

```
<!DOCTYPE html>

<html>

<head>

  <meta charset="UTF-8">

  <meta name="viewport" content="width=device-width, initial-scale=1.0">

  <title>FXY Function Calculator</title>

  <link rel="stylesheet" href="css.css">

  <script>

    function computeFxy() {

      let x = parseInt(document.getElementById("x").value);

      let y = parseInt(document.getElementById("y").value);

      let fx;

      if (x >= 10 && y >= 8) {

        fx = Math.pow(y, 3) + Math.pow(y, 3) + 300;

      } else if (x >= 3 && y >= 7) {

        fx = Math.pow(y, 2) + Math.pow(y, 2) + x * y;

      } else {

        fx = x + y;

      }

      document.getElementById("FXY").value = fx;

    }

    function clearF() {

      document.getElementById("x").value = "";

      document.getElementById("y").value = "";

      document.getElementById("FXY").value = "";

    }

  </script>

</head>

<body>

  <div>

    <div>

      <input type="text" value="x" />

      <input type="text" value="y" />

      <input type="button" value="Compute" />

      <input type="button" value="Clear" />

    </div>

    <div>

      <div>FXY</div>

      <div>FXY</div>

    </div>

  </div>

</body>

</html>
```

```
</script>
</head>
<body>
  <div>
    <label for="x">Enter value of x here:</label>
    <input type="number" id="x"><br>
  </div>
  <div>
    <label for="y">Enter value of y here:</label>
    <input type="number" id="y"><br>
  </div>
  <div>
    <label for="FXY">Result of FXY:</label>
    <input type="number" id="FXY" readonly><br>
  </div>

  <button onclick="computeFxy()">Compute</button>
  <button onclick="clearF()">Clear</button>
</body>
</html>
```

//CSS

```
body{
  font-family: Arial, sans-serif;
  background-color: #d4ff70;
  /*text-align: center;*/
  margin: 0;
  padding: 0;
```

```
}  
  
div{  
    width: 350px;  
    border: 3px solid red;  
    padding: 10px;  
    background-color: #f5ffb2;  
  
}  
  
input{  
  
    width: 150px;  
    padding: 5px;  
}  
  
button{  
    margin: 10px;  
    padding: 5px 15px;  
    font-size: 14px;  
}
```

Enter value of x here:

Enter value of y here:

Result of FXY:

Compute

Clear