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//EXP-1

index.html

```
<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>Area Calculator</title>
    <script src="script.js" defer></script>
</head>
<body>
    <h1>Area Calculator</h1>
    <h2>Triangle Area</h2>
    <label for="base">Base:</label>
    <input type="number" id="base" placeholder="Enter base">
    <label for="height">Height:</label>
    <input type="number" id="height" placeholder="Enter height">
    <button onclick="calculateTriangleArea()">Calculate Triangle
Area</button>
    <p id="triangleResult"></p>

    <h2>Rectangle Area</h2>
    <label for="length">Length:</label>
    <input type="number" id="length" placeholder="Enter length">
    <label for="breadth">Breadth:</label>
    <input type="number" id="breadth" placeholder="Enter breadth">
    <button onclick="calculateRectangleArea()">Calculate Rectangle
Area</button>
    <p id="rectangleResult"></p>
```

```
    <h2>Circle Area</h2>
    <label for="radius">Radius:</label>
    <input type="number" id="radius" placeholder="Enter radius">
    <button onclick="calculateCircleArea()">Calculate Circle Area</button>
    <p id="circleResult"></p>
</body>
</html>
```

script.js

```
function calculateTriangleArea() {
    let base = parseFloat(document.getElementById('base').value);
    let height = parseFloat(document.getElementById('height').value);

    if (isNaN(base) || isNaN(height) || base <= 0 || height <= 0) {
        document.getElementById('triangleResult').textContent = "Please enter valid positive numbers.";
        return;
    }

    let area = 0.5 * base * height;
    document.getElementById('triangleResult').textContent = "Area of Triangle: " + area.toFixed(2);
}

function calculateRectangleArea() {
    let length = parseFloat(document.getElementById('length').value);
    let breadth = parseFloat(document.getElementById('breadth').value);

    if (isNaN(length) || isNaN(breadth) || length <= 0 || breadth <= 0) {
        document.getElementById('rectangleResult').textContent = "Please enter valid positive numbers.";
        return;
    }
```

```
    let area = length * breadth;

    document.getElementById('rectangleResult').textContent = "Area of
Rectangle: " + area.toFixed(2);

}


function calculateCircleArea() {

    let radius = parseFloat(document.getElementById('radius').value);


    if (isNaN(radius) || radius <= 0) {

        document.getElementById('circleResult').textContent = "Please enter
a valid positive number.";

        return;

    }

    let area = 3.14 * radius * radius;

    document.getElementById('circleResult').textContent = "Area of Circle:
" + area.toFixed(2);

}
```

OUTPUT: