

## ASSIGNMENT 7

### JAVASCRIPT

**If mouse button is pressed background colour should be red.**

**If mouse button is released then background colour should be yellow**

```
<html>
  <head>
    <script type="text/javascript" charset="utf-8">

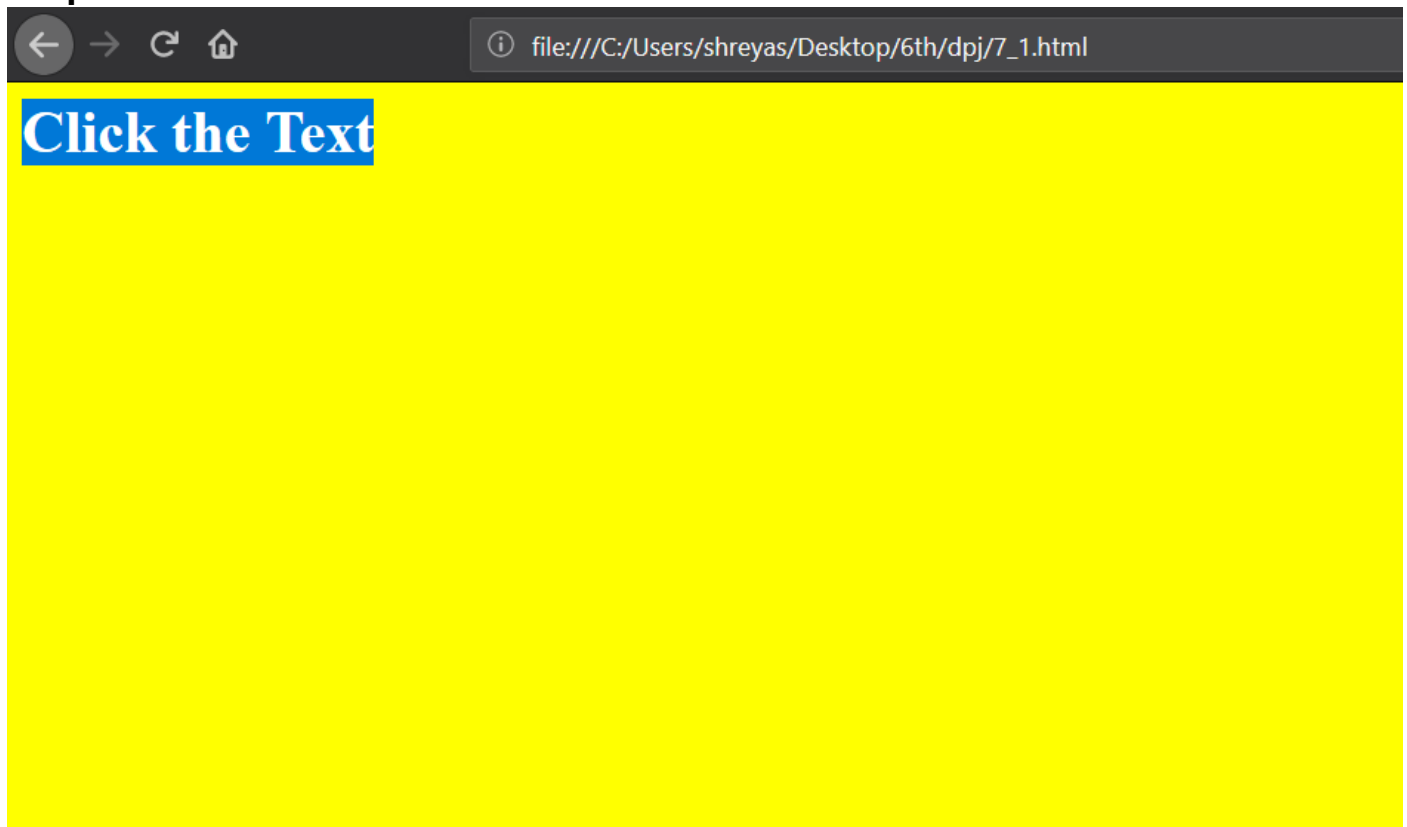
      function mouseDown(){
        document.body.style.backgroundColor = "red";
      }

      function mouseUp(){
        document.body.style.backgroundColor = "yellow";
      }

    </script>
  </head>

  <body>
    <h1 onmousedown="mouseDown()" onmouseup="mouseUp()">Click the Text</h1>
  </body>
</html>
```

### Output



**Write using javascript which mouse button is clicked**

```
<html>
<body>

  <div onmousedown="WhichButton(event)">Click this text with one of your mouse
  buttons to return a number.
    <p>
      0 = The left mouse button<br>
      1 = The middle mouse button<br>
      2 = The right mouse button
    </p>
  </div>

  <script>

    function WhichButton(event) {
      alert("You pressed button: " + event.button)
    }
  </script>

</body>
</html>
```

Click this text with one of your mouse buttons to return a number.

0 = The left mouse button  
1 = The middle mouse button  
2 = The right mouse button

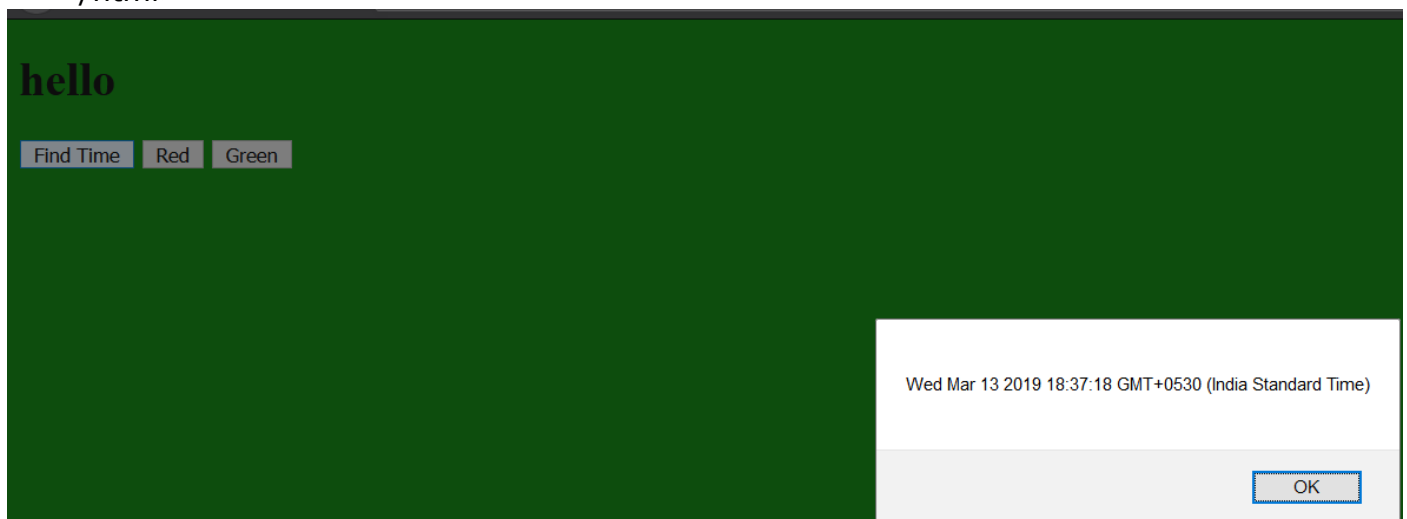
You pressed button: 0

OK

**Write a javascript that handle below event**

- 1. If mouse is over the heading it should yellow and mouse is out it should be black**
- 2. If find time button is clicked current date and time is showed**
- 3. If red button is clicked background should red and same as green**

```
<html>
<head></head>
<body onunload="unload()">
  <h1 onmouseover="yellow()" onmouseout="black()" id="h1">hello</h1>
  <button onclick="time()">Find Time</button>
  <button onclick="red()">Red</button>
  <button onclick="green()">Green</button>
  <script type="text/javascript">
    function yellow() {
      document.getElementById("h1").style.color="yellow";
    }
    function black() {
      document.getElementById("h1").style.color="black";
    }
    function time(){
      ttime = new Date();
      alert(ttime.toString());
    }
    function red(argument) {
      document.body.style.background="red";
    }
    function green(argument) {
      document.body.style.background="green";
    }
    function unload(argument) {
      alert("byyy");
    }
  </script>
</body>
</html>
```



**Write a javascript that handle below event**

- 1. Display key code for key pressed in keyboard**
- 2. If the key pressed is a,e,i,o,u then alert says vowel is pressed**
- 3. When key is released background should change to blue for input element**

```
<html>
<head>
    <title></title>
</head>
<body>

<input type="text" id="name" onkeypress="check(event)" onkeyup="change(event)">
<p id="p"></p>
<script>
    function check(event) {
        document.getElementById("name").style.background="white";
        var x = event.which || event.keyCode;
        document.getElementById("p").innerHTML=x;
        if(x==97 | x==101 | x==105 | x==111 | x==117)
            alert("Vowel is pressed...");
    }

    function change(event) {

        document.getElementById("name").style.background="blue";
    }
</script>

</body>
</html>
```





