

EX-5

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1.CODE:

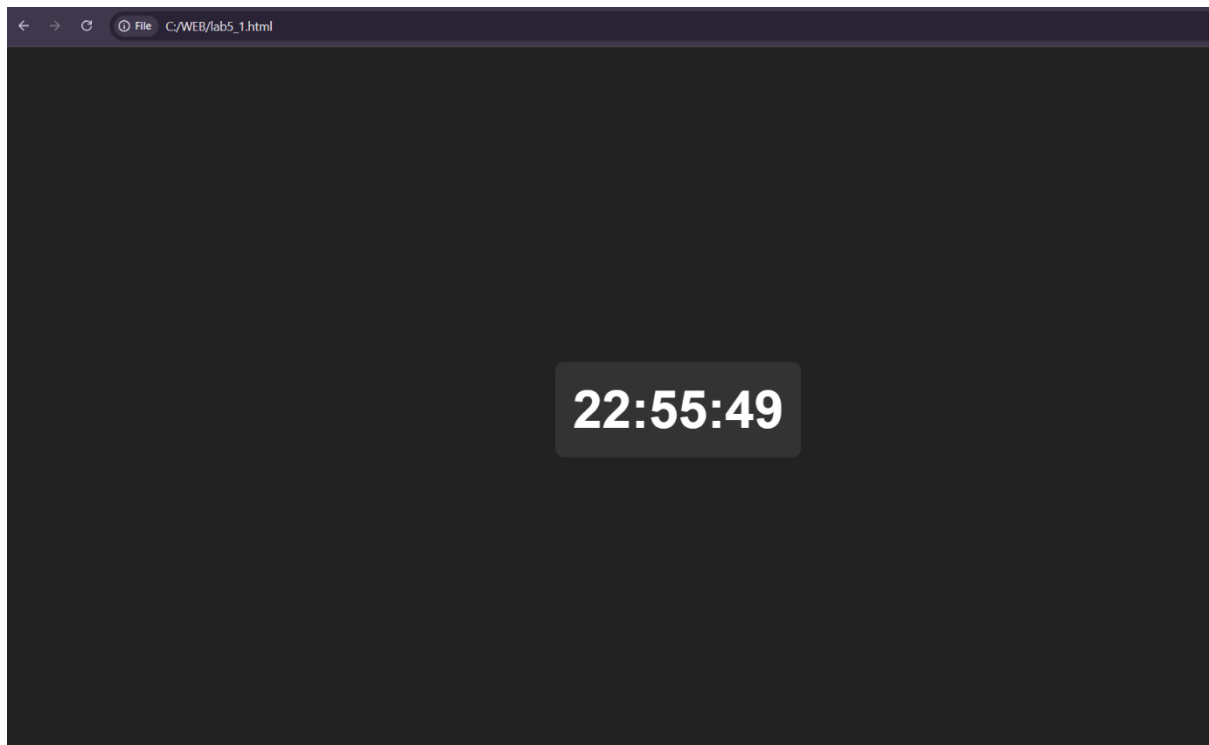
```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Digital Clock</title>
  <style>
    body {
      font-family: Arial, sans-serif;
      display: flex;
      justify-content: center;
      align-items: center;
      height: 100vh;
      background-color: #222;
      color: white;
      margin: 0;
    }
    .clock {
      font-size: 60px;
      font-weight: bold;
      background: #333;
      padding: 20px;
      border-radius: 10px;
      text-align: center;
```

```
    }
</style>
</head>
<body>
  <div class="clock" id="clock"></div>
  <script>
    function updateClock() {
      const now = new Date();
      const hours = String(now.getHours()).padStart(2, '0');
      const minutes = String(now.getMinutes()).padStart(2, '0');
      const seconds = String(now.getSeconds()).padStart(2, '0');

      document.getElementById('clock').textContent = `${hours}:${minutes}:${seconds}`;
    }

    setInterval(updateClock, 1000);
    updateClock();
  </script>
</body>
</html>
```

OUTPUT:



2.CODE:

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Analog Clock</title>
  <style>
    body {
      display: flex;
      justify-content: center;
      align-items: center;
      height: 100vh;
      background-color: #222;
    }
    .clock {
      width: 300px;
```

```
height: 300px;
border: 10px solid white;
border-radius: 50%;
position: relative;
background: url('93761e86-4af9-446e-b725-a49aa1868def.JPG') center/cover no-repeat;
box-shadow: 0 0 20px rgba(255, 255, 255, 0.5);
}
.hand {
position: absolute;
bottom: 50%;
left: 50%;
transform-origin: bottom;
transform: translateX(-50%);
background: white;
border-radius: 5px;
}
.hour {
width: 6px;
height: 60px;
background: white;
}
.minute {
width: 4px;
height: 80px;
background: white;
}
.second {
width: 2px;
height: 90px;
```

```
        background: red;
    }
</style>
</head>
<body>
    <div class="clock">
        <div class="hand hour" id="hourHand"></div>
        <div class="hand minute" id="minuteHand"></div>
        <div class="hand second" id="secondHand"></div>
    </div>

    <script>
        function updateClock() {
            const now = new Date();
            const hours = now.getHours() % 12;
            const minutes = now.getMinutes();
            const seconds = now.getSeconds();

            const hourDeg = (hours * 30) + (minutes * 0.5);
            const minuteDeg = (minutes * 6) + (seconds * 0.1);
            const secondDeg = seconds * 6;

            document.getElementById("hourHand").style.transform = `translateX(-50%)
            rotate(${hourDeg}deg)`;

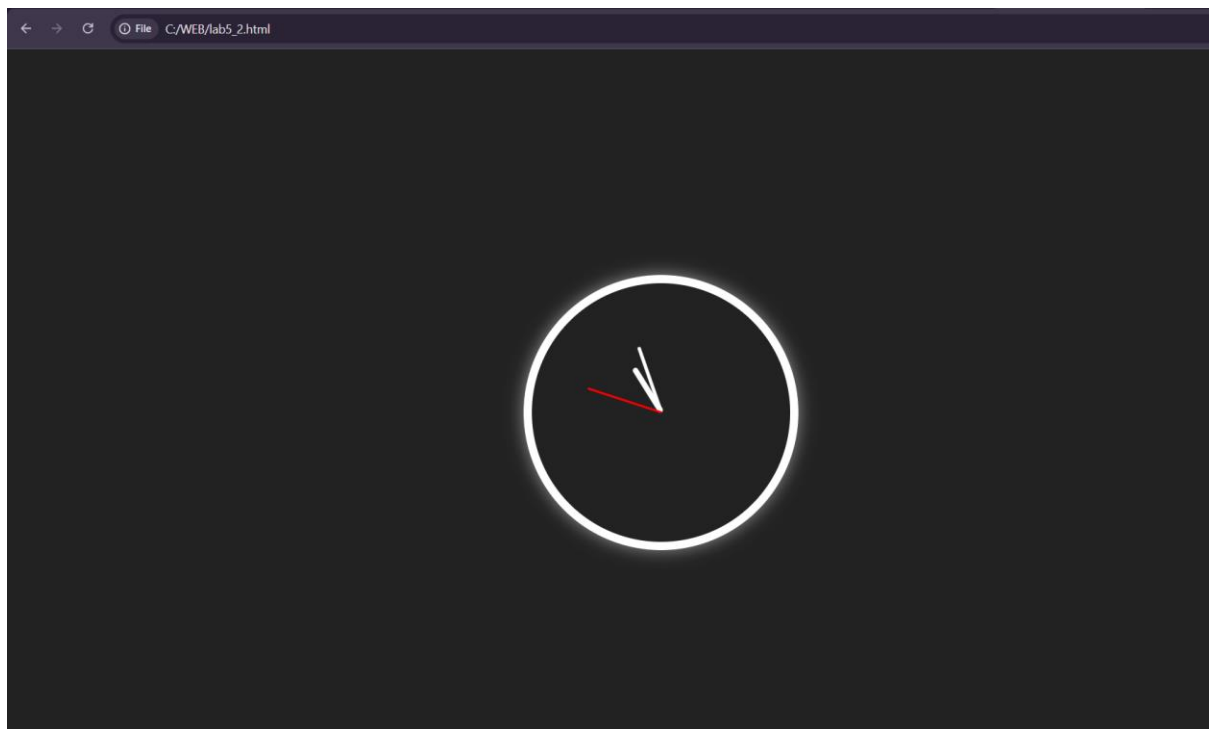
            document.getElementById("minuteHand").style.transform = `translateX(-50%)
            rotate(${minuteDeg}deg)`;

            document.getElementById("secondHand").style.transform = `translateX(-50%)
            rotate(${secondDeg}deg)`;
        }

        setInterval(updateClock, 1000);
    </script>
</body>
</html>
```

```
        updateClock();  
    </script>  
</body>  
</html>
```

OUTPUT:



3.CODE:

```
<!DOCTYPE html>  
<html lang="en">  
<head>  
    <meta charset="UTF-8">  
    <meta name="viewport" content="width=device-width, initial-scale=1.0">  
    <title>Moving Eyes</title>  
    <style>  
        body {  
            background-color: #f8e71c;
```

```
margin: 0;
height: 100vh;
display: flex;
justify-content: center;
align-items: center;
}
.eyes {
  display: flex;
  gap: 20px;
}
.eye {
  width: 100px;
  height: 100px;
  background: white;
  border-radius: 50%;
  display: flex;
  justify-content: center;
  align-items: center;
  border: 10px solid #444;
  position: relative;
}
.pupil {
  width: 40px;
  height: 40px;
  background: brown;
  border-radius: 50%;
  position: absolute;
  display: flex;
  justify-content: center;
  align-items: center;
```

```

        transition: transform 0.1s ease-out;
    }
    .inner {
        width: 15px;
        height: 15px;
        background: black;
        border-radius: 50%;
    }
</style>
</head>
<body>
    <div class="eyes">
        <div class="eye"><div class="pupil"><div class="inner"></div></div></div>
        <div class="eye"><div class="pupil"><div class="inner"></div></div></div>
    </div>
    <script>
        const eyes = document.querySelectorAll(".eye");
        const pupils = document.querySelectorAll(".pupil");

        document.addEventListener("mousemove", (event) => {
            let { clientX: mouseX, clientY: mouseY } = event;

            eyes.forEach((eye, index) => {
                let eyeRect = eye.getBoundingClientRect();
                let eyeCenterX = eyeRect.left + eyeRect.width / 2;
                let eyeCenterY = eyeRect.top + eyeRect.height / 2;

                let deltaX = mouseX - eyeCenterX;
                let deltaY = mouseY - eyeCenterY;
                let angle = Math.atan2(deltaY, deltaX);
            });
        });
    </script>

```



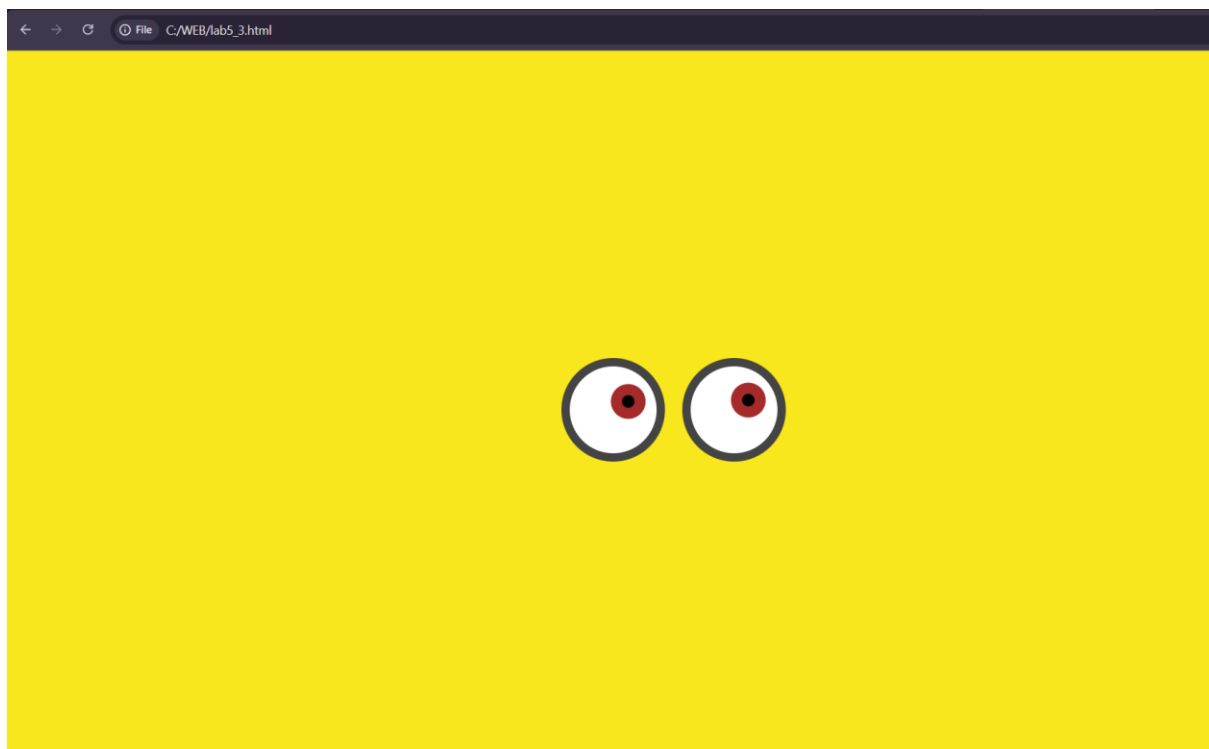
```
let maxMove = 20; // Max distance pupil can move

let moveX = Math.cos(angle) * maxMove;

let moveY = Math.sin(angle) * maxMove;

pupils[index].style.transform = `translate(${moveX}px, ${moveY}px)`;
});
});
</script>
</body>
</html>
```

OUTPUT:



4.CODE:

```
<!DOCTYPE html>

<html lang="en">

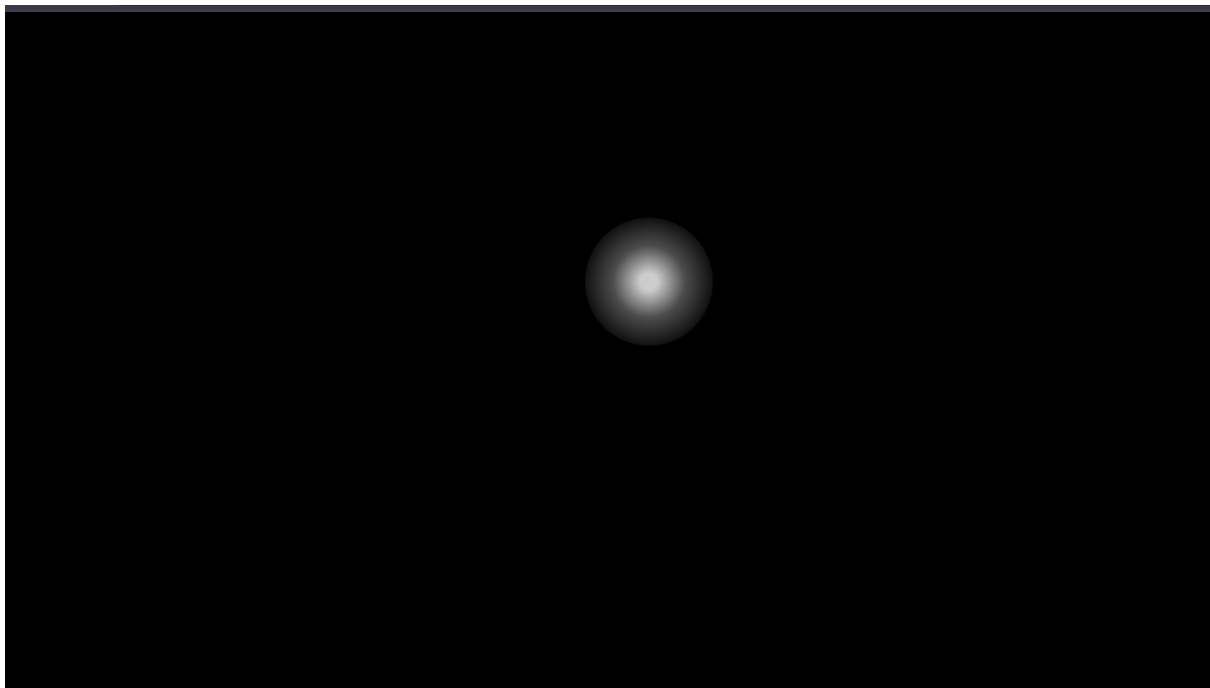
<head>
```

```
<meta charset="UTF-8">
<meta name="viewport" content="width=device-width, initial-scale=1.0">
<title>Flashlight Effect</title>
<style>
  body {
    margin: 0;
    width: 100vw;
    height: 100vh;
    overflow: hidden;
    background: #000;
    position: relative;
    cursor: none;
  }
  .flashlight {
    position: absolute;
    width: 150px;
    height: 150px;
    border-radius: 50%;
    background: radial-gradient(circle, rgba(255,255,255,0.8) 10%, rgba(255,255,255,0.3)
40%, rgba(0,0,0,0.9) 80%);
    pointer-events: none;
    transform: translate(-50%, -50%);
  }
</style>
</head>
<body>
  <div class="flashlight"></div>

  <script>
    const flashlight = document.querySelector('.flashlight');
```

```
document.addEventListener('mousemove', (e) => {  
    flashlight.style.left = `${e.clientX}px`;   
    flashlight.style.top = `${e.clientY}px`;   
});  
  
document.addEventListener('touchmove', (e) => {  
    flashlight.style.left = `${e.touches[0].clientX}px`;   
    flashlight.style.top = `${e.touches[0].clientY}px`;   
});  
</script>  
</body>  
</html>
```

OUTPUT:



5.CODE:

```
<!DOCTYPE html>
```

```
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>FLAMES Game</title>
  <style>
    body {
      font-family: Arial, sans-serif;
      text-align: center;
      background: #222;
      color: white;
      margin: 0;
      display: flex;
      flex-direction: column;
      align-items: center;
      justify-content: center;
      height: 100vh;
    }
    input {
      padding: 10px;
      margin: 5px;
      font-size: 16px;
    }
    button {
      padding: 10px 20px;
      margin: 10px;
      font-size: 16px;
      cursor: pointer;
    }
    #result {
```

```
        margin-top: 20px;

        font-size: 24px;

        font-weight: bold;
    }
</style>
</head>
<body>

    <h1>FLAMES Relationship Calculator</h1>

    <input type="text" id="name1" placeholder="Enter First Name">
    <input type="text" id="name2" placeholder="Enter Second Name">
    <button onclick="calculateFlames()">Find Relationship</button>
    <p id="result"></p>

    <script>

        function removeCommonLetters(str1, str2) {

            let arr1 = str1.toLowerCase().split("");
            let arr2 = str2.toLowerCase().split("");

            let i = 0;
            while (i < arr1.length) {
                let index = arr2.indexOf(arr1[i]);
                if (index !== -1) {
                    arr1.splice(i, 1);
                    arr2.splice(index, 1);
                } else {
                    i++;
                }
            }

            return arr1.length + arr2.length;
```

```
}
```

```
function calculateFlames() {
```

```
    let name1 = document.getElementById("name1").value.trim();
```

```
    let name2 = document.getElementById("name2").value.trim();
```

```
    if (name1 === "" || name2 === "") {
```

```
        document.getElementById("result").innerText = "Please enter both names!";
```

```
        return;
```

```
    }
```

```
    let flames = ["Friends", "Love", "Affection", "Marriage", "Enemies", "Siblings"];
```

```
    let count = removeCommonLetters(name1, name2);
```

```
    while (flames.length > 1) {
```

```
        let index = (count % flames.length) - 1;
```

```
        if (index >= 0) {
```

```
            flames = [...flames.slice(index + 1), ...flames.slice(0, index)];
```

```
        } else {
```

```
            flames.pop();
```

```
        }
```

```
    }
```

```
    document.getElementById("result").innerText = `Result: ${flames[0]}! ❤️🔥`;
```

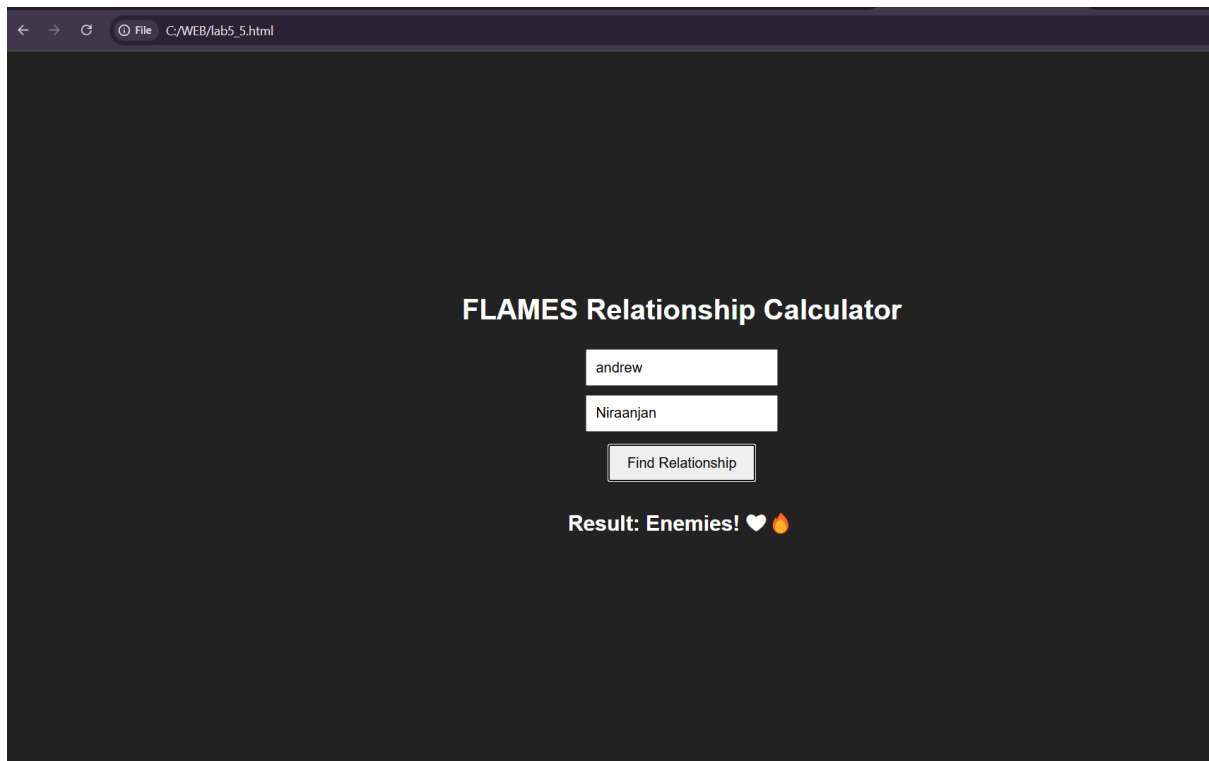
```
}
```

```
</script>
```

```
</body>
```

```
</html>
```

OUTPUT:



6.CODE:

```
<!DOCTYPE html>
```

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

```
<head>
```

```
  <meta charset="UTF-8">
```

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

```
  <title>To-Do List</title>
```

```
  <style>
```

```
    body {
```

```
      font-family: Arial, sans-serif;
```

```
      background-color: #222;
```

```
      color: white;
```

```
      text-align: center;
```

```
      margin: 0;
```

```
      padding: 0;
```

```
    }
```

```
    .container {
```

```
      max-width: 400px;
```

```
margin: 50px auto;
background: #333;
padding: 20px;
border-radius: 10px;
box-shadow: 0px 0px 10px rgba(255, 255, 255, 0.2);
}
input {
width: 70%;
padding: 10px;
font-size: 16px;
border: none;
outline: none;
}
button {
padding: 10px 15px;
font-size: 16px;
cursor: pointer;
border: none;
background: #28a745;
color: white;
border-radius: 5px;
}
ul {
list-style: none;
padding: 0;
}
li {
background: #444;
margin: 10px 0;
padding: 10px;
border-radius: 5px;
```



```
    display: flex;
    justify-content: space-between;
    align-items: center;
  }
  .completed {
    text-decoration: line-through;
    color: #aaa;
  }
  .delete-btn {
    background: red;
    color: white;
    border: none;
    padding: 5px;
    border-radius: 5px;
    cursor: pointer;
  }
</style>
</head>
<body>
  <div class="container">
    <h2>✔ To-Do List</h2>
    <input type="text" id="taskInput" placeholder="Enter task...">
    <button onclick="addTask()">Add</button>
    <ul id="taskList"></ul>
  </div>

  <script>
    document.addEventListener("DOMContentLoaded", loadTasks);

    function addTask() {
      let taskInput = document.getElementById("taskInput");
```

```

let taskText = taskInput.value.trim();

if (taskText === "") return;

let li = document.createElement("li");

li.innerHTML = `${taskText} <button class="delete-btn"
onclick="removeTask(this)"> ✕ </button>`;

li.onclick = function () { this.classList.toggle("completed"); saveTasks(); };

document.getElementById("taskList").appendChild(li);
taskInput.value = "";

saveTasks();
}

function removeTask(element) {
    element.parentElement.remove();
    saveTasks();
}

function saveTasks() {
    let tasks = [];

    document.querySelectorAll("#taskList li").forEach(li => {
        tasks.push({ text: li.childNodes[0].nodeValue.trim(), completed:
li.classList.contains("completed") });
    });

    localStorage.setItem("tasks", JSON.stringify(tasks));
}

function loadTasks() {
    let tasks = JSON.parse(localStorage.getItem("tasks")) || [];

    tasks.forEach(task => {

```

```

        let li = document.createElement("li");

        li.innerHTML = `${task.text} <button class="delete-btn"
onclick="removeTask(this)"> ✕ </button>`;

        if (task.completed) li.classList.add("completed");

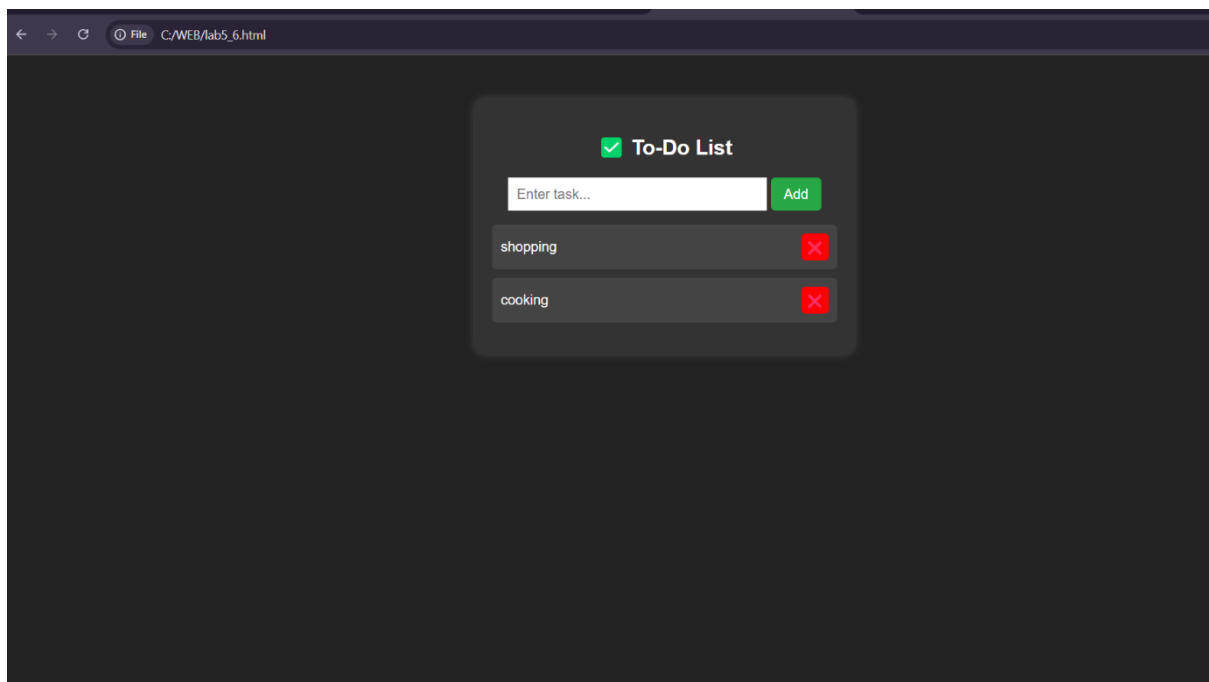
        li.onclick = function () { this.classList.toggle("completed"); saveTasks(); };

        document.getElementById("taskList").appendChild(li);

    });
}
</script>
</body>
</html>

```

OUTPUT:



7.CODE:

```

<!DOCTYPE html>

<html lang="en">

<head>

    <meta charset="UTF-8">

```

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

```
<title>Guess The Number</title>
```

```
<style>
```

```
  body {
```

```
    font-family: Arial, sans-serif;
```

```
    background-color: #222;
```

```
    color: white;
```

```
    text-align: center;
```

```
    margin: 0;
```

```
    padding: 0;
```

```
  }
```

```
  .container {
```

```
    max-width: 400px;
```

```
    margin: 50px auto;
```

```
    background: #333;
```

```
    padding: 20px;
```

```
    border-radius: 10px;
```

```
    box-shadow: 0px 0px 10px rgba(255, 255, 255, 0.2);
```

```
  }
```

```
  input {
```

```
    padding: 10px;
```

```
    font-size: 16px;
```

```
    width: 50px;
```

```
    text-align: center;
```

```
    margin-right: 10px;
```

```
  }
```

```
  button {
```

```
    padding: 10px 15px;
```

```
    font-size: 16px;
```

```
    cursor: pointer;
```

```
    border: none;
```

```
    background: #28a745;

    color: white;

    border-radius: 5px;
}

#message {

    margin-top: 20px;

    font-size: 20px;

}

</style>
</head>
<body>

<div class="container">

    <h2>Guess the Number (1-100)</h2>

    <p>Try to guess the number!</p>

    <input type="number" id="guess" min="1" max="100">

    <button onclick="checkGuess()">Guess</button>

    <p id="message"></p>

    <button onclick="resetGame()" id="resetBtn" style="display:none;">Play Again</button>

</div>


<script>

    let randomNumber = Math.floor(Math.random() * 100) + 1;

    let attempts = 0;


    function checkGuess() {

        let guess = document.getElementById("guess").value;

        let message = document.getElementById("message");


        if (!guess || guess < 1 || guess > 100) {

            message.innerText = "Enter a valid number between 1 and 100.";

            return;
```

```

    }

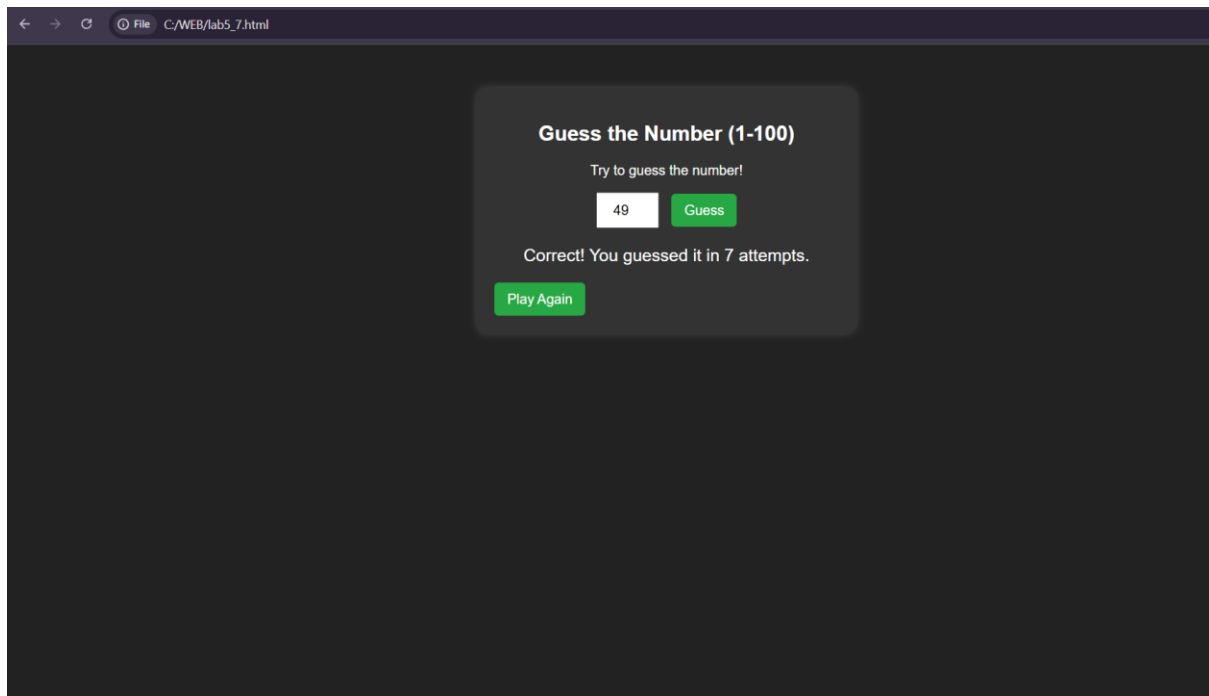
    attempts++;
    guess = Number(guess);

    if (guess === randomNumber) {
        message.innerText = `Correct! You guessed it in ${attempts} attempts.`;
        document.getElementById("resetBtn").style.display = "block";
    } else if (guess < randomNumber) {
        message.innerText = "Too low! Try again.";
    } else {
        message.innerText = "Too high! Try again.";
    }
}

function resetGame() {
    randomNumber = Math.floor(Math.random() * 100) + 1;
    attempts = 0;
    document.getElementById("message").innerText = "";
    document.getElementById("guess").value = "";
    document.getElementById("resetBtn").style.display = "none";
}
</script>
</body>
</html>

```

OUTPUT:



8.CODE:

```
<!DOCTYPE html>
```

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

```
<head>
```

```
  <meta charset="UTF-8">
```

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

```
  <title>Random Emoji Generator</title>
```

```
<style>
```

```
  body {
```

```
    font-family: Arial, sans-serif;
```

```
    background-color: #222;
```

```
    color: white;
```

```
    text-align: center;
```

```
    margin: 0;
```

```
    padding: 0;
```

```
    display: flex;
```

```
    justify-content: center;
```

```
    align-items: center;
```

```
    height: 100vh;
```

```

    }
    .container {
        background: #333;
        padding: 30px;
        border-radius: 10px;
        box-shadow: 0px 0px 10px rgba(255, 255, 255, 0.2);
    }
    #emoji {
        font-size: 80px;
        margin: 20px;
    }
    button {
        padding: 10px 15px;
        font-size: 18px;
        cursor: pointer;
        border: none;
        background: #28a745;
        color: white;
        border-radius: 5px;
        transition: 0.3s;
    }
    button:hover {
        background: #218838;
    }
</style>
</head>
<body>
    <div class="container">
        <h2>🤖 Random Emoji Generator</h2>
        <p>Click the button to generate a random emoji</p>
        <div id="emoji">😬</div>

```



```

        <button onclick="generateEmoji()">Generate Emoji</button>
    </div>

    <script>

        const emojis = ["😬", "😏", "😍", "😎", "☐", "☐", "😜", "😺", "😋", "😞", "😡", "😱", "😬", "😏", "😍", "😎", "☐", "☐", "😜", "😺", "😋", "😞", "😡", "😱", "😬", "😏", "😍", "😎", "☐", "☐", "😜", "😺", "😋", "😞", "😡", "😱"];

        function generateEmoji() {

            const randomIndex = Math.floor(Math.random() * emojis.length);

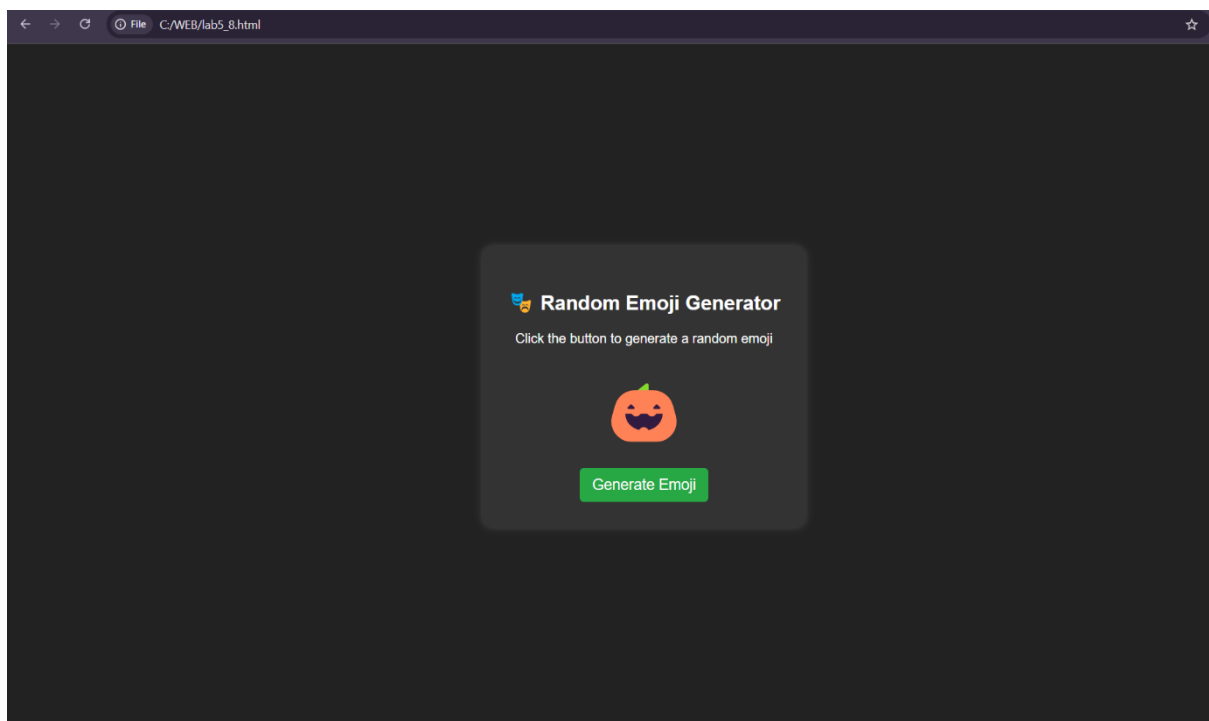
            document.getElementById("emoji").innerText = emojis[randomIndex];

        }

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

```

OUTPUT:



9.CODE:

```
<!DOCTYPE html>

<html lang="en">

<head>

  <meta charset="UTF-8">

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

  <title>Traffic Signal</title>

  <style>

    body {

      font-family: Arial, sans-serif;

      text-align: center;

      background-color: #222;

      color: white;

    }

    .traffic-light {

      width: 100px;

      background: black;

      padding: 20px;

      border-radius: 20px;

      margin: 50px auto;

      display: flex;

      flex-direction: column;

      align-items: center;

      gap: 10px;

    }

    .light {

      width: 50px;

      height: 50px;

      background: gray;

      border-radius: 50%;

      transition: background 0.5s;

    }

  </style>

</head>

<body>

  <div class="traffic-light">

    <div class="light"></div>

    <div class="light"></div>

    <div class="light"></div>

  </div>

</body>

</html>
```

```
</style>
</head>
<body>
  <h2>🚦 Traffic Signal</h2>
  <div class="traffic-light">
    <div id="red" class="light"></div>
    <div id="yellow" class="light"></div>
    <div id="green" class="light"></div>
  </div>

  <script>
    let lights = ["red", "yellow", "green"];
    let index = 0;

    function changeLight() {
      document.getElementById("red").style.background = "gray";
      document.getElementById("yellow").style.background = "gray";
      document.getElementById("green").style.background = "gray";

      document.getElementById(lights[index]).style.background = lights[index];
      index = (index + 1) % lights.length;
    }

    setInterval(changeLight, 2000);
  </script>
</body>
</html>
```

OUTPUT:

