Experiment NO:4

AIM: Develop JavaScript to implement Function

Theory:(need to draw output for all programs)

JavaScript Functions

- A JavaScript function is a block of code designed to perform a particular task.
- A JavaScript function is executed when "something" invokes it (calls it).

JavaScript Function Syntax

- A JavaScript function is defined with the function keyword, followed by a name, followed by parentheses ().
- Function names can contain letters, digits, underscores, and dollar signs (same rules as variables).
- The parentheses may include parameter names separated by commas:
- (parameter1, parameter2, ...)
- The code to be executed, by the function, is placed inside curly brackets: {}

```
function name(parameter1, parameter2, parameter3)
{
 // code to be executed
}
```

Function Invocation

The code inside the function will execute when "something" invokes (calls) the function:

- When an event occurs (when a user clicks a button)
- When it is invoked (called) from JavaScript code
- Automatically (self-invoked)

Function Return

- When JavaScript reaches a return statement, the function will stop executing.
- If the function was invoked from a statement, JavaScript will "return" to execute the code after the invoking statement.
- Functions often compute a return value. The return value is "returned" back to the "caller"

Advantages of Functions

- Code reusability: We can call a function several times so it saves coding.
- Less coding: It makes our program compact. We don’t need to write many lines of code each time to perform a common task.

script 1:

Write javascript to convert from Fahrenheit to Celsius using function

```
<html>
<body>
<h2>JavaScript Functions</h2>
```

```
<p>This example calls a function to convert from Fahrenheit to Celsius:</p>
<p id="demo"></p>
<script>
function toCelsius(f)
{
  return (5/9) * (f-32);
}
document.getElementById("demo").innerHTML = toCelsius(77);
</script>
</body>
</html>
```

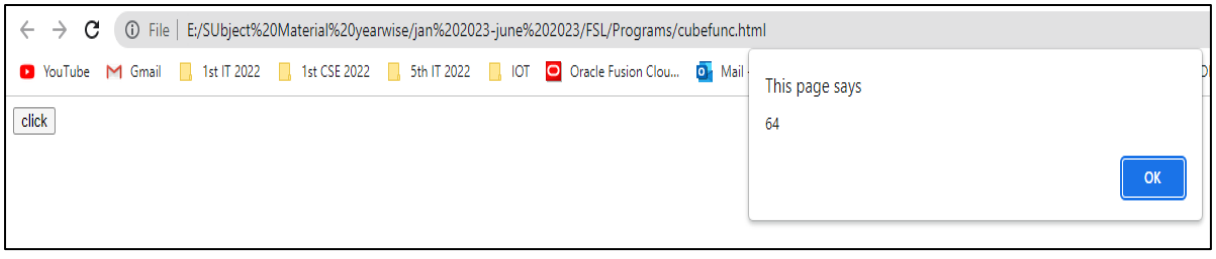
OUTPUT:

script 2:

Write javascript to calculate cube of given no.

```
<html>
<body>
<script>
function getcube(number){
alert(number*number*number);
}
</script>
<form>
<input type="button" value="click" onclick="getcube(4)"/>
</form>
</body>
</html>
```

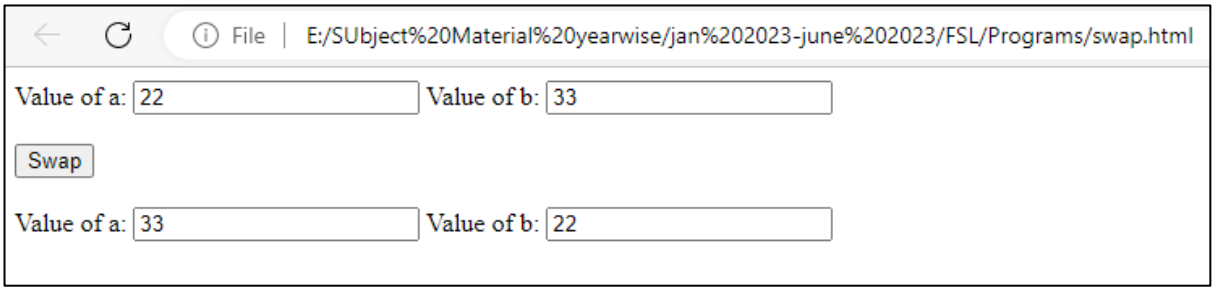
OUTPUT:



script 3:

Write javascript to swap 2 numbers.

```
<html>
<head>
<script>
function swap(){
var a,b,c;
a=Number(document.getElementById("first").value);
b=Number(document.getElementById("second").value);
c=a;
a=b;
b=c;
document.getElementById("answer1").value= a;
document.getElementById("answer2").value= b;
}
</script>
</head>
<body>
Value of a: <input id="first">
Value of b: <input id="second"></br></br>
<button onclick="swap()">Swap</button></br></br>
Value of a: <input id="answer1">
Value of b: <input id="answer2">
</body>
</html>
```



CONCLUSION:

Note: output should be draw on blank page.