**Write a JavaScript to design a simple calculator to perform the following operations: sum, product, difference and quotient.**

<html>

<body>

<FORM NAME="Calc">

<TABLE BORDER=4>

<TR>

<TD>

<INPUT TYPE="text" NAME="Input" Size="25">

<br>

</TD>

</TR>

<TR>

<TD>

<INPUT TYPE="button" NAME="one" VALUE=" 1 " OnClick="Calc.Input.value += '1'">

<INPUT TYPE="button" NAME="two" VALUE=" 2 " OnCLick="Calc.Input.value += '2'">

<INPUT TYPE="button" NAME="three" VALUE=" 3 " OnClick="Calc.Input.value += '3'">

<INPUT TYPE="button" NAME="four" VALUE=" 4 " OnClick="Calc.Input.value += '4'">

<br>

<INPUT TYPE="button" NAME="five" VALUE=" 5 " OnCLick="Calc.Input.value += '5'">

<INPUT TYPE="button" NAME="six" VALUE=" 6 " OnClick="Calc.Input.value += '6'">

<INPUT TYPE="button" NAME="seven" VALUE=" 7 " OnClick="Calc.Input.value += '7'">

<INPUT TYPE="button" NAME="eight" VALUE=" 8 " OnCLick="Calc.Input.value += '8'">

<br>

<INPUT TYPE="button" NAME="nine" VALUE=" 9 " OnClick="Calc.Input.value += '9'">

<INPUT TYPE="button" NAME="zero" VALUE=" 0 " OnClick="Calc.Input.value += '0'">

<INPUT TYPE="button" NAME="clear" VALUE=" c " OnClick="Calc.Input.value = ''">

<INPUT TYPE="button" NAME="DoIt" VALUE=" = " OnClick="Calc.Input.value = eval(Calc.Input.value)">

<br>

<INPUT TYPE="button" NAME="plus" VALUE=" + " OnClick="Calc.Input.value += ' + '">

<INPUT TYPE="button" NAME="minus" VALUE=" - " OnClick="Calc.Input.value += ' - '">

<INPUT TYPE="button" NAME="times" VALUE=" x " OnClick="Calc.Input.value += ' \* '">

<INPUT TYPE="button" NAME="div" VALUE=" / " OnClick="Calc.Input.value += ' / '">

<br>

</TD>

</TR>

</TABLE>

</FORM>

</body>

</html>

**Write a JavaScript that calculates the squares and cubes of the numbers from 0 to 10 and outputs HTML text that displays the resulting values in an HTML table format.**

<html>

<body>

<script type="text/javascript">

msgstr="Number ,its Squares and Cubes are \n";

document.write("<table border='1'><tr><th>Number </th><th> Square </th><th> Cube </th></tr>"); for(i=1;i <= 10; i++)

{

document.write("<tr><td>"); document.write(i); document.write("</td><td>");

document.write(i\*i); document.write("</td><td>");

document.write(i\*i\*i); document.write("</td></tr>");

}

document.write("</table>");

</script>

</body>

</html>

**Write a JavaScript code that displays text “TEXT-GROWING” with increasing font size in the interval of 100ms in RED COLOR, when the font size reaches 50pt it displays “TEXTSHRINKING” in BLUE color. Then the font size decreases to 5pt.**

<!DOCTYPE html>

<html xm[lns="ht](http://www.w3.org/1999/xhtml)tp:/[/www.w3.org/1999/xhtm](http://www.w3.org/1999/xhtml)l">

<head>

<script type="text/javascript"> myVar = setInterval(adjust, 100) function adjust() {

var text = document.getElementById('t'); var fontSize = parseInt(text.style.fontSize) fontSize += 1;

text.style.fontSize = fontSize + 'px'; if(fontSize == 50)

{

clearInterval(myVar); text.style.color = "blue"; text.style.fontSize = '5px';

text.innerHTML = "TEXT-SHRINKING";

}

}

</script>

</head>

<body>

<span id="t" style="font-size: 10px; color:red;"> TEXT-GROWING </span>

</body>

</html>

**Develop and demonstrate a HTML5 file that includes JavaScript script that uses functions for the following problems: a. Parameter: A string b. Output: The position in the string of the left-most vowel c. Parameter: A number d. Output: The number with its digits in the reverse order**

<html>

<head>

<title>String Program</title>

<script>

var string,i,number,numb; function position(string)

{

for(i=0;i<string.length;i++)

{

if(string[i] == 'a' || string[i] == 'e' || string[i] == 'i' || string[i] == 'o' || string[i] == 'u')

{

number=parseInt(i); return number;

}

}

}

function reverse(numb)

{

var rem, rev=0;

var n=parseInt(numb); while(n > 0)

{

rem = parseInt(n % 10); rev = rev \* 10 + rem;

n = Math.floor(n/10);

}

return rev;

}

string = prompt( "Enter a string" ); var pos= position(string);

document.write("The position in the string of the left-most vowel is "); document.writeln(pos);

number = prompt("enter a number"); var num = reverse(number);

document.writeln("<br>"); document.writeln("<br>"); document.writeln("Reverse of a number is"); document.writeln(num);

</script>

</head><body></body>

</html>