

### Bg color dropdown ////

```
<body>

  <form>

    <label>Background:</label>

    <select>

      <option selected="">Select your Background</option>

      <option onClick="document.bgColor = 'blue'">Blue</option>

      <option onClick="document.bgColor = 'green'">Green</option>

      <option onClick="document.bgColor = 'brown'">Brown</option>

    </select>

  </form>

</body>
```

### Bg color Radio //////////

```
<body>

  <form>

    Background:

    <input type="radio" name="background" onClick="document.bgColor = 'blue'">

    <input type="radio" name="background" onClick="document.bgColor = 'brown'">

    <input type="radio" name="background" onClick="document.bgColor = 'green'">

  </form>

</body>
```

### Email////////

```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">

<html xmlns="http://www.w3.org/1999/xhtml">

<head>

<meta http-equiv="Content-Type" content="text/html; charset=utf-8" />

<title>Untitled Document</title>

  <script>
```

```

function validateEmail(){
    var x=document.forms.myForm.email.value;

    var atpos=x.indexOf("@");
    var dotpos=x.lastIndexOf(".");

    if(atpos<1 || dotpos<atpos+2 || dotpos+2>=x.length ){
        alert("Not a valid email address");
        return false;
    }else{
        alert ("valid email address");
    }
}
</script>

```

</head>

<body>

```
<form name="myForm" action="#" onsubmit="validateEmail()" method="post">
```

```
Email:<input type="text" name="email" />
```

```
<input type="submit" name="send" />
```

```
</form>
```

</body>

</html>

Factorial /////

<body>

```
<script>
```

```
function findFactorial(num){
```

```
    if(num==0 || num==1){
```

```
        return 1;
    }else{
        return findFactorial(num-1)*num;
    }
}

var x=parseInt(prompt("Enter a number"));
alert(findFactorial(x));
</script>
</body>
```

Fibonacci /////

```
<body>

    <script>

        var i;
        var fib=[];

        fib[0]=0;
        fib[1]=1;

        for(i=2; i<=10; i++){
            fib[i]=fib[i-2]+fib[i-1];
            document.write(fib[i]+"<br/>");
        }

    </script>
</body>
```

Odd even /////

```
<body>

    <script>

        var sn = parseInt(prompt("Enter 1st number", ""));
        var en = parseInt(prompt("Enter 2nd number", ""));
```

```

function oddEven(sn, en) {
    for (sn; sn <= en; sn++) {
        if (sn % 2 == 1) {
            document.write(sn + " is odd" + "<br/>");
        } else {
            document.write(sn + " is even" + "<br/>");
        }
    }
}

oddEven(sn, en);
</script>
</body>

```

Prime /////

```

var num = parseInt(prompt("Enter the number", ""));

function isPrime(num) {
    for (var i = 2; i < num; i++)
        if (num % i === 0)
            return false;
    return num !== 1 && num !== 0;
}

alert(isPrime(num));

```

```

function printPrime(sn,en){
    for(sn; sn<en; sn++){
        if(isPrime(sn))
            document.write(sn+"<br/>");
    }
}

```

```
printPrime(1,100);
```

```
function sumPrime(sn,en){  
    var sum=0;  
    for(sn; sn<en; sn++){  
        if(isPrime(sn)){  
            sum+=sn;  
        }  
    }  
    return sum;  
}  
document.write(sumPrime(1,100));
```

```
function countPrime(sn,en){  
    var count=0;  
    for(sn;sn<en; sn++){  
        if(isPrime(sn)){  
            count++;  
        }  
    }  
    return count;  
}  
document.writer(countPrime(1,100));
```

```
</script>
```

```
</body>
```