

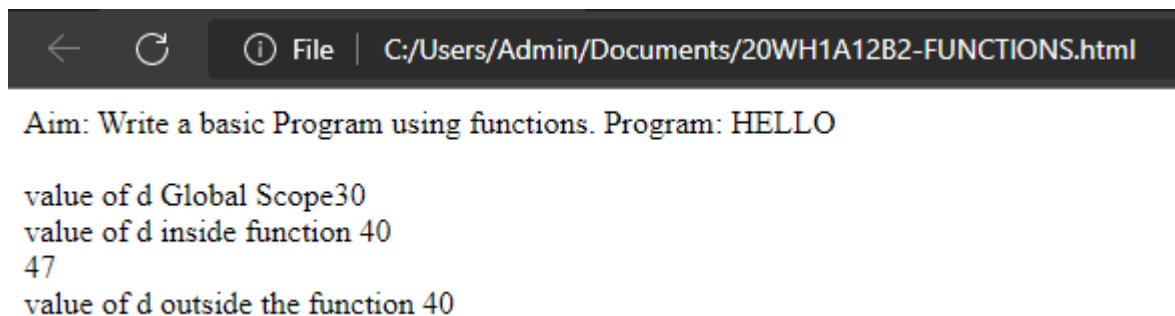
**Aim:** Write a basic Program using functions.

**Program:**

```
<html>
<body>
<script>
function fun1()
{
document.write("HELLO WORLD<br>");
}
fun1();
var d=20;
document.write("<br> value of d Global Scope"+d);
function add(a,b)
{
d=30;
document.write("<br> value of d inside function "+d);
return a+b+d;
}

document.write("<br>" +add(5,6));
document.write("<br> value of d outside the function "+d);
</script>
</body>
</html>
```

**OUTPUT:**



**RESULT:** The program is successfully executed.

**Program:**

```
<html>
<body>
<script>
function fun1()
{
document.write("NO ARG NO RETURN TYPE ");
}

function fun2()
{
var a=100;
document.write("<br>NO ARG WITH RETURN TYPE ");
return ++a;
}
function fun3(a,b)
{
document.write("<br>WITH ARG NO RETURN TYPE ");
document.write("<br>Sum = "+(a+b));
}

function fun4(a,b)
{
document.write("<br>WITH ARG WITH RETURN TYPE "); return a+b;
}

fun1();
var result=fun2();
document.write("<br>Return value of fun2 "+result);
fun3(100,7);
var res=fun4(3,4);
document.write("<br>Return value of fun4 "+res);

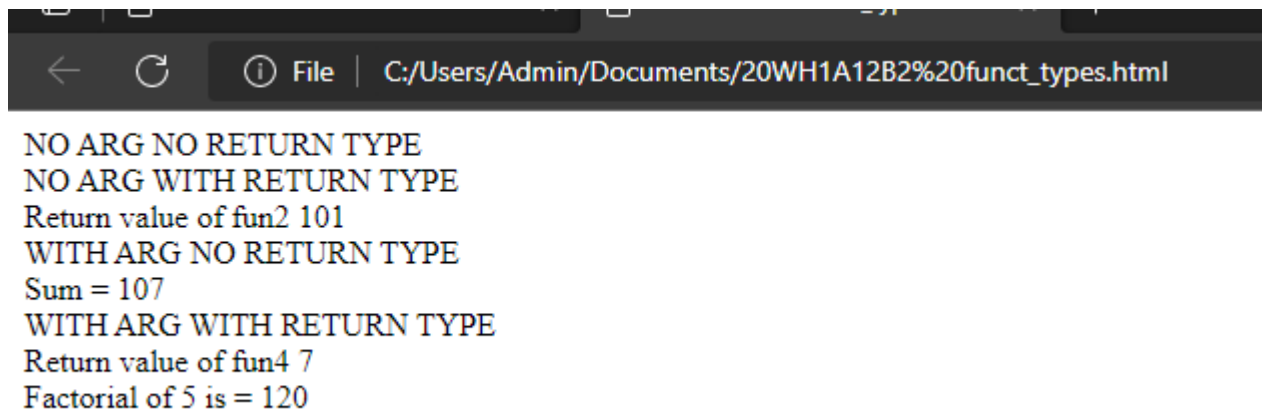
function factorial(n)
{
if(n==1)
return 1;
else
return n*factorial(n-1);
```

```
}  
var f=prompt("Enter a number");  
res=factorial(f);  
document.write("<br>Factorial of "+f+" is = "+res);  
</script>
```

```
</body>
```

```
</html>
```

**OUTPUT:**



**RESULT:** The program is successfully executed.

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**Aim:** Write a program to find factorial of a number with and without Recursion.

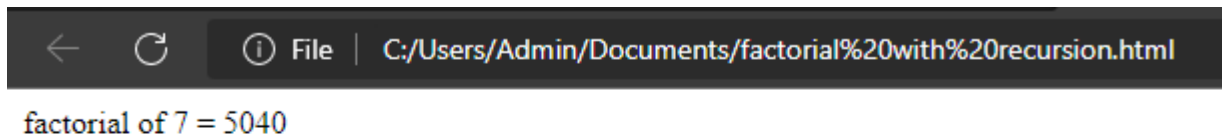
**Program:**

**i)with Recursion**

```
<html>
<head></head>
<script>
function factorial(n)
{
if(n==1)
return 1;

return n*factorial(n-1);
}
var n=prompt("Enter a number");
var res=factorial(n);
document.write("factorial of "+n+" = "+res);
</script>
</html>
```

**OUTPUT:**

A screenshot of a web browser window. The address bar shows the file path: C:/Users/Admin/Documents/factorial%20with%20recursion.html. The page content displays the output: factorial of 7 = 5040.

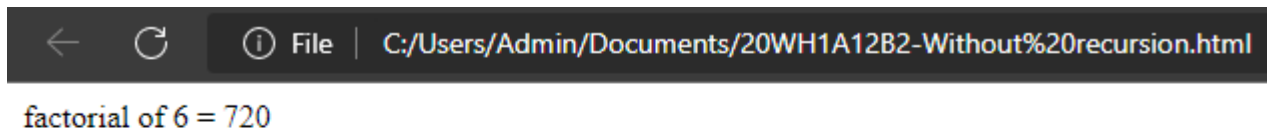
factorial of 7 = 5040

**RESULT:** The program is successfully executed.

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**Program:****ii)without Recursion**

```
<html>
<head></head>
<script>
function factorial(n)
{
var i,prod=1;
for(i=1;i<=n;i++)
{
prod=prod*i;
}
return prod;
}
var n=prompt("Enter a number");
var res=factorial(n);
document.write("factorial of "+n+" = "+res);
</script>
</html>
```

**OUTPUT:**

**RESULT:** The program is successfully executed.

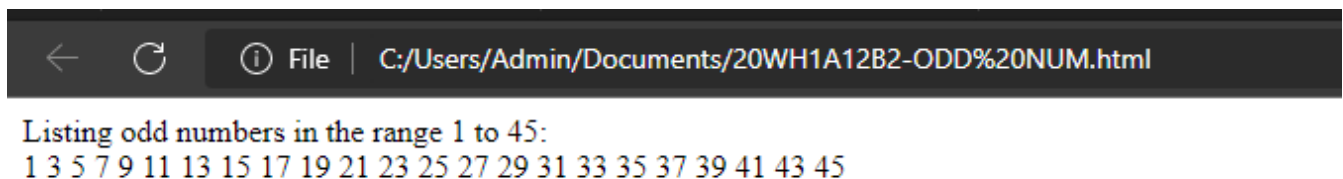
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**Aim:** Create a script that prompts user for a number and then counts from 1 to that number displaying only odd numbers.

**Program:**

```
<html>
<body>
<script>
var n = prompt("Enter a value");
var i;
document.write("Listing odd numbers in the range 1 to "+n+":<br>");
for(i=1;i<=n;i++)
{
if(i%2!=0)
{
document.write(i+" ");
}
}
</script>
</body>
</html>
```

**OUTPUT:**



**RESULT:** The program is successfully executed.

Roll No:20WH1A12B2

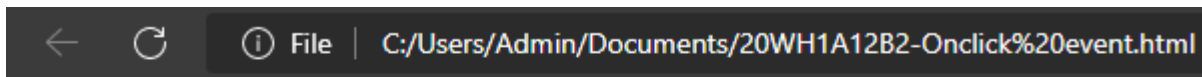
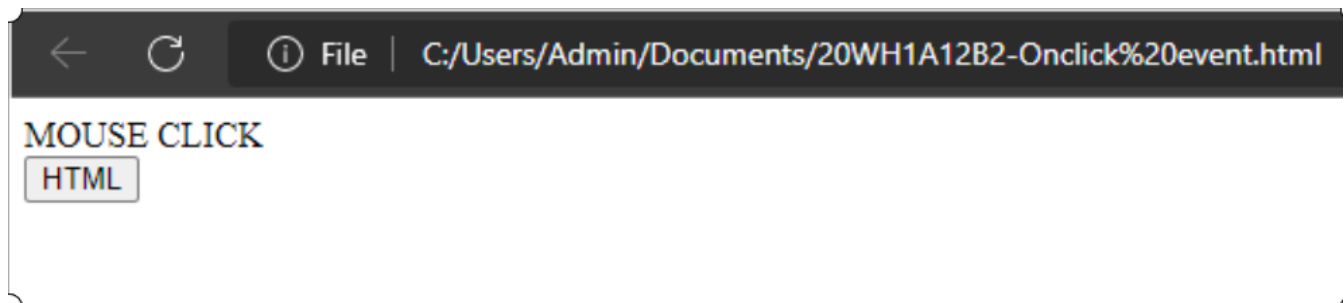
Date:

**Aim:** Write a program using onclick event.

**Program:**

```
<html>
<head>MOUSE CLICK</head>
<script>
function mouseClicked()
{
document.write("HYPER TEXT MARKUP LANGUAGE");
}
</script>
<form>
<input type="button" value="HTML" onclick="mouseClick()">
</form>
</html>
```

**OUTPUT:**



**RESULT:** The program is successfully executed.

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Roll No:20WH1A12B2

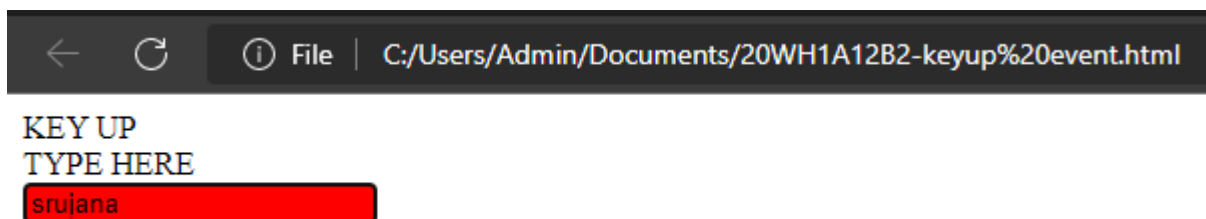
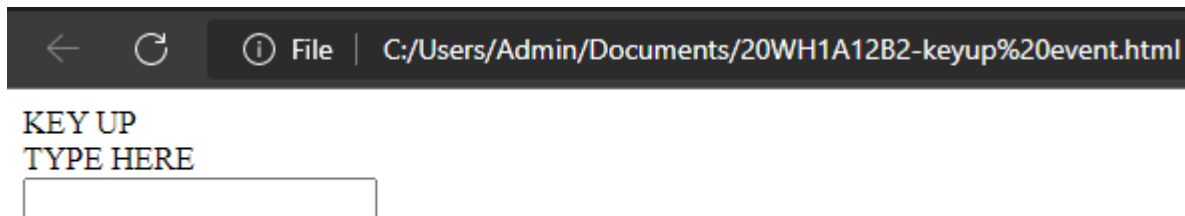
Date:

**Aim:** Write a program using keyup event.

**Program:**

```
<html>
<head>KEY UP</head>
<script>
function keyUp()
{
document.getElementById("input").style.backgroundColor="red";
}
</script>
<br>
TYPE HERE
<form>
<input type="text" id="input" onkeyup="keyUp()">
</form>
</html>
```

**OUTPUT:**



**RESULT:** The program is successfully executed.

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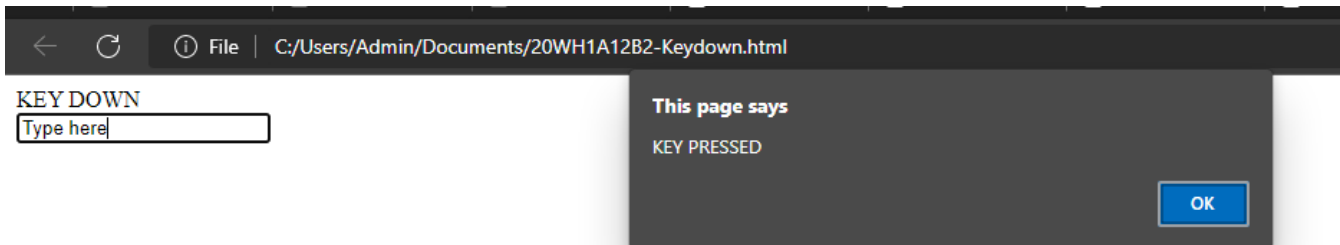
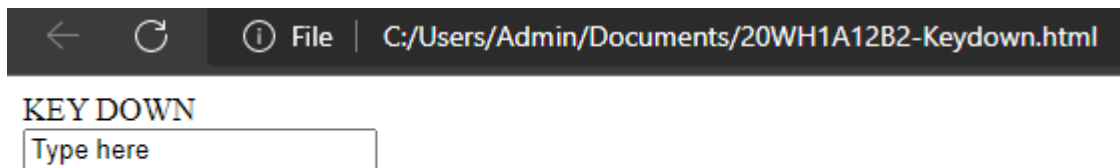


**Aim:** Write a program using keydown event.

**Program:**

```
<html>
<head>KEY DOWN</head>
<script>
function keyDown()
{
alert("KEY PRESSED");
}
</script>
<form>
<input type="text" value="Type here" onkeydown="keyDown()">
</form>
</html>
```

**OUTPUT:**



**RESULT:** The program is successfully executed.

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**Aim:** Write a Program to illustrate Mouse Event Handling

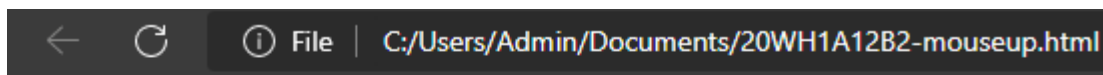
**i) mouseup ii) mousedown iii) mouseover**

**Program:**

i) mouseup

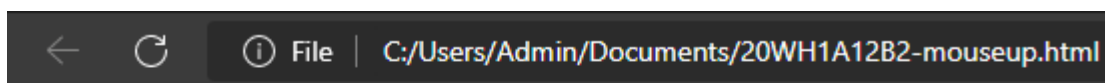
```
<html>
<head>MOUSE UP</head>
<script>
function mouseUp()
{
document.getElementById("pid").style.color="violet";
}
</script>
<body>
<p id="pid" onmouseup="mouseUp()">when the mouse button is pressed up over this text the color
changes to violet</p>
</body>
</html>
```

**OUTPUT:**



MOUSE UP

when the mouse button is pressed up over this text the color changes to violet



MOUSE UP

when the mouse button is pressed up over this text the color changes to violet

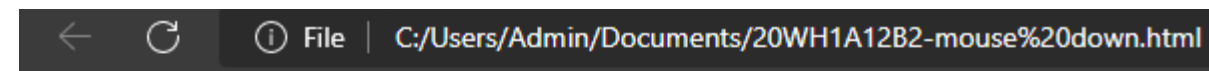
**RESULT:** The program is successfully executed.

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## ii)mousedown

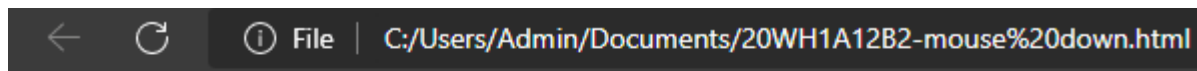
```
<html>
<head>MOUSE DOWN</head>
<script>
function mouseDown()
{
document.getElementById("pid").style.color="red";
}
</script>
<body>
<p id="pid" onmousedown="mouseDown()">when the mouse button is pressed down
over this text the color changes to red</p>
</body>
</html>
```

### OUTPUT:



MOUSE DOWN

when the mouse button is pressed down over this text the color changes to red



MOUSE DOWN

when the mouse button is pressed down over this text the color changes to red

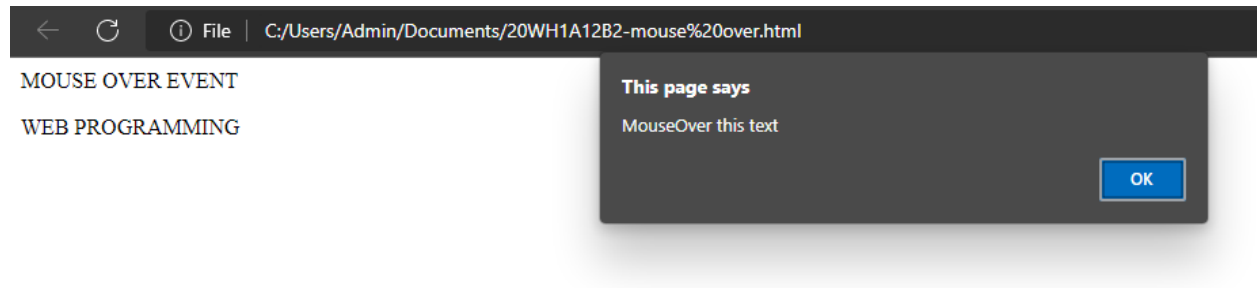
**RESULT:** The program is successfully executed.

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### iii)mouseover

```
<html>
<head>MOUSE OVER EVENT</head>
<body>
<script>
function MouseOverEvent()
{
alert("MouseOver this text");
}
</script>
<form>
<p onmouseover="MouseOverEvent()">WEB PROGRAMMING</p>
</form>
</body>
</html>
```

#### OUTPUT:



**RESULT:** The program is successfully executed.

**Aim:** Write a program to draw rectangle on a canvas

**Program:**

```
<html>
```

```
<body>
```

```
<canvas id="myCanvas" width="300" height="150" style="border:1px solid  
#d3d3d3;"></canvas>
```

```
<script>
```

```
var c = document.getElementById("myCanvas");
```

```
var ctx = c.getContext("2d");
```

```
ctx.rect(20, 20, 150, 100);
```

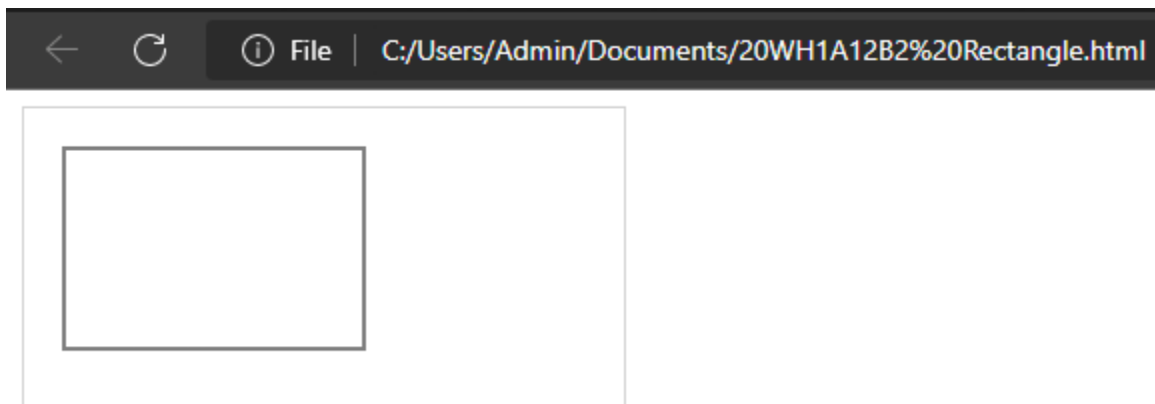
```
ctx.stroke();
```

```
</script>
```

```
</body>
```

```
</html>
```

**OUTPUT:**



**RESULT:** The program is successfully executed.

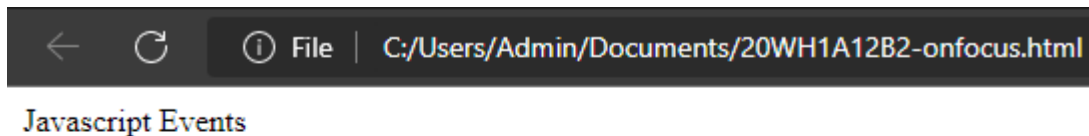
**Aim:** Write a program using onfocus event.

**Program:**

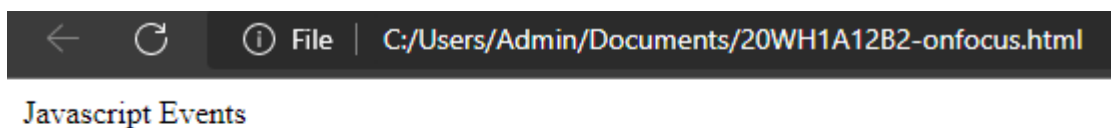
```
<html>
<head> Javascript Events</head>
<body>
<h2> Enter something here</h2>
<input type="text" id="input1" onfocus="focusevent()"/>
<script>
function focusevent()
{
document.getElementById("input1").style.background=" aqua";
}

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

**OUTPUT:**



**Enter something here**



**Enter something here**

**RESULT:** The program is successfully executed.

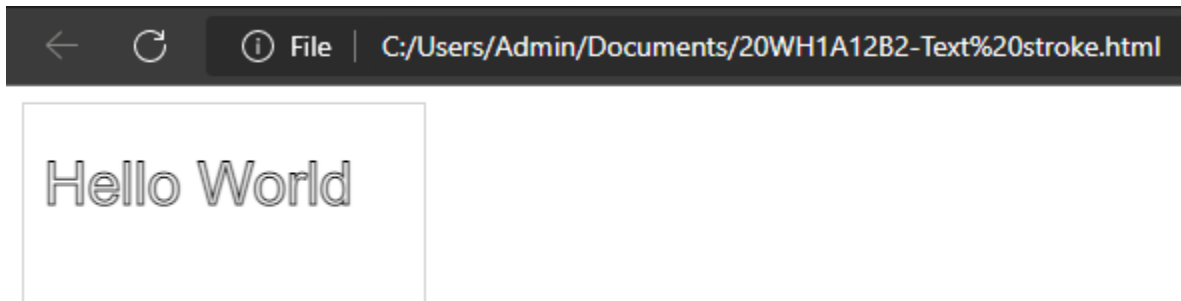
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**Aim:** Write a program using Text stroke event.

**Program:**

```
<!DOCTYPE html>
<html>
<body>
<canvas id="myCanvas" width="200" height="100" style="border:1px solid
#d3d3d3;"></canvas> <script>
var c = document.getElementById("myCanvas");
var ctx = c.getContext("2d");
ctx.font = "30px Arial";
ctx.strokeText("Hello World",10,50);
</script>
</body>
</html>
```

**OUTPUT:**



**RESULT:** The program is successfully executed