmid4s)+(xmid5s)+(xmid6s)+(xmid7s)+(xmid8
s)+(xmid9s)+(xmid10s) ;
fxsums=
(f1*(xmid1s))+(f2*(xmid2s))+(f3*(xmid3s))+(f4*(xmid4s))+(f5*(xmid5s))+(f6
*(xmid6s))+(f7*(xmid7s))+(f8*(xmid8s))+(f9*(xmid9s))+(f10*(xmid10s));
fx2sums=
fx21s+fx22s+fx23s+fx24s+fx25s+fx26s+fx27s+fx28s+fx29s+fx210s;

document.getElementById("Fsum").value = fsums ;
document.getElementById("Cfsum").value = cfsums;
document.getElementById("Xsum").value = xsums;
document.getElementById("Fxsum").value = fxsums;
document.getElementById("Fx2sum").value = fx2sums;

```

```

/*-----d1 and d2-----*/
document.getElementById("D1").value = dc-du;
document.getElementById("D2").value = dc-dd;

/*-----main calculations-----*/
modes=l1+((dc-du)/((dc-du)+(dc-dd))*((num2-num1)));
medians=l1+((((fsums)/2)-fmidean)/f2midean)*((num2-num1)));
means=(fxsums)/(fsums);
sds=Math.sqrt((fx2sums/fsums)-(means*means));
kp=((means-modes)/sds)

document.getElementById("Mode").value = modes;
document.getElementById("Median").value = medians;
document.getElementById("Mean").value = means;
document.getElementById("Sd").value = sds;
document.getElementById("Kp").value = kp;
}
</script>
</body>
</html>

```

## Info.html

```

<html>
  <head>
    <meta http-equiv="Content-Type" content="text/html; charset=UTF-8">
    <link href="css/navbar.css" rel="stylesheet">
    <link href="css/tooltip.css" rel="stylesheet">
    <title>S.T. CALCULATOR</title>
  </head><br><br><br>
  <body>
    <ul>
      <li><a href="index.html">STATISTICAL TABLE CALCULATOR
></a></li>
      <li><a href="#">INFORMATION</a></li>
    </ul>
    <div>
      
    </div>
    <div>
      <h1>ENTER VALUES FOR MODE</h1>
      <a>> To determine dc,du,dd,l1</a><br>

```

```

<a>Step 1:- Find biggest frequency, that frequency is "dc"</a><br>
<a>Step 2:- The frequency above dc is "du (d up)"</a><br>
<a>Step 3:- The frequency below dc is "dd (d down)"</a><br>
<a>Step 4:- The corresponding c-i value of dc is "l1"</a><br>
<br>
<h1>ENTER VALUES FOR MEDIAN</h1>
<a>Step 1:- To determine F and f</a><br>
<a>Step 2:- If value of  $n/2$  is x find the value of c-f just bigger than
x</a><br>
<a>Step 3:- The value above the gotten value is "F"</a><br>
<a>Step 4:- The corresponding frequency is "f"</a><br>
</div>

</body>
</html>

```

## Navbar.css

```

body {
  margin:0;
  padding: 0;
}
ul {
  list-style-type: none;
  margin: 0;
  padding: 0;
  overflow: hidden;
  background-color: #333;
  position: fixed;
  top: 0;
  width: 100%;
}
li {
  float: left;
}
li a {
  display: block;
  color: white;
  text-align: center;
  padding: 18px 18px;
  text-decoration: none;
}
li a:hover:not(.active) {

```

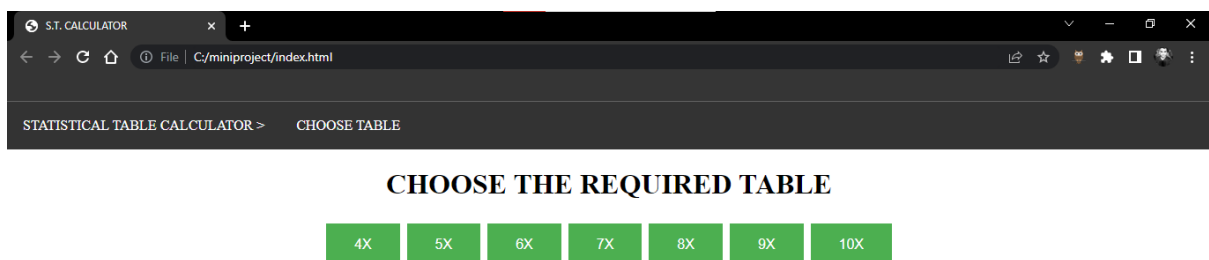
```
background-color: #4CAF50;
}
.active {
background-color: #4CAF50;
}
```

## Tooltip.css

```
.tooltip {
color: red;
position: relative;
display: inline-block;
border-bottom: 1px dotted black;
}
.tooltip .tooltiptext {
visibility: hidden;
width: 400px;
background-color: black;
color: #fff;
text-align: left;
border-radius: 6px;
padding: 5px 0;

/* Position the tooltip */
position: absolute;
z-index: 1;
top: -5px;
right: 105%;
}
.tooltip:hover .tooltiptext {
visibility: visible;
}
```

### 3.3.7 I/O Screen Layout



S.T. CALCULATOR

File | C:/miniproject/table4x.html

STATISTICAL TABLE CALCULATOR > 4X

| FREQUENCY DISTRIBUTION TABLE |    |    |          | OUTPUT TABLE |        |         |                       |
|------------------------------|----|----|----------|--------------|--------|---------|-----------------------|
| Sr.no                        | C  | I  | Freq.(F) | (C - F)      | Mid(X) | (F * X) | (F * X <sup>2</sup> ) |
| 1                            | 0  | 10 | 5        | 5            | 5      | 25      | 125                   |
| 2                            | 10 | 20 | 7        | 12           | 15     | 105     | 1575                  |
| 3                            | 20 | 30 | 20       | 32           | 25     | 500     | 12500                 |
| 4                            | 30 | 40 | 12       | 44           | 35     | 420     | 14700                 |
| -                            | C  | I  | Σ(F)     | Σ(C-F)       | Σ(X)   | Σ(F*X)  | Σ(F*X <sup>2</sup> )  |
| -                            | C  | I  | 44       | 93           | 80     | 1050    | 28900                 |

**MEAN**  $[\sum(F * X) / \sum(F)]$   
23.863636363636363

**ENTER VALUES FOR MODE**  

du

dc

dd

l1

7

20

12

20

d1

d2

13

8

**ENTER VALUES FOR MEDIAN**  

F

12

f

20

**MODE**  
 $[L + [d1 / (d1 + d2) * h]]$   
26.19047619047619

**MEDIAN**  
 $[L + [(n/2) * F] / f * h]$   
25

**STD. DEVIATION**  
 $[\sqrt{(F * X^2 / n) - ((F * X) / n)^2}]$   
9.34585690679641

**KARL PEARSON'S**  
 $[(Mean - Mode) / S.D.]$   
-0.24897019610344376

S.T. CALCULATOR

File | C:/miniproject/table5x.html

STATISTICAL TABLE CALCULATOR > 5X

| FREQUENCY DISTRIBUTION TABLE |    |    |          | OUTPUT TABLE |        |         |                       |
|------------------------------|----|----|----------|--------------|--------|---------|-----------------------|
| Sr.no                        | C  | I  | Freq.(F) | (C - F)      | Mid(X) | (F * X) | (F * X <sup>2</sup> ) |
| 1                            | 0  | 10 | 5        | 5            | 5      | 25      | 125                   |
| 2                            | 10 | 20 | 7        | 12           | 15     | 105     | 1575                  |
| 3                            | 20 | 30 | 20       | 32           | 25     | 500     | 12500                 |
| 4                            | 30 | 40 | 12       | 44           | 35     | 420     | 14700                 |
| 5                            | 40 | 50 | 6        | 50           | 45     | 270     | 12150                 |
| -                            | C  | I  | Σ(F)     | Σ(C-F)       | Σ(X)   | Σ(F*X)  | Σ(F*X <sup>2</sup> )  |
| -                            | C  | I  | 50       | 143          | 125    | 1320    | 41050                 |

**MEAN**  $[\sum(F * X) / \sum(F)]$   
26.4

**ENTER VALUES FOR MODE**  

du

dc

dd

l1

7

20

12

20

d1

d2

13

8

**ENTER VALUES FOR MEDIAN**  

F

12

f

20

**MODE**  
 $[L + [d1 / (d1 + d2) * h]]$   
26.19047619047619

**MEDIAN**  
 $[L + [(n/2) * F] / f * h]$   
26.5

**STD. DEVIATION**  
 $[\sqrt{(F * X^2 / n) - ((F * X) / n)^2}]$   
11.137324633860686

**KARL PEARSON'S**  
 $[(Mean - Mode) / S.D.]$   
0.01881275947428127

S.T. CALCULATOR
+
File | C:/miniproject/table6x.html

STATISTICAL TABLE CALCULATOR > 6X

| FREQUENCY DISTRIBUTION TABLE |    |   |    |          | OUTPUT TABLE |        |         |                       |
|------------------------------|----|---|----|----------|--------------|--------|---------|-----------------------|
| Sr.no                        | C  | - | I  | Freq.(F) | (C - F)      | Mid(X) | (F * X) | (F * X <sup>2</sup> ) |
| 1                            | 0  | - | 10 | 5        | 5            | 5      | 25      | 125                   |
| 2                            | 10 | - | 20 | 7        | 12           | 15     | 105     | 1575                  |
| 3                            | 20 | - | 30 | 20       | 32           | 25     | 500     | 12500                 |
| 4                            | 30 | - | 40 | 12       | 44           | 35     | 420     | 14700                 |
| 5                            | 40 | - | 50 | 6        | 50           | 45     | 270     | 12150                 |
| 6                            | 50 | - | 60 | 5        | 55           | 55     | 275     | 15125                 |
| -                            | C  | - | I  | Σ(F)     | Σ(C-F)       | Σ(X)   | Σ(F*X)  | Σ(F*X <sup>2</sup> )  |
| -                            | C  | - | I  | 55       | 198          | 180    | 1595    | 56175                 |

**MEAN**  

$$\frac{\sum (F * X)}{\sum (F)}$$
29

**ENTER VALUES FOR MODE**  

du
dc
dd
|
l1

7
20
12
|
20

d1
-
d2

13
-
8

**ENTER VALUES FOR MEDIAN**  

F
12

f
20

**MODE**  

$$[L + \frac{d1 - d2}{d1 + d2} * h]$$
26.19047619047619

**MEDIAN**  

$$[L + \frac{[n/2] - F}{f} * h]$$
27.75

**STD. DEVIATION**  

$$\sqrt{\frac{\sum (F * X^2)}{n} - (\frac{\sum (F * X)}{n})^2}$$
13.429952954632283

**KARL PEARSON'S**  

$$[\frac{\text{Mean} - \text{Mode}}{\text{S.D.}}]$$
0.209198335914851

S.T. CALCULATOR
+
File | C:/miniproject/table7x.html

STATISTICAL TABLE CALCULATOR > 7X

| FREQUENCY DISTRIBUTION TABLE |    |   |    |          | OUTPUT TABLE |        |         |                       |
|------------------------------|----|---|----|----------|--------------|--------|---------|-----------------------|
| Sr.no                        | C  | - | I  | Freq.(F) | (C - F)      | Mid(X) | (F * X) | (F * X <sup>2</sup> ) |
| 1                            | 0  | - | 10 | 5        | 5            | 5      | 25      | 125                   |
| 2                            | 10 | - | 20 | 7        | 12           | 15     | 105     | 1575                  |
| 3                            | 20 | - | 30 | 20       | 32           | 25     | 500     | 12500                 |
| 4                            | 30 | - | 40 | 12       | 44           | 35     | 420     | 14700                 |
| 5                            | 40 | - | 50 | 6        | 50           | 45     | 270     | 12150                 |
| 6                            | 50 | - | 60 | 5        | 55           | 55     | 275     | 15125                 |
| 7                            | 60 | - | 70 | 4        | 59           | 65     | 260     | 16900                 |
| -                            | C  | - | I  | Σ(F)     | Σ(C-F)       | Σ(X)   | Σ(F*X)  | Σ(F*X <sup>2</sup> )  |
| -                            | C  | - | I  | 59       | 257          | 245    | 1855    | 73075                 |

**MEAN**  

$$\frac{\sum (F * X)}{\sum (F)}$$
31.440677966101696

**ENTER VALUES FOR MODE**  

du
dc
dd
|
l1

7
20
12
|
20

d1
-
d2

13
-
8

**ENTER VALUES FOR MEDIAN**  

F
12

f
20

**MODE**  

$$[L + \frac{d1 - d2}{d1 + d2} * h]$$
26.19047619047619

**MEDIAN**  

$$[L + \frac{[n/2] - F}{f} * h]$$
28.75

**STD. DEVIATION**  

$$\sqrt{\frac{\sum (F * X^2)}{n} - (\frac{\sum (F * X)}{n})^2}$$
15.812750901275392

**KARL PEARSON'S**  

$$[\frac{\text{Mean} - \text{Mode}}{\text{S.D.}}]$$
0.3320233024857203

S.T. CALCULATOR
+
File | C:/miniproject/table8x.html

STATISTICAL TABLE CALCULATOR > 8X

### FREQUENCY DISTRIBUTION TABLE

| Sr.no | C  | I  | Freq.(F) | (C - F) | Mid(X) | (F * X) | (F * X <sup>2</sup> ) |
|-------|----|----|----------|---------|--------|---------|-----------------------|
| 1     | 0  | 10 | 5        | 5       | 5      | 25      | 125                   |
| 2     | 10 | 20 | 7        | 12      | 15     | 105     | 1575                  |
| 3     | 20 | 30 | 20       | 32      | 25     | 500     | 12500                 |
| 4     | 30 | 40 | 12       | 44      | 35     | 420     | 14700                 |
| 5     | 40 | 50 | 6        | 50      | 45     | 270     | 12150                 |
| 6     | 50 | 60 | 5        | 55      | 55     | 275     | 15125                 |
| 7     | 60 | 70 | 4        | 59      | 65     | 260     | 16900                 |
| 8     | 70 | 80 | 3        | 62      | 75     | 225     | 16875                 |
| -     | C  | I  | Σ(F)     | Σ(C-F)  | Σ(X)   | Σ(F*X)  | Σ(F*X <sup>2</sup> )  |
| -     | C  | I  | 62       | 319     | 320    | 2080    | 89950                 |

### OUTPUT TABLE

**MEAN**  $[\sum(F * X) / \sum(F)]$   
33.54838709677419

**ENTER VALUES FOR MODE**  

du dc dd | l1

7 20 12 | 20

d1 - d2

13 - 8

**ENTER VALUES FOR MEDIAN**  

F 12

f 20

**MODE**  
 $[L + [d1 / (d1 + d2)] * h]$   
26.19047619047619

**MEDIAN**  
 $[L + [(n/2) * F] / f] * h]$   
29.5

**STD. DEVIATION**  
 $[\sqrt{(F * X^2 / n) - ((F * X) / n)^2}]$   
18.036412470829614

**KARL PEARSON'S**  
 $[\text{Mean} - \text{Mode} / \text{S.D.}]$   
0.40794758482031784

file:///C:/miniproject/index.html

S.T. CALCULATOR
+
File | C:/miniproject/table9x.html

STATISTICAL TABLE CALCULATOR > 9X

### FREQUENCY DISTRIBUTION TABLE

| Sr.no | C  | I  | Freq.(F) | (C - F) | Mid(X) | (F * X) | (F * X <sup>2</sup> ) |
|-------|----|----|----------|---------|--------|---------|-----------------------|
| 1     | 0  | 10 | 5        | 5       | 5      | 25      | 125                   |
| 2     | 10 | 20 | 7        | 12      | 15     | 105     | 1575                  |
| 3     | 20 | 30 | 20       | 32      | 25     | 500     | 12500                 |
| 4     | 30 | 40 | 12       | 44      | 35     | 420     | 14700                 |
| 5     | 40 | 50 | 6        | 50      | 45     | 270     | 12150                 |
| 6     | 50 | 60 | 5        | 55      | 55     | 275     | 15125                 |
| 7     | 60 | 70 | 4        | 59      | 65     | 260     | 16900                 |
| 8     | 70 | 80 | 3        | 62      | 75     | 225     | 16875                 |
| 9     | 80 | 90 | 2        | 64      | 85     | 170     | 14450                 |
| -     | C  | I  | Σ(F)     | Σ(C-F)  | Σ(X)   | Σ(F*X)  | Σ(F*X <sup>2</sup> )  |
| -     | C  | I  | 64       | 383     | 405    | 2250    | 104400                |

### OUTPUT TABLE

**MEAN**  $[\sum(F * X) / \sum(F)]$   
35.15625

**ENTER VALUES FOR MODE**  

du dc dd | l1

7 20 12 | 20

d1 - d2

13 - 8

**ENTER VALUES FOR MEDIAN**  

F 12

f 20

**MODE**  
 $[L + [d1 / (d1 + d2)] * h]$   
26.19047619047619

**MEDIAN**  
 $[L + [(n/2) * F] / f] * h]$   
30

**STD. DEVIATION**  
 $[\sqrt{(F * X^2 / n) - ((F * X) / n)^2}]$   
19.881853181670465

**KARL PEARSON'S**  
 $[\text{Mean} - \text{Mode} / \text{S.D.}]$   
0.45095262134767006

S.T. CALCULATOR
+
File | C:/miniproject/table10x.html

STATISTICAL TABLE CALCULATOR > 10X

### FREQUENCY DISTRIBUTION TABLE

| Sr.no | C  | I   | Freq.(F) | (C - F) | Mid(X) | (F * X) | (F * X <sup>2</sup> ) |
|-------|----|-----|----------|---------|--------|---------|-----------------------|
| 1     | 0  | 10  | 5        | 5       | 5      | 25      | 125                   |
| 2     | 10 | 20  | 7        | 12      | 15     | 105     | 1575                  |
| 3     | 20 | 30  | 20       | 32      | 25     | 500     | 12500                 |
| 4     | 30 | 40  | 12       | 44      | 35     | 420     | 14700                 |
| 5     | 40 | 50  | 6        | 50      | 45     | 270     | 12150                 |
| 6     | 50 | 60  | 5        | 55      | 55     | 275     | 15125                 |
| 7     | 60 | 70  | 4        | 59      | 65     | 260     | 16900                 |
| 8     | 70 | 80  | 3        | 62      | 75     | 225     | 16875                 |
| 9     | 80 | 90  | 2        | 64      | 85     | 170     | 14450                 |
| 10    | 90 | 100 | 1        | 65      | 95     | 95      | 9025                  |

|   | C | I | Σ(F) | Σ(C-F) | Σ(X) | Σ(F*X) | Σ(F*X <sup>2</sup> ) |
|---|---|---|------|--------|------|--------|----------------------|
| - | C | I | Σ(F) | Σ(C-F) | Σ(X) | Σ(F*X) | Σ(F*X <sup>2</sup> ) |
| - | C | I | 65   | 448    | 500  | 2345   | 113425               |

### OUTPUT TABLE

**MEAN**  $[\sum(F * X) / \sum(F)]$   
36.07692307692308

**ENTER VALUES FOR MODE**  
 $(\frac{2}{2})$   
du dc dd l1  
7 20 12 20  
d1 - d2  
13 - 8

**ENTER VALUES FOR MEDIAN**  $(\frac{2}{2})$   
F 12  
f 20

**MODE**  
 $[L + \frac{d1 - d2}{d1 + d2} * h]$   
26.19047619047619

**MEDIAN**  
 $[L + \frac{[n/2] - F}{f} * h]$   
30.25

**STD. DEVIATION**  
 $[\sqrt{\frac{\sum(F * X^2)}{n} - (\frac{\sum(F * X)}{n})^2}]$   
21.058386008946055

**KARL PEARSON'S**  
 $[\frac{\text{Mean} - \text{Mode}}{\text{S.D.}}]$   
0.4694779021643404

S.T. CALCULATOR
+
File | C:/miniproject/info.html

STATISTICAL TABLE CALCULATOR > INFORMATION

### FREQUENCY DISTRIBUTION TABLE

| Sr.no | C  | I  | Freq.(F) | (C - F) | Mid(X) | (F * X) | (F * X <sup>2</sup> ) |
|-------|----|----|----------|---------|--------|---------|-----------------------|
| 1     | 0  | 10 | 5        | 5       | 5      | 25      | 125                   |
| 2     | 10 | 20 | 7        | 12      | 15     | 105     | 1575                  |
| 3     | 20 | 30 | 20       | 32      | 25     | 500     | 12500                 |
| 4     | 30 | 40 | 12       | 44      | 35     | 420     | 14700                 |
| 5     | 40 | 50 | 6        | 50      | 45     | 270     | 12150                 |

|   | C | I | Σ(F) | Σ(C-F)  | Σ(X)  | Σ(F*X)                             | Σ(F*X <sup>2</sup> ) |
|---|---|---|------|---|---|------------------------------------|----------------------|
| - | C | I | Σ(F) | Σ(C-F) <td>Σ(X) <td>Σ(F*X) <td>Σ(F*X<sup>2</sup>)</td> </td></td> | Σ(X) <td>Σ(F*X) <td>Σ(F*X<sup>2</sup>)</td> </td> | Σ(F*X) <td>Σ(F*X<sup>2</sup>)</td> | Σ(F*X <sup>2</sup> ) |
| - | C | I | 50   | 143   | 125   | 1320                               | 41050                |

### ENTER VALUES FOR MODE

> To determine dc,du,dd,l1  
Step 1:- Find biggest frequency, that frequency is "dc"  
Step 2:- The frequency above dc is "du (d up)"  
Step 3:- The frequency below dc is "dd (d down)"  
Step 4:- The corresponding c-i value of dc is "l1"

### ENTER VALUES FOR MEDIAN

Step 1:- To determine F and f  
Step 2:- If value of n/2 is x find the value of c-f just bigger than x  
Step 3:- The value above the gotten value is "F"  
Step 4:- The corresponding frequency is "f"



### 3.3.8 Processes Involved

#### MODULE: MASTER

**Table 3.2: MASTER MODULE PROCESSES**

| <b>PROCES<br/>S NO.</b> | <b>PROCESS</b> | <b>DESCRIPTION</b>                    |
|-------------------------|----------------|---------------------------------------|
| 1                       | Open website   | User opens website                    |
| 2                       | Select table   | User select type of table to use      |
| 3                       | Input values   | User inserts data/values in fields    |
| 4                       | Output         | User gets desired output              |
| 5                       | Information    | User click on information page button |
| 6                       | Exit           | User exits website                    |

## **4. Testing**

### **4.1 Methodologies Used For Testing**

Software testing is an investigation conducted to provide stakeholders with information about the quality of the product or service under test. Software testing also provides an objective, independent view of the software to allow the business to appreciate and understand the risks of software implementation. Test techniques include, but are not limited to, the process of executing a program or application with the intent of finding software bugs (errors or other defects).

Software testing can also be stated as the process of validating and verifying that a software program/application/product:

- Meets the business and technical requirements that guided its design and development
- Works as expected; and
- Can be implemented with the same characteristics.

#### **Primary purpose:**

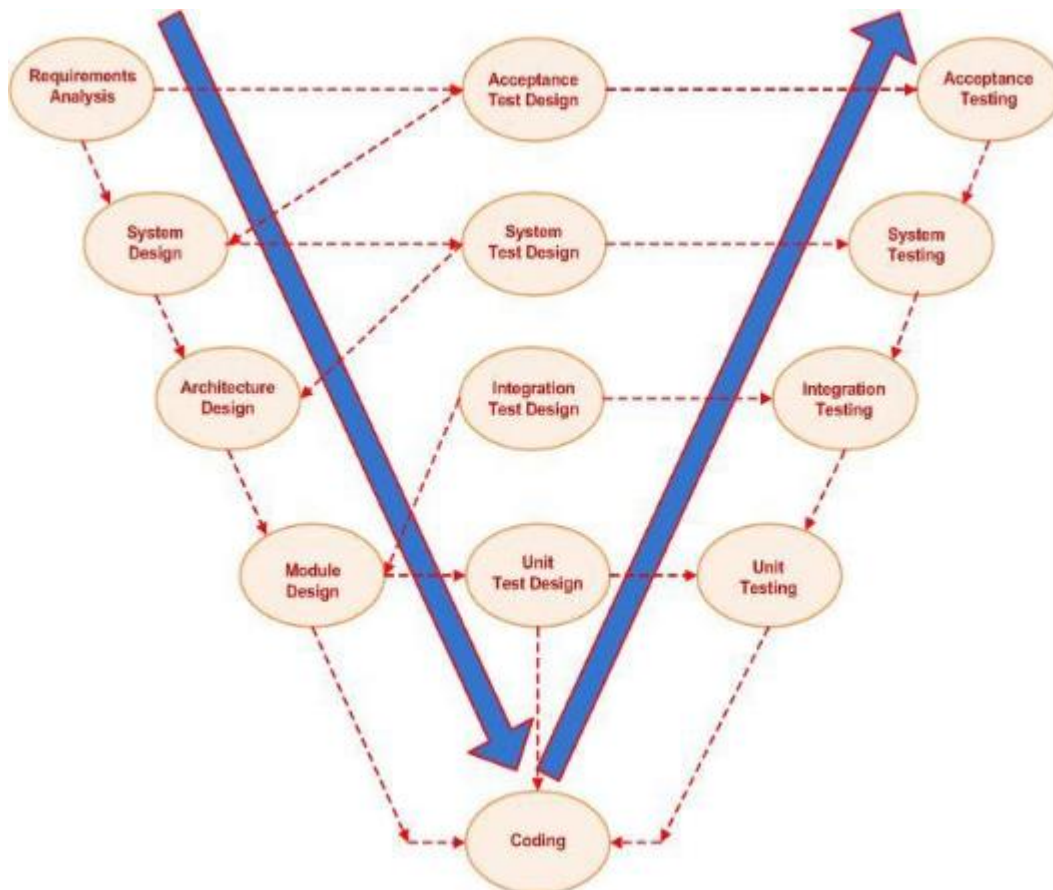
Testing is to detect software failures so that defects may be discovered and corrected. This is a non-trivial pursuit. Testing cannot establish that a product functions properly under all conditions but can only establish that it does not function properly under specific conditions.

**Scope:**

The scope of software testing often includes examination of code as well as execution of that code in various environments and conditions as well as examining the aspects of code: does it do what it is supposed to do and do what it needs to do. In the current culture of software development, a testing organization may be separate from the development team.

**Implementation:**

Software testing, depending on the testing method employed, can be implemented at any time in the development process. However, most of the test effort occurs after the requirements have been defined and the coding process has been completed. As such, the methodology of the test is governed by the software development methodology adopted.



### **SOFTWARE TESTING MODEL**

V-model involves building a logical V shape sequence where the testing techniques associated with the design are reflected as descending and are applied for the “verification” and connected to the requirements or specifications parts are reflected as ascending and are applied for “validation”.

The V-model ordains that the code testing documentation is written in tandem with the development phases that means, for instance, the integration tests should be documented as and when the high level design is finalized and the unit tests should be ready as and when the detailed specifications are laid down.

The idea of the V-model is to have a implementation plan for the software testing at each level namely component, interface, system, acceptance and release of the software project which need to be adhered to eliminate discrepancies in the software simultaneously rather than waiting for the software development process to complete before handling it to the software testing professionals.

## **4.2 Types Of Testing**

### **4.2.1 White Box Testing**

White box testing is performed based on the knowledge of how the system is implemented. White box testing includes analyzing data flow, control flow, information flow, coding practices, and exception and error handling within the system, to test the intended and unintended software behaviour. White box testing can be performed to validate whether code implementation follows intended design, to validate implemented security functionality, and to uncover exploitable vulnerabilities.

White box testing is used to test areas that cannot be reached from a black box level. White box testing uses an internal perspective of the system to design test cases based on internal structure. It requires programming skills to identify all paths through the software. The tester chooses test case inputs to exercise paths through the code and determines the appropriate outputs.

## **Branch coverage**

Branch coverage exclusively considers the logical value of the result of a condition (true or false). 'Social Networking App' contains many conditions which has effect on overall working of the application. Selection of date range, category has overall effect on expense. Such cases are tested in branch coverage.

## **Path coverage**

Path coverage requires the execution of all different paths through the test object. This is important with respect to mobile application. Application should execute all the paths and should not crash in between.

### **4.2.2 Black Box Testing**

Black-box testing is a method of software testing that tests the functionality of an application as opposed to its internal structures or workings. Specific knowledge of the application's code/internal structure and programming knowledge in general is not required.

Test cases are built around specifications and requirements, i.e. what the application is supposed to do. It uses external descriptions of the software, including specifications, requirements, and designs to derive test cases. These tests can be functional or non-functional, though usually functional. The test designer selects valid and invalid inputs and

determines the correct output. There is no knowledge of the test object's internal structure. This method of test can be applied to all levels of software testing: unit, integration, functional, system and acceptance.

Black-Box testing helps to find errors such as-

- Incorrect or missing functions
- Interface errors
- Errors in data structures

### **Equivalence class partitioning**

Test case for input fields such as username, password, etc. are prepared and tested. Equivalence class partitioning helps to reduce total time in testing by dividing valid and invalid test cases.

### **Boundary value analysis**

Faults often occur at the boundary of equivalence classes, because boundaries are not often defined clearly or misunderstood by programmers. Application having range fields such as date ranges are tested using this technique.

### **State transition testing**

In many cases, not only current input, but also the history of execution or events or inputs, influences the outputs. Application has many fields such as date, category which has different effects on overall application. Minor change in each of them triggers changes in lot of input methods. These fields are tested under state transition testing.

### **4.3 Test Report**

#### **4.3.1 Testing And Result**

| <b>Sr. No</b> | <b>Test Case</b> | <b>Expected Output</b>   | <b>Actual Output</b>      | <b>Pass/Fail</b> |
|---------------|------------------|--------------------------|---------------------------|------------------|
| 1             | Valid website    | Show valid website       | Displayed valid website   | Pass             |
| 2             | In Valid website | Show invalid website     | Wrong website             | Pass             |
| 3             | Choose table     | Show selected table type | Displayed selected tables | Pass             |
| 4             | Input values     | Show values input        | Displayed value input     | Pass             |
| 5             | Receive output   | Show required values     | Displayed required values | Pass             |

## **5. System Implementation**

### **5.1 Hardware Required At Client Side**

- **For User**

This Website only needs a device (desktop or tablet or smart phone) which has web browser with net connection, due to its Responsive Web Design. Thus system requirements of a browser will serve as system requirement of this application. For instance



For machine having Firefox 28.0 and Windows Operating System recommended hardware:

- Pentium 4 or newer processor that supports SSE2
- 512MB of RAM
- 200MB of hard drive space

The web application can also be accessed easily from any mobile device having system specification to support internet.

### **5.2 Software Required At Client Side**

- Web Browser
- IE9, Chrome V.34, Firefox V.27 And Above

### **5.3 Testing Done As End User**

**Acceptance Testing:** Acceptance testing is performed after system testing is done and all or most of the major defects have been fixed. The goal of acceptance testing is to ensure the end user/customer that software/system that has been developed meets their requirements. Acceptance testing is done in production kind of environment.

Thus we tested the developed website in various devices like mi smartphone, acer laptop and Samsung tab

**Beta Testing:** Beta testing is also known as field testing, it is done by potential or existing users/customers at an external site without developers involvement, this test is done to determine that the software satisfies the end user's needs.

## 6. Maintenance And Evaluation

### 6.1 Maintenance

Maintenance is an enigma of the system development. It holds the software industry captive. Analysts spend more time in maintaining programs than coding them. Software maintenance denotes any changes made to the software product after it has been delivered to the customer. Most products need maintenance due to the wear and tear of the product. Software Maintenance can be divided into following types:

- **Corrective Maintenance:** It is necessary to rectify the bugs observed while the system is in use. **Statistical table calculator** needs this maintenance for any removing flaws that can arise while sending the data
- **Perfective Maintenance:** Software product might need maintenance to support the new features that users want it to support, to change different functionalities of the system according to the customer demands, or to enhance the performance of the system. **STATISTICAL TABLE CALCULATOR** needs this maintenance for removing the short falls of its current features.

Software Maintenance is essential as initial stages of any software developed are always unstable. Over the time it achieves stability as bugs are fixed and faults are removed to make the system accurate.

System Maintenance is often termed as the task of doing repairs to the developed system. When websites are inaccessible due to attacks from

hackers, server problems or for updating and repair, the administrators of the website will often display an image apologizing for System Maintenance and Website downtime. This allows the user to understand that the website cannot be used and that the administrators are aware of the issue.

## **6.2 Evaluation**

System Evaluation is termed as the task of evaluating the success and failure of the system. It is performed with the help of following two V's:

### **Verification:**

Verification determines whether the system is built correctly and does not contain technical errors. It also involves the review of the requirements, to verify that the right problem is being solved. Verification also ensures that the system is syntactically and logically correct and performs functionally as being specified. It is a static practice of verifying documents, design, code and program.

As verification relates to the humanized effort of checking the documents and files, we have taken utmost care to see to it that the application conforms to specifications. Reviews and inspections were carried out periodically. The web based application has been put through the process of Verification successfully.

**Validation:**

Validation on the other hand is a difficult task of insuring the meaning and content of the rules meet some carefully defined criteria of adequacy. Defining such criteria is the key to successfully conduct Validation procedure and demonstrating the level of acceptability of the system.

As Validation is a dynamic mechanism of validating and testing the actual product; we have implemented the process of validation by executing the code thoroughly. By performing White Box as well as Black Box testing; along with Acceptance Testing, we have made sure that the application adheres to customer's expectation and requirements.

The target for validation was actual product-a unit, a module, a bent of integrated modules, and effective final product.

**Verification** process describes whether the outputs are according to inputs or not. **Validation** process describes whether the software is accepted by the user or not.

## **7. Future Enhancements**

Future Enhancements are features that can be added into project in future.

Statistical table calculator has future enhancements in order to make it a more efficient system.

The future enhancements of the project include the following:

- Include more reliable logic to backend code
- Complete the full automation of table
- Improve ui
- More functions
- More calculations

## **8. Limitations**

The limitations of STATISTICAL TABLE CALCULATOR are as follows:

- Need internet connection ie no offline mode
- Limited no. of types of tables
- Some extra input values are needed which are currently not automated
- Not polished ui

## 9. Conclusions

- We have created a website which calculates the statistical table
- The website focuses more on output based simple ui, rather than complicated design
- The application makes the whole process acquiring input very easy.
- Application had a dedicated information page for understanding extra steps required
- The user needs to select the type of table
- Then user will be taken to that particular table
- The user insert input values
- Thus the output values comes up
- Get solution to the statistical calculator
- The calculation algorithms are verified personally by the developer .
- Detection of errors in data entry is easy.
- As the data is entered , it can be easily edited and modified.
- Less chances of errors.

## 10. Bibliography

### Web Site Referred

- <https://www.w3schools.com>
- <https://stackoverflow.com>
- [Wikipedia.com](https://www.wikipedia.com)