

# JavaScript Assignment

1.

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

<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Question 1</title>
</head>

<body>

  <script src="script.js"></script>

</body>

</html>
```

```
console.log("Num1 is greater\n");

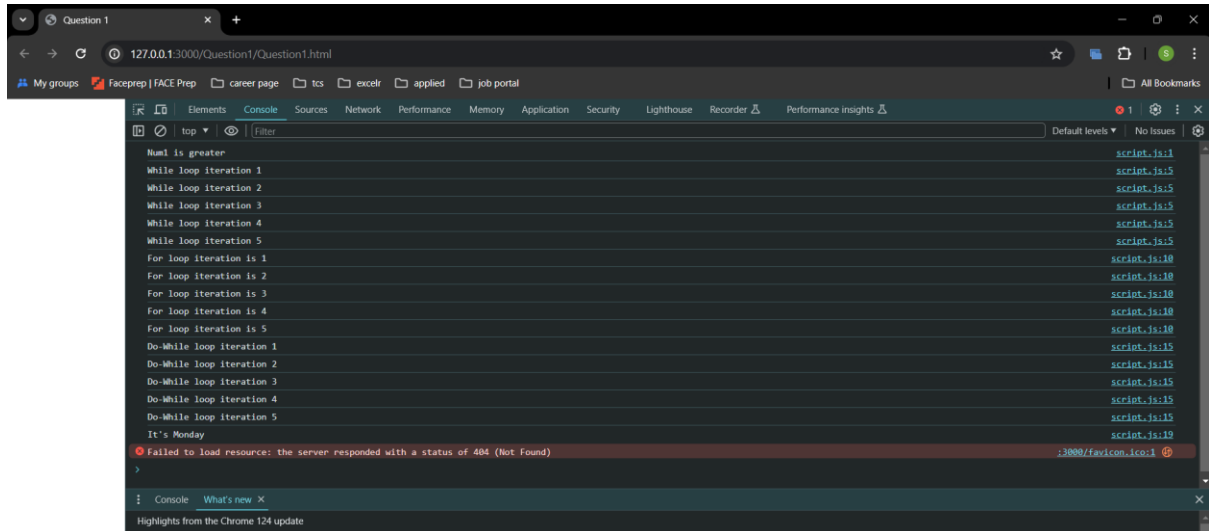
let i = 1;
while (i <= 5) {
  console.log("While loop iteration " + i);
  i++;
}

for (let j = 1; j <= 5; j++) {
  console.log("For loop iteration is " + j);
}

let k = 1;
do {
  console.log("Do-While loop iteration " + k);
  k++;
} while (k <= 5);

console.log("It's Monday");
```

Output:



2.

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

<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Question 2</title>
</head>

<body>
  <script src="./script.js"></script>
</body>

</html>
```

```
const numbers = [1, 2, 3, 4, 5,6];

numbers.push(6);
console.log("After Push:", numbers);

numbers.pop();
console.log("After Pop", numbers);

numbers.shift();
```

```
console.log("After Shift", numbers);

numbers.unshift(0);
console.log("After unshift", numbers);

const slicedArray = numbers.slice(1,4);
console.log("Sliced Array", slicedArray);

const startIndex = numbers.indexOf(1, 1);
const index = numbers.indexOf(5, startIndex);
console.log("Index Of 5", index);

const removedElements = numbers.splice(0, 5, 0, 8, 9);
console.log("After Splice", numbers);
console.log(removedElements);

const numberToCheck = 3;
if (numbers.includes(numberToCheck)) {
  console.log(`3 exists in array :true`);
} else {
  console.log(`3 exists in array :false`);
}

const originalArray = [0, 8, 9, 4, 5, 6];

const reversed = originalArray.reverse();
console.log("After Reverse", reversed);

const sortedArray = originalArray.sort((a, b) => a - b);
console.log("After Sort", sortedArray);

const originalString = "Javascript is awesome";
const uppercaseString = originalString.toUpperCase();
console.log("Uppercase:", uppercaseString);

const lowercaseString = originalString.toLowerCase();
console.log("LOWERCASE:", lowercaseString);

const length = originalString.length;
console.log("Length:", length);

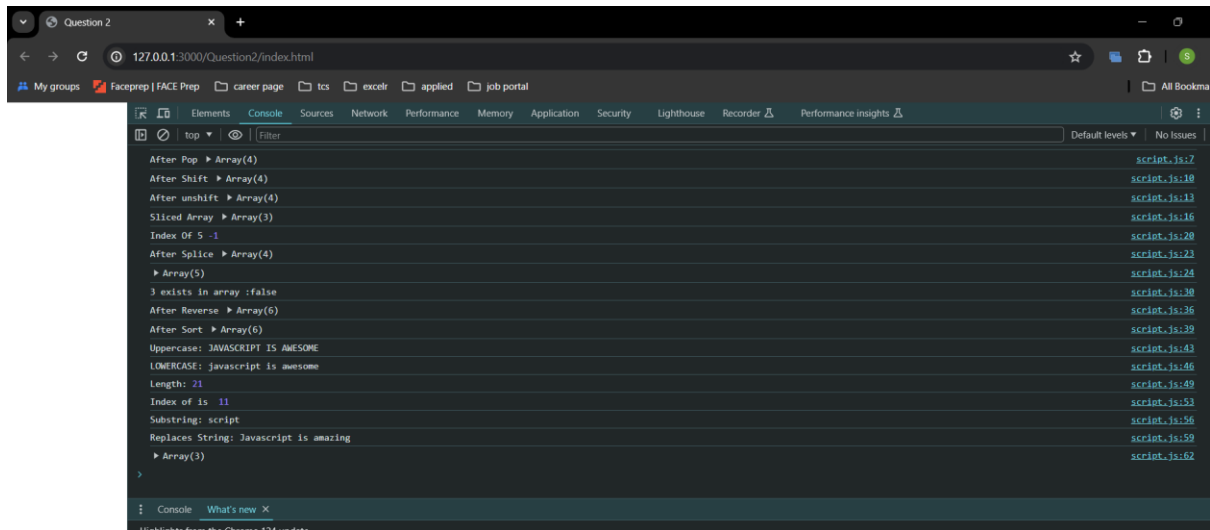
const substring = "is";
const index1 = originalString.indexOf(substring);
console.log("Index of is ", index1);

const substring1 = originalString.substring(4, 10);
console.log("Substring:", substring1);
```

```
const modifiedString = originalString.replace("awesome", "amazing");
console.log("Replaces String:",modifiedString);

const wordArray = originalString.split(" ");
console.log(wordArray);
```

Output:



3.

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

<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Question 3</title>
</head>

<body>
  <script src="script.js"></script>
</body>

</html>
```

```
function greet(name) {
  console.log(`Hello, ${name}`);
}

greet("Alice (funtional declaration)");
```

```
const greet1= function(name) {
  console.log(`Hello, ${name}`);
};

greet1("Bob (funtional expression)");

const greet3= (name) => {
  console.log(`Hello, ${name}`);
};

greet3("Charlie(arrow function)");

const greet4 = new Function("name", "console.log(`Hello, ${name}`);");

greet4("Dave(functional Constructor)");

(function(name) {
  console.log(`Hello, ${name}`);
})("Eve(IIFE)");

function* helloGenerator() {
  yield "Hello,";
  yield " World(Generator function)";
}

const generator = helloGenerator();

console.log(generator.next().value + generator.next().value);

function createGreeting(name) {
  return function() {
    console.log(`Hey, ${name}`);
  };
}

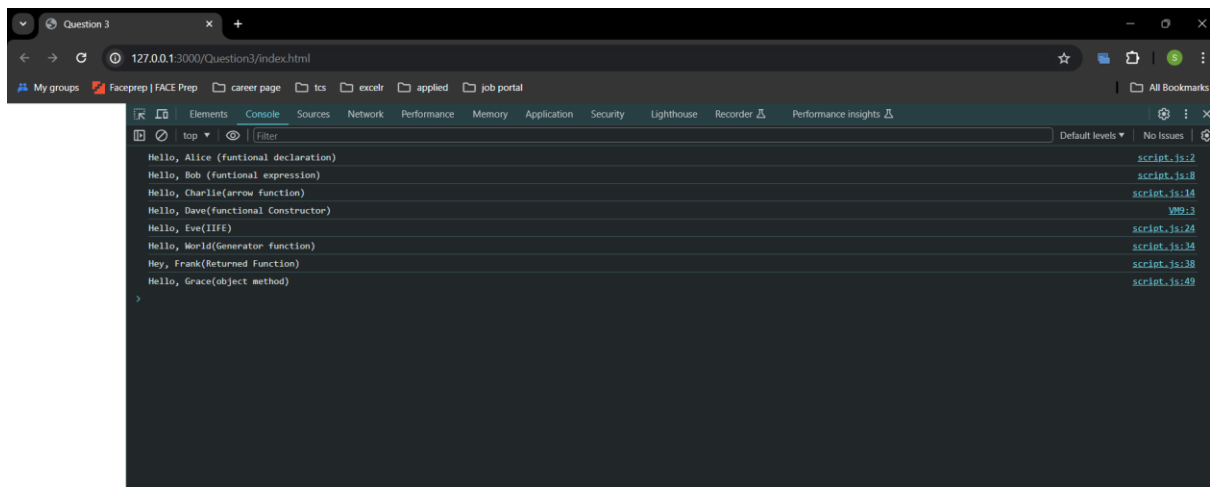
const greetFrank = createGreeting("Frank(Returned Function)");

greetFrank();

const person = {
  name: "Grace",
  sayHello: function() {
    console.log(`Hello, ${this.name}(object method)`);
  }
};

person.sayHello();
```

Output:



4.

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

<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Question 4</title>
  <link rel="stylesheet" href="./style.css" />
  <script src="./script.js"></script>
</head>

<body>
  <div class="container1">
    <h6 id="heading-container">SESSION</h6>
    <h1 id="timer">14:55</h1>
  </div>

  <div class="container2" style="background-color: #222222;">
    <h1 style="padding: 20px; font-size: 15px; font-family: 'Fira Sans', sans-serif; color: grey;">SESSION LENGTH</h1>
  </div>

  <div class="main-container">
    <div class="subcontainer1" style="background-color: #3486f1;
    onclick="changeSessionLength(-1)">
      <h1>-</h1>
    </div>
  </div>
</body>
</html>
```

```

    <div class="subcontainer2" style="background-color: grey;"
id="sessionLength">16</div>
    <div class="subcontainer3" style="background-color: #3486f1;"
onclick="changeSessionLength(1)">
        <h1>+</h1>
    </div>
</div>

<div class="container2" style="background-color: #222222;">
    <h1 style="padding: 20px; font-size: 15px; font-family: 'Fira Sans', sans-
serif; color: grey;">BREAK LENGTH</h1>
</div>

<div class="main-container">
    <div class="subcontainer1" style="background-color: #3486f1;"
onclick="changeBreakLength(-1)">
        <h1>-</h1>
    </div>
    <div class="subcontainer2" style="background-color: grey;"
id="breakLength">5</div>
    <div class="subcontainer3" style="background-color: #3486f1;"
onclick="changeBreakLength(1)">
        <h1>+</h1>
    </div>
</div>

<div class="main-container1">
    <div class="btn" onclick="resetTimer()">
        <h1>Reset</h1>
    </div>
    <div class="btn" id="startStop" onclick="startStopTimer()">
        <h1>Stop</h1>
    </div>
</div>
</body>

</html>

```

```

* {
    margin: 0;
    padding: 0;
    box-sizing: border-box;
}

body {
    font-family: "Fira Sans", sans-serif;

```

```
}

.container1 {
  background-color: black;
  height: 250px;
  margin-top: 0;
  display: flex;
  flex-direction: column;
  align-items: center;
  justify-content: center;
  border: 1px solid black;
}

h1 {
  color: white;
  text-align: center;
  font-size: 100px;
  padding-bottom: 10px;
  font-family: sans-serif;
}

#timer {
  font-size: 100px;
  padding-top: 40px;
}

.main-container {
  display: flex;
  height: 120px;
}

#heading-container {
  text-align: center;
  color: grey;
  font-size: 20px;
  margin-top: 12px;
}

.container2 {
  background-color: #222222;
  text-align: center;
}

.container2 h1 {
  padding: 20px;
  font-size: 15px;
  font-family: "Fira Sans", sans-serif;
  color: grey;
}
```



```
}

.subcontainer1,
.subcontainer3 {
  border: 1px solid black;
  flex: 1;
  display: flex;
  justify-content: center;
  align-items: center;
}

.subcontainer2 {
  border: 1px solid black;
  flex: 2;
  display: flex;
  justify-content: center;
  align-items: center;
  font-size: 50px;
  color: white;
  padding-top: 30px;
  height: 121px;
}

.main-container1 {
  display: flex;
  justify-content: space-around; /* Align buttons with space around them */
  height: 95px;
}

.btn {
  border: 1px solid black;
  flex: 1;
  display: flex;
  align-items: center;
  justify-content: center;
  height: 100px;
  background-color: orange;
}

#startStop {
  background-color: red;
  color: white;
}

.btn h1 {
  font-size: 30px;
  color: white;
}
```

```
let sessionLength = 16;
let breakLength = 5;
let timer;
let isRunning = false;
let minutes;
let seconds;
let mode = "session"; // Added mode variable

function updateTimerDisplay() {
  document.getElementById("timer").textContent = formatTime(minutes, seconds);
}

function formatTime(min, sec) {
  return `${String(min).padStart(2, "0")}:${String(sec).padStart(2, "0")}`;
}

function changeSessionLength(amount) {
  sessionLength += amount;
  if (sessionLength < 1) {
    sessionLength = 1;
  }
  document.getElementById("sessionLength").textContent = sessionLength;
}

function changeBreakLength(amount) {
  breakLength += amount;
  if (breakLength < 1) {
    breakLength = 1;
  }
  document.getElementById("breakLength").textContent = breakLength;
}

function startTimer() {
  if (!isRunning) {
    minutes = sessionLength;
    seconds = 0;
    updateTimerDisplay();
    timer = setInterval(updateTimer, 1000);
    isRunning = true;
    mode = "session";
    document.getElementById("startStop").textContent = "Stop";
    document.getElementById("startStop").style.backgroundColor = "red";
  }
}

function stopTimer() {
```

```

clearInterval(timer);
isRunning = false;
document.getElementById("startStop").textContent = "Start";
document.getElementById("startStop").style.backgroundColor = "green";
}

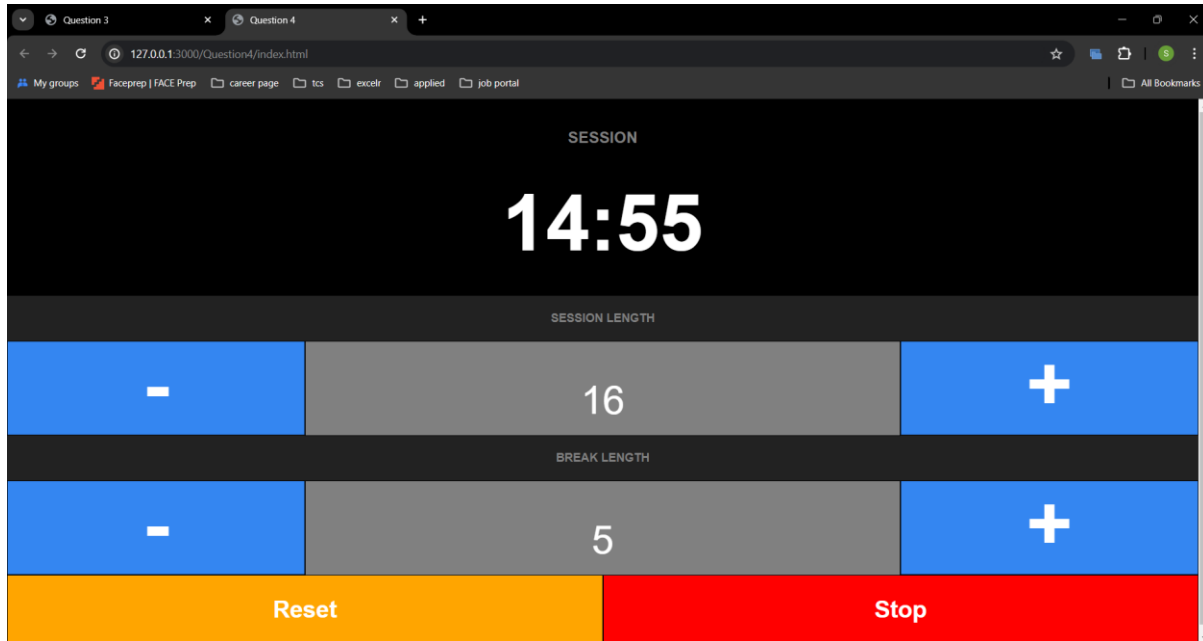
function startStopTimer() {
    if (isRunning) {
        stopTimer();
    } else {
        startTimer();
    }
}

function updateTimer() {
    if (minutes === 0 && seconds === 0) {
        if (mode === "session") {
            minutes = breakLength;
            mode = "break";
        } else {
            minutes = sessionLength;
            mode = "session";
        }
        updateTimerDisplay();
        alert("Timer completed!");
    } else {
        if (seconds === 0) {
            minutes--;
            seconds = 59;
        } else {
            seconds--;
        }
        updateTimerDisplay();
    }
}

function resetTimer() {
    stopTimer();
    minutes = sessionLength;
    seconds = 0;
    updateTimerDisplay();
    document.getElementById("startStop").textContent = "Start";
    document.getElementById("startStop").style.backgroundColor = "green";
}

```

Output:



5.

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

<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <link rel="stylesheet" href="style.css">
  <title>Question5</title>
</head>

<body>
  <div class="container">
    <div class="grid">
      <div class="cell" draggable="true" data-number="1">1</div>
      <div class="cell" draggable="true" data-number="2">2</div>
      <div class="cell" draggable="true" data-number="3">3</div>
      <div class="cell" draggable="true" data-number="4">4</div>
      <div class="cell" draggable="true" data-number="5">5</div>
      <div class="cell" draggable="true" data-number="6">6</div>
      <div class="cell" draggable="true" data-number="7">7</div>
      <div class="cell" draggable="true" data-number="8">8</div>
      <div class="cell" draggable="true" data-number="9">9</div>
    </div>
  </div>
  <script src="script.js"></script>
</body>
```

```
</html>
```

```
body {
  font-family: Arial, sans-serif;
  text-align: center;
  background-color: #fff;
}

.container {
  display: flex;
  justify-content: center;
  align-items: center;
  height: 100vh;
}

.grid {
  display: grid;
  grid-template-columns: repeat(3, 100px);
  grid-gap: 5px;
}

.cell {
  width: 100px;
  height: 100px;
  background-color: #fff;
  border: 1px solid #000;
  display: flex;
  align-items: center;
  justify-content: center;
  font-size: 24px;
  cursor: pointer;
  transition: background-color 0.3s ease-in-out, color 0.3s ease-in-out;
}

.cell.dragged {
  background-color: rgb(208, 120, 42);
  /* Orange */
}
```

```
const cells = document.querySelectorAll(".cell");
let draggedCell = null;

cells.forEach((cell) => {
  cell.addEventListener("dragstart", handleDragStart);
  cell.addEventListener("dragover", handleDragOver);
  cell.addEventListener("dragenter", handleDragEnter);
});
```

```
cell.addEventListener("dragleave", handleDragLeave);
cell.addEventListener("drop", handleDrop);
cell.addEventListener("dragend", handleDragEnd);
});

function handleDragStart(e) {
    draggedCell = this;
    e.dataTransfer.effectAllowed = "move";
    e.dataTransfer.setData("text/html", this.innerHTML);
}

function handleDragOver(e) {
    if (e.preventDefault) {
        e.preventDefault();
    }
    e.dataTransfer.dropEffect = "move";
    return false;
}

function handleDragEnter(e) {
    if (this !== draggedCell) {
        this.classList.add("over");
    }
}

function handleDragLeave(e) {
    if (this !== draggedCell) {
        this.classList.remove("over");
    }
}

function handleDrop(e) {
    if (e.stopPropagation) {
        e.stopPropagation();
    }

    if (draggedCell !== this) {
        // Swap the innerHTML and data-number attributes
        const tempInnerHTML = this.innerHTML;
        const tempDataNumber = this.getAttribute("data-number");

        this.innerHTML = draggedCell.innerHTML;
        this.setAttribute("data-number", draggedCell.getAttribute("data-number"));

        draggedCell.innerHTML = tempInnerHTML;
        draggedCell.setAttribute("data-number", tempDataNumber);
    }
}
```

```

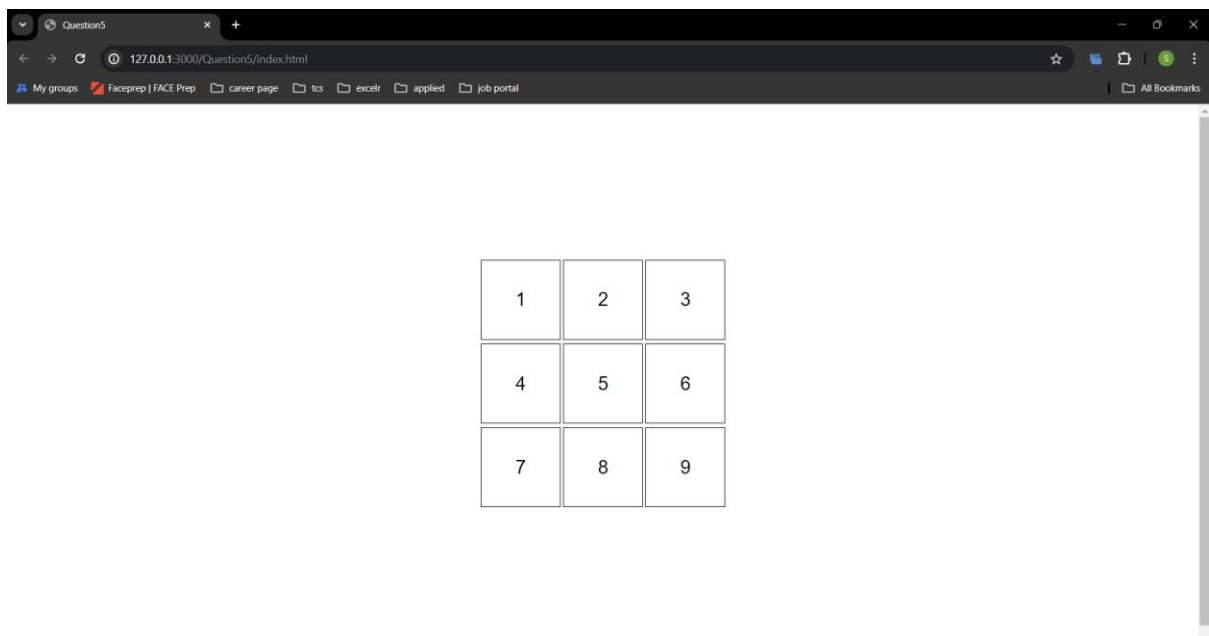
        // Change the color of the dragged cell
        draggedCell.classList.remove("dragged");
        this.classList.add("dragged");
    }

    return false;
}

function handleDragEnd(e) {
    cells.forEach((cell) => {
        cell.classList.remove("over");
    });
}

```

Output:



6.

let and const

let and const provide block-scoped variable declarations, unlike var which is function-scoped.

javascript

let x = 10;

if (true) {

let x = 20;

```
console.log(x);  
}  
console.log(x);
```

```
const PI = 3.14;  
PI = 3;
```

### Arrow Functions

Arrow functions provide a concise syntax for defining functions.

```
function add(a, b) {  
  return a + b;  
}
```

```
const add = (a, b) => a + b;  
console.log(add(2, 3));
```

### Template Literals

Template literals allow embedding expressions inside strings using backticks ( ` ).

```
const name = 'Alice';  
const greeting = Hello, ${name}!;  
console.log(greeting);
```

### Destructuring

Destructuring allows extracting values from arrays or objects into distinct variables.

```
const numbers = [1, 2, 3];  
const [a, b, c] = numbers;  
console.log(a, b, c);
```

```
const person = { firstName: 'John', lastName: 'Doe' };  
const { firstName, lastName } = person;  
console.log(firstName, lastName);
```



## Spread and Rest Operators

The spread operator (...) spreads elements of an iterable (like an array) into individual elements. The rest parameter (...) gathers individual elements into an array.

```
const arr1 = [1, 2, 3];  
const arr2 = [...arr1, 4, 5];  
console.log(arr2);  
  
const sum = (...args) => args.reduce((acc, val) => acc + val, 0);  
console.log(sum(1, 2, 3));
```

## Classes

ES6 introduced class syntax for defining JavaScript classes.

```
class Rectangle {  
  constructor(width, height) {  
    this.width = width;  
    this.height = height;  
  }  
  area() {  
    return this.width * this.height;  
  }  
}
```

```
const rect = new Rectangle(5, 10);  
console.log(rect.area());
```

## Modules

ES6 modules allow organizing code into reusable components.

```
export const add = (a, b) => a + b;  
export const multiply = (a, b) => a * b;
```

```
import { add, multiply } from './math.js';  
console.log(add(2, 3));  
console.log(multiply(2, 3));
```

## Promises

Promises provide a cleaner way to work with asynchronous code.

```
const fetchData = () => {  
  return new Promise((resolve, reject) => {  
    setTimeout(() => {  
      resolve('Data fetched successfully!');  
    }, 2000);  
  });  
};
```

```
fetchData()  
  .then((data) => console.log(data))  
  .catch((error) => console.error(error));
```

## Default Parameters

ES6 allows defining default parameter values for functions.

javascript

Copy code

```
const greet = (name = 'Anonymous') => {  
  console.log(Hello, `${name}!`);  
};
```

```
greet();  
greet('Alice');
```

## Async/Await

Async/await simplifies working with promises, making asynchronous code look synchronous.

```
const fetchData = () => {  
  return new Promise((resolve, reject) => {  
    setTimeout(() => {  
      resolve('Data fetched successfully!');  
    }, 2000);  
  });  
};
```

```
const getData = async () => {  
  try {  
    const data = await fetchData();  
    console.log(data);  
  } catch (error) {  
    console.error(error);  
  }  
};
```

```
getData();
```

these are the examples of ES6 in javascript