GANPAT UNIVERSITY
U.V. PATEL COLLEGE OF ENGINEERING B. TECH 1ST SEMESTER CE/IT/CE-AI 2ES1109: BASICS OF WEB TECHNOLOGY

Practical - 7

AIM: To study the fundamentals of JavaScript.

PRACTICAL 7.1:

1. Create an HTML document that includes both an internal JavaScript code and an external JavaScript file. The document should display the message "This is the first example of JavaScript."

HTML CODE:

```
<html>
<head>
   <title>First JavaScript</title>
   <script>
      document.write("Hello and Welcome to my first JavaScript Page")
   </script>
</head>
<body>
   <script src="external.js"></script>
   <br><button onclick="fst()">Ext_JS</button>

</body>
```

OUTPUT :

Hello and Welcome to my first JavaScript Page
Ext_JS

PRACTICAL 7.2:

2. Write a JavaScript code that declares variables of different types (integers, floating-point numbers, characters, strings) and assigns the value to them. Display their values on screen. (use var, let and const keyword)

HTML CODE:

```html
<html>
<head>
   <title>Assigning Variables</title>
   <script>
     function show(){
        var _num=14;
        let strings="Hello User,";
        const pi=3.14;
        document.write(_num +" this is a number stored in
var" + '<br>');
        document.write(strings + "  this is a string stored
in let" + '<br>');
        document.write(pi +" this is a value of constant PI
stored in const" + '<br>');
     }
   </script>
</head>
<body>
   <button onclick="show()">Variables</button>
</body>
</html>
```

OUTPUT :

Variables

14 this is a number stored in var
Hello User, this is a string stored in let
3.14 this is a value of constant PI stored in const

PRACTICAL 7.3:
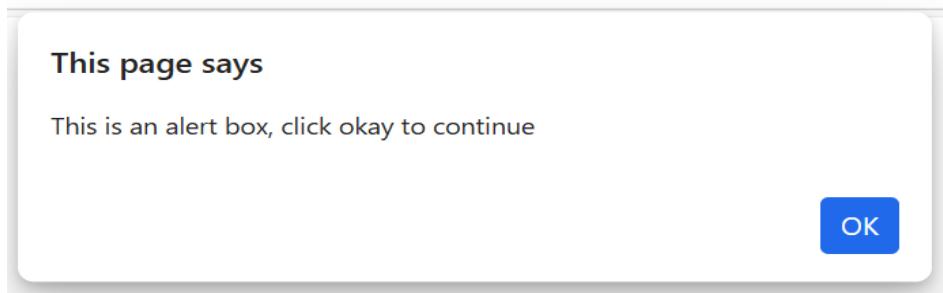
3 .Create a JavaScript code that demonstrates the utilization of the Alert, Prompt, and Confirm boxes.
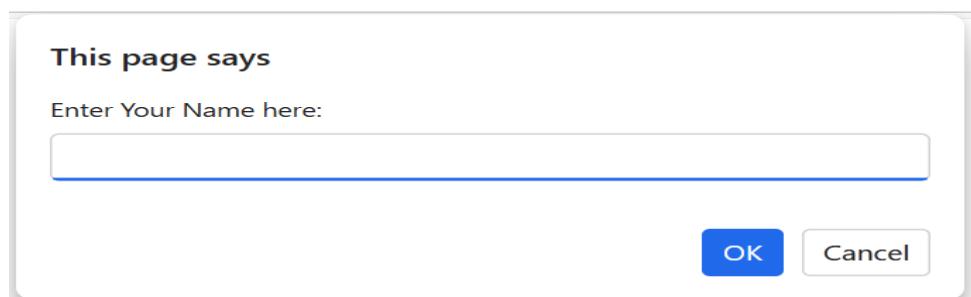
HTML CODE:

```html
<html>
<head>
   <title>Popu Boxes</title>
   <script>
     function popup(){
        alert("This is an alert box, click okay to continue");
        confirm("Do you want to continue?");
        var x=prompt("Enter Your Name here:");
        document.write("Hello and Welcome "+x);
     }
   </script>
</head>
<body>
   <button onclick="popup()">Popup Boxes</button>
</body>
</html>
```

OUTPUT :

This page says

Do you want to continue?

OK   Cancel

This page says

Enter Your Name here:

OK   Cancel
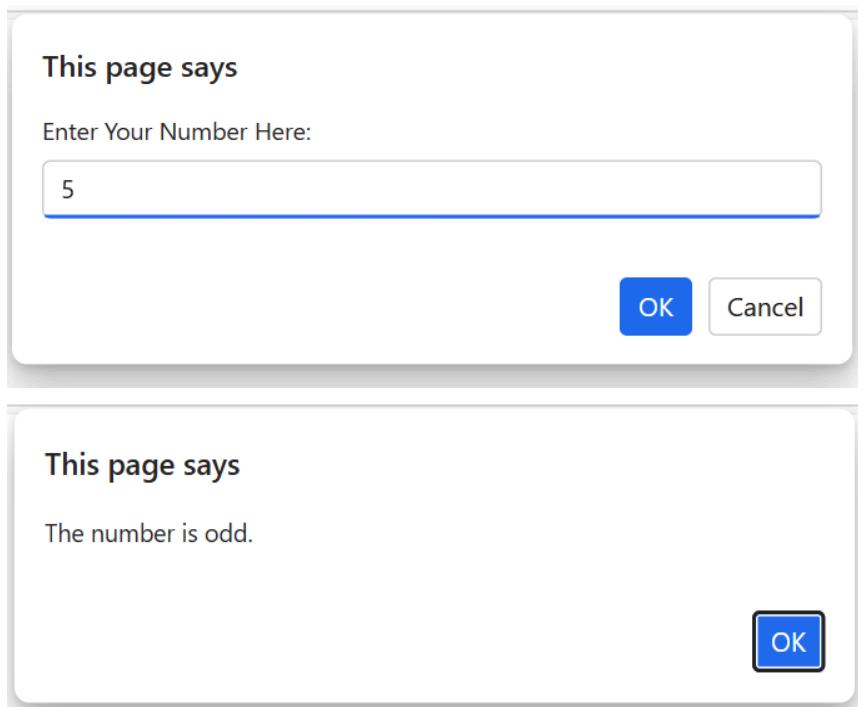
Hello and Welcome SHRUTI

PRACTICAL 7.4:

4. Develop a JavaScript program that receives input from the user and determines whether a provided number is odd or even. (use of if-else statement)

HTML CODE:

```
<html>
<head>
   <title>ODD-Even</title>
   <script>
      var x=prompt("Enter Your Number Here: ");
      if (x%2==0){alert("The number is even.");}
      else{alert("The number is odd.")}
   </script>
</head>
</html>
```

OUTPUT :

This page says

Enter Your Number Here:

5

OK   Cancel

This page says

The number is odd.

OK

PRACTICAL 7.5:

5. Create a JavaScript program that performs basic arithmetic operations by taking user input and displaying the results. (use switch statement)

HTML CODE:

```
<html>
<head>
   <title>Arithmetic Operations</title>
   <script>
     var x=parseFloat(prompt("Enter First Number: "));
     var y=parseFloat(prompt("Enter Second Number: "));
     var z=prompt("Enter the Operators('+,-,*,/'):");
     var arith;
     switch (z){
       case '+':
         arith = x+y;
         break;
       case '-':
         arith = x-y;
         break;
       case '*':
         arith = x*y;
         break;
       case '/':
         arith = x/y;
         break;
     }
     alert("The result is "+arith);
   </script>
</head>
<body>
</body>
</html>
```

OUTPUT :

This page says

Enter First Number:

5

OK   Cancel

This page says

Enter Second Number:

4

OK   Cancel

This page says

Enter the Operators('+,-,*,/'):

*

OK   Cancel

This page says

The result is 20

OK

PRACTICAL 7.6:
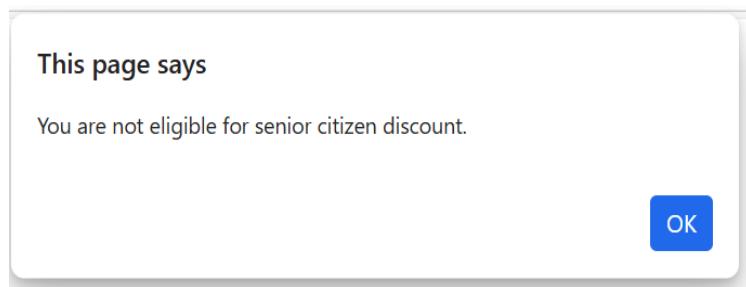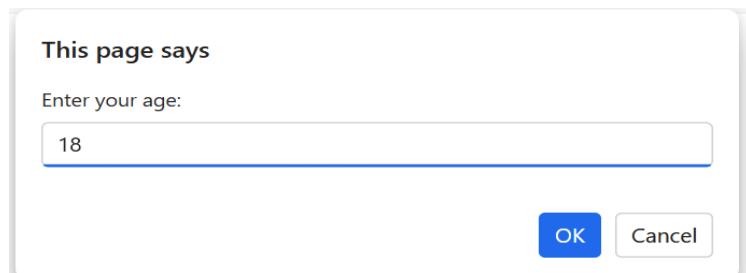
6. Write a JavaScript program that collects the user's age as input and determines if the individual qualifies for a senior citizen discount (e.g., eligible if age is 65 or older).

HTML CODE:

```html
<html>
<head>
   <title>Age Eligibility</title>
   <script>
     function check(){
        var age=prompt("Enter your age: ");
        if(age>=65){
           alert("You are eligible for senior citizen discount.");
        }
        else{
           alert("You are not eligible for senior citizen discount.");
        }
     }
   </script>
</head>
<body>
   <button onclick="check()">Check Eligibility</button>
</body>
</html>
```

OUTPUT :

Check Eligibility

This page says

Enter your age:

18

OK   Cancel

This page says

You are not eligible for senior citizen discount.

OK

PRACTICAL 7.7:

7 . Develop a JavaScript program that receives a number from the user and determines whether the number is positive, negative or zero.

HTML CODE:

```
<html>
<head>
    <title>Sign</title>
    <script>
        var x=prompt("Enter number here: ");
        if(x>0){
            alert("The number is positive.");
        }
        else if(x<0){alert("The number is negative.")}
        else{alert("The number is zero.");}
    </script>
</head>
<body>

</body>
</html>
```

OUTPUT :

This page says

Enter number here:

6

OK   Cancel

This page says

The number is positive.

OK