Practical no: 06
TO EXECUTE THE JAVASCRIPT
EXERCISE

Q1: Make a webpage, which will ask user whether inputted no is even/odd & generate alert box accordingly;

Code:

```
<html>
<head>
<title>Lab:06-Task-01</title>
</head>
<body>
<script>
var number = window.prompt("Enter your number: ");
if (number % 2 == 0)
alert("Your Given Number " + number + " Is Even ");
else
alert("Your Given Number " + number + " Is Odd");
</script>
<center>
<h1>
<font size=5> Checking Number Condition</font>
</h1>
</center>
</body>
</html>
```

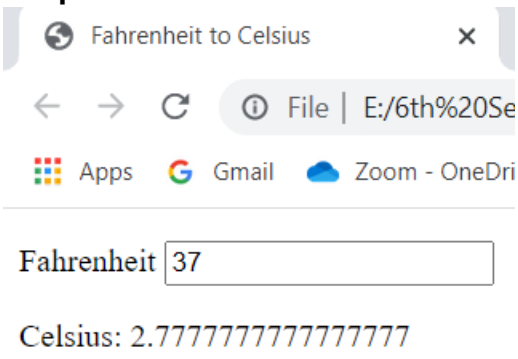
Output:

Q2: Write a JavaScript program to convert temperatures to and from Celsius, Fahrenheit.

Code: Fahrenheit to Celsius.

```
<!DOCTYPE html>
<html>
<title>Fahrenheit to Celsius</title>
<body>
<script>
function temperatureConverter(valNum) {
valNum = parseFloat(valNum);
document.getElementById("outputCelsius").innerHTML = (valNum - 32) / 1.8;
}
</script>
<p>
<label>Fahrenheit</label>
<input id="inputFahrenheit" type="number" placeholder="Fahrenheit"
oninput="temperatureConverter(this.value)"
onchange="temperatureConverter(this.value)">
</p>
<p>Celsius: <span id="outputCelsius"></span></p>
</body></html>
```

Output:



Code: Celsius to Fahrenheit.

```
<!DOCTYPE html>
<html>
<title>Celsius to Fahrenheit</title>
<body>
<h2>Temperature Converter</h2>
<p>Enter the value in the Celsius :</p>
<p> <label>Celsius</label>
<input id="inputC" type="number" placeholder="C"
oninput="temperatureChange(this.value)" onchange="temperatureChange(this.value)">
</p>
<p>Fahrenheit: <span id="outputF"></span></p>
```

```
<script>
function temperatureChange(valNum) { valNum = parseFloat(valNum);
document.getElementById("outputF").innerHTML=(valNum*1.8)+32; }
</script>
</body>
</html>
```

Output:

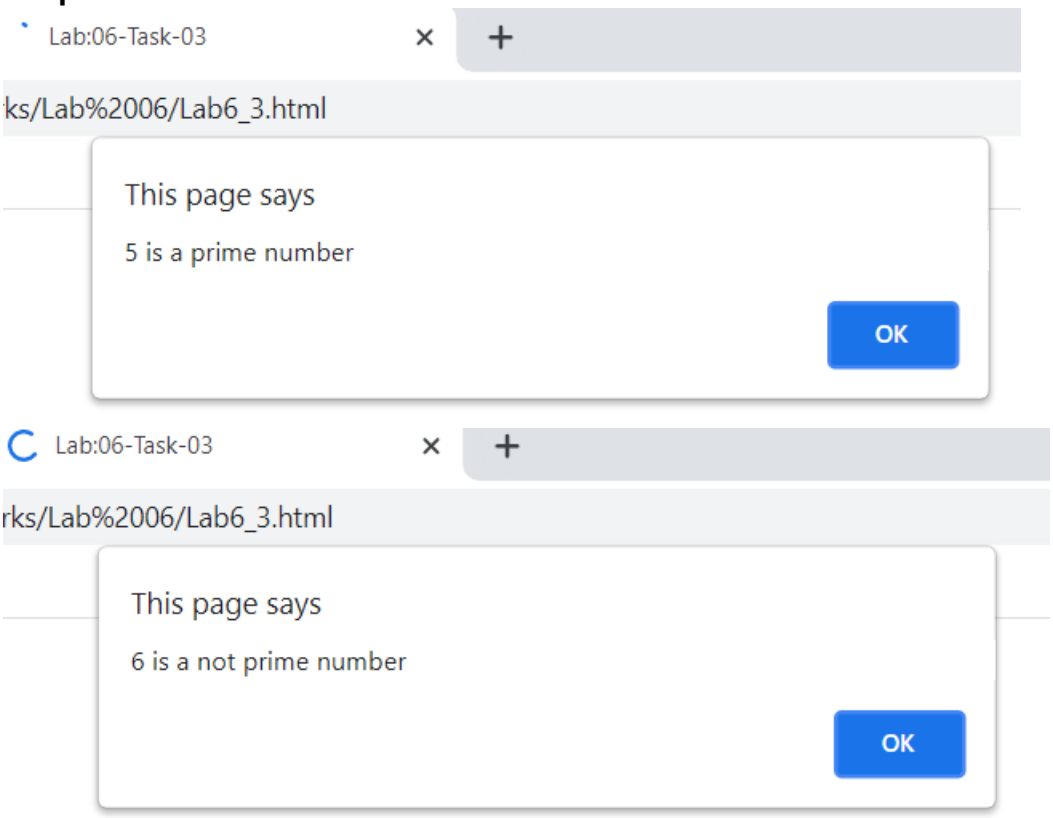
Q3: Create a program in JavaScript which will ask a number from user and display weather inputted number is prime or not.

Code:

```
<html>
<head>
<title>Lab:06-Task-03</title>
</head>
<body>
<script>
// program to check if a number is prime or not
// take input from the user
const number = parseInt(prompt("Enter a positive number: "));
let isPrime = true;
// check if number is equal to 1
if (number === 1) {
alert("1 is neither prime nor composite number.");
} else if (number > 1) {
for (let i = 2; i < number; i++) {
if (number % i == 0) {
isPrime = false;
break;
}
}
if (isPrime) {
alert(`${number} is a prime number`);
} else {
alert(`${number} is a not prime number`);
}
```

```
} else {
alert("The number is not a prime number.");
}
</script>
<center>
<h1>
<font size=5> Checking Number Condition</font>
</h1>
</center>
</body>
</html>
```

Output:



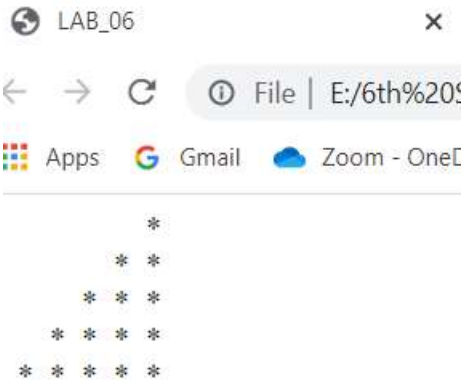
Q4: Create a program in JavaScript, which print the following pattern by using nested loops.

```
*
* *
* * *
* * * *
* * * * *
```

Code:

```
<html>
<head><title>LAB_06</title>
<script>
var i, j, k;
for(i=1; i <= 5; i++)
{
for(j=i; j<=5; j++)
{
document.write("    ");
}
for(k=1; k<=i; k++)
{
document.write('*');
document.write("  ");
}
document.write("<br>");
}
</script>
</head>
<body></body></html>
```

Output:



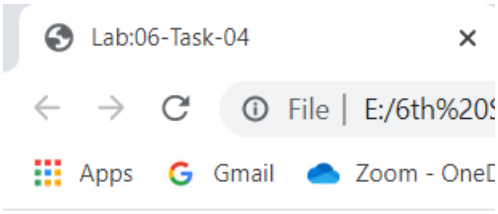
Q5: Create a program in JavaScript that ask a number from user. And generate three buttons. If user clicks on table button then it prints the table of inputted number, if user enter square button than it displays the square of inputted number, if user clicks on prime button then it shows weather the inputted number is prime or not.

Code:

```
<html>
<head>
<title>Lab:06-Task-04</title>
</head>
<body>
<script>
function printTable() {
var num;
num = Number(document.getElementById('txtNumber').value);
for (var i = 1; i <= 10; i++) {
var pTag = document.getElementById('pPrint');
pTag.innerHTML += i + " x " + num + " = " + (num * i) + "<br/>"
}
}
function printSqaure() {
var num;
num = Number(document.getElementById('txtNumber').value);
var pTag = document.getElementById('pPrint');
pTag.innerHTML = " Square of  " + num + " is  " + (num * num)
}
function Prime() {
var i, flag = 0,
number;
number = Number(document.getElementById('txtNumber').value);
var pTag = document.getElementById('pPrint');
for (i = 2; i <= number / 2; i++) {
if (number % i == 0) {
flag = 1;
break;
}
}
if (flag == 0) {
pTag.innerHTML =  number + " is Prime Number "
} else {
pTag.innerHTML =  number + " is Not Prime Number "
}
}
</script>
<center>
<h3>
<font size=5>18CS-Section-01</font>
</h3>
</center>
<label>Number: </label>
```

```
<input type="text" placeholder="0" id="txtNumber" class="txtNumber"><br><br>
<input type="button" value="Table" id="table" onclick='printTable()'>
<input type="button" value="Square" id="square" onclick='printSqaure()'>
<input type="button" value="Prime" id="prime" onclick='Prime()'>
<p id="pPrint"></p>
</body></html>
```

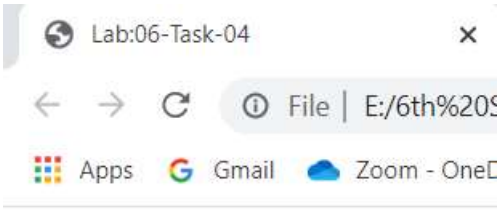
Output:



Number: 10

Table Square Prime

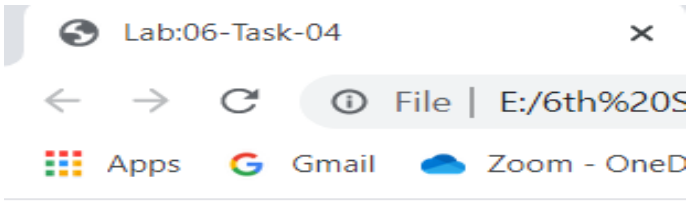
1 x 10 = 10
2 x 10 = 20
3 x 10 = 30
4 x 10 = 40
5 x 10 = 50
6 x 10 = 60
7 x 10 = 70
8 x 10 = 80
9 x 10 = 90
10 x 10 = 100



Number: 10

Table Square Prime

Square of 10 is 100



Number: 10

Table Square Prime

10 is Not Prime Number