Experiment NO:12

AIM: Develop JavaScript to use decision making and looping statements.

Theory:(need to draw output for all programs)

Conditional Statements

Conditional statements control behavior in JavaScript and determine whether or not pieces of code can run.

In JavaScript we have the following conditional statements:

- Use if to specify a block of code to be executed, if a specified condition is true
- Use else to specify a block of code to be executed, if the same condition is false
- Use else if to specify a new condition to test, if the first condition is false
- Use switch to specify many alternative blocks of code to be executed

JavaScript Loops:

The **JavaScript loops** are used to iterate the piece of code using for, while, do while or for-in loops. It makes the code compact. It is mostly used in array.

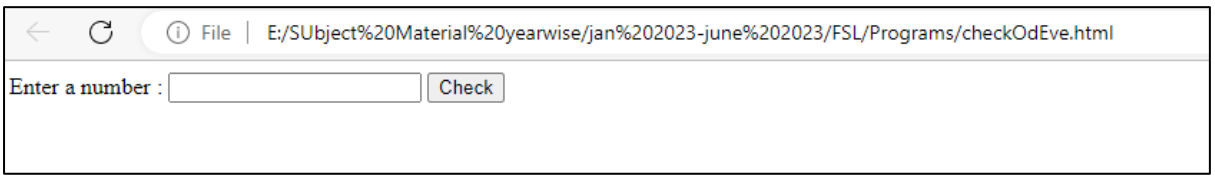
- for - loops through a block of code a number of times
- while - loops through a block of code while a specified condition is true
- do/while - also loops through a block of code while a specified condition is true

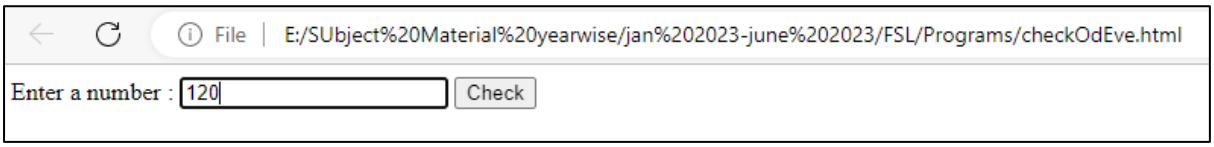
Program 1-Write a program to check whether the no is even or odd using if else condition.

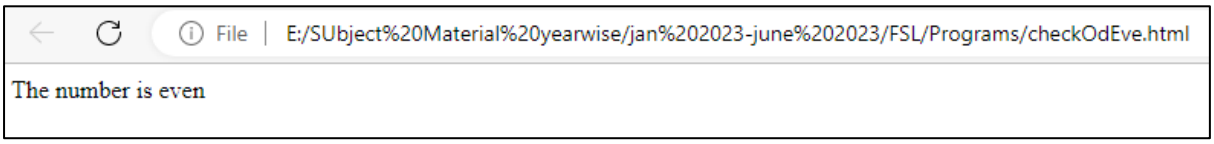
```
<html>
<body>
<script>
function OddEve()
{
var n = document.getElementById("num").value;
if (n%2==0)
{
   document.write("The number is even");
}
else
{
  document.write("The number is odd");
}
}
</script>
<form>
Enter a number : <input type = "text" id = "num">
<input type = "button" value = "Check" onclick = "OddEve()" >
```

```
</form>
</body>
</html>
```

OUTPUT:



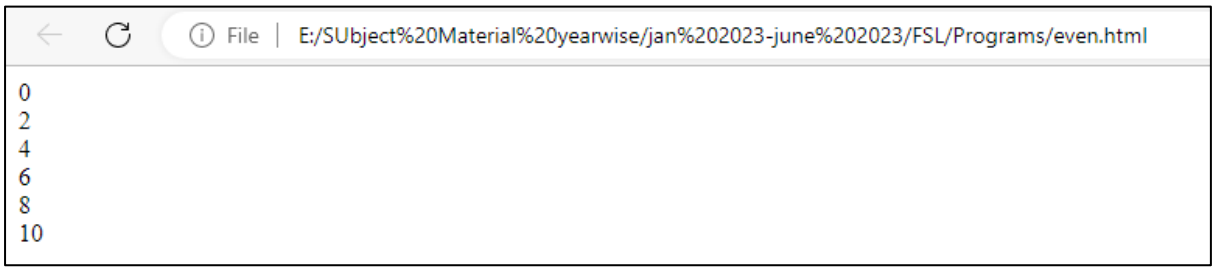




Program 2-Write a program to print all even numbers from 1 to 10 using while loop.

```
<body>
<script>
var i = 0;
while(i<=10)
{
      if (i%2 == 0)
   {
       document.write(i + "</br>");
    }
    i++;
}
</script>
</body>
</html>
```

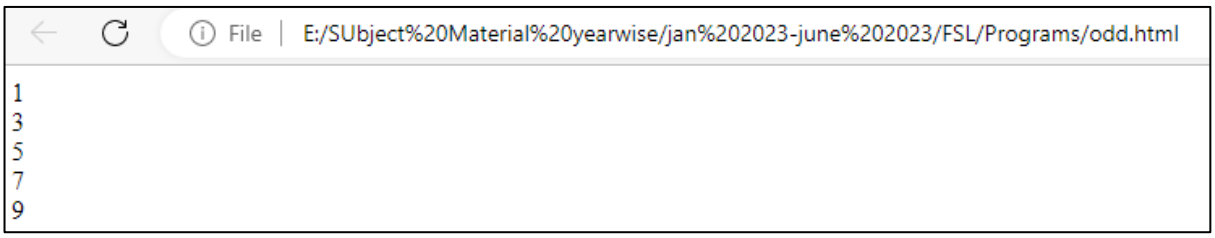
OUTPUT:



Program 3-Write a program to print all odd numbers from 1 to 10 using do-while loop.

```
<html>
<body>
<script>
var i = 0;
do
{
   if (i%2 != 0)
   {
       document.write(i + "</br>");
    }
    i++;
}
while(i<=10)
</script>
</body>
</html>
```

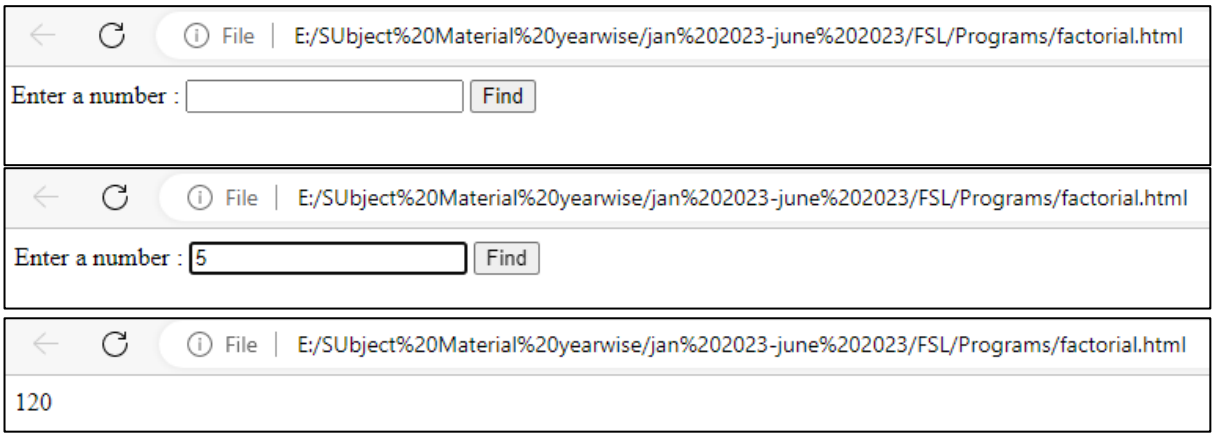
OUTPUT:



Program 4-Write a program to print factorial of a given number.

```
<html>
<body>
<script>
function factor()
{
var f = 1;
var n = parseInt(document.getElementById("num").value);
for(i = 1;i<=n;i++)
{
   f = f*i ;
}
document.write (f);
}
</script>
<form>
Enter a number : <input type = "text" id = "num">
<input type = "button" value = "Find" onclick = "factor()" >
</form>
</body>
</html>
```

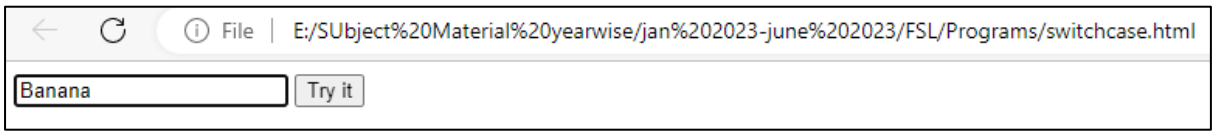
OUTPUT:

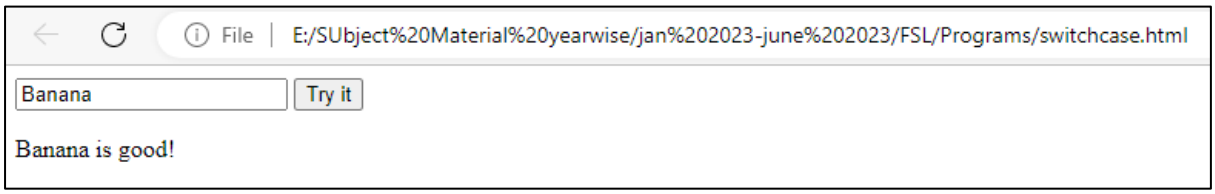


Program 5- Write a program to demonstrate switch case

```
<html>
<body>
<input id="myInput" type="text">
<button onclick="myFunction()">Try it</button>
<p id="demo"></p>
<script>
function myFunction() {
  var text;
  var fruits = document.getElementById("myInput").value;
  switch(fruits) {
    case "Banana":
      text = "Banana is good!";
    break;
    case "Orange":
    text = "I am not a fan of orange.";
    break;
    case "Apple":
    text = "How you like them apples?";
    break;
    default:
    text = "I have never heard of that fruit...";
  }
  document.getElementById("demo").innerHTML = text;
}
</script>
</body>
</html>
```

OUTPUT:





CONCLUSION:

Note: output should be draw on blank page.