
	Politechnika Bydgoska im. J. J. Śniadeckich Wydział Telekomunikacji, Informatyki i Elektrotechniki		
Przedmiot	Skryptowe języki programowania		
Prowadzący	mgr inż. Martyna Tarczewska		
Temat	<i>JavaScript – formularze vol.2</i>		
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Nr ćw.	13	Data wykonania	15.01.2024
Ocena		Data oddania spr.	16.01.2024

Zadanie 1

```

<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Wczytywanie plików</title>
</head>
<body>

<input type="file" id="upload" accept=".txt" onchange="doUpload(this);"/>
<textarea id="editor"></textarea>

<script>
  function doUpload(uploader) {
    var selectedFile = uploader.files[0];
    if (selectedFile) {
      if (selectedFile.name.endsWith('.txt')) {
        var reader = new FileReader();
        reader.readAsText(selectedFile, 'UTF-8');
        reader.onprogress = function(evt) {
          console.log('Postęp wczytywania', evt);
        };
        reader.onload = function(evt) {
          document.getElementById('editor').innerHTML =
evt.target.result;
        };
        reader.onerror = function(evt) {
          alert('Błąd wczytywania pliku!');
        };
      } else {
        alert('Proszę wybrać plik tekstowy (rozszerzenie .txt).');
        uploader.value = "";
      }
    }
  }

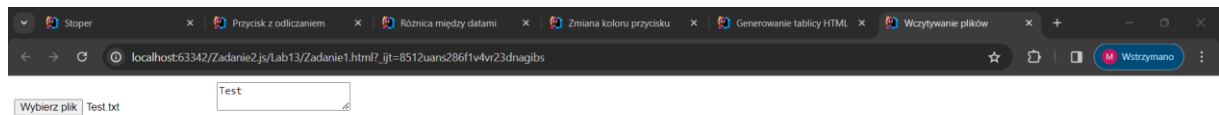
```

```

    }
  }
}
</script>

</body>
</html>

```



Zadanie 2

```

<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Stoper</title>
</head>
<body>

<form name="f1">
  <label id="label">Rozpocznij pomiar</label>
  <input type="button" value="start" onclick="stoper(1)" />
  <input type="button" value="stop" onclick="stoper(0)" />
</form>

<script>
  var start = null;
  var stop = null;

```

```

function stoper(znacznik) {
    var label = document.getElementById("label");

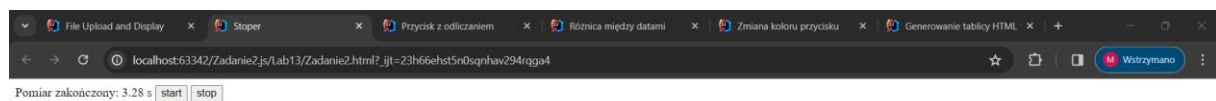
    if (znacznik === 1) {
        start = new Date();
        label.innerHTML = "Pomiar trwa";

        clearTimeout(timer);
    }
    if (znacznik === 0 && start !== null) {
        stop = new Date();
        var seconds = Math.abs(stop - start) / 1000;
        start = null;
        label.innerHTML = "Pomiar zakończony: " + seconds.toFixed(2) + " s";

        clearTimeout(timer);
        timer = setTimeout(function () {
            label.innerHTML = "Rozpocznij pomiar";
        }, 2000);
    }
}
</script>

</body>
</html>

```



Zadanie 3

```

<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">

```

```

<meta name="viewport" content="width=device-width, initial-scale=1.0">
<title>Przycisk z odliczaniem</title>
<style>
  #counterButton {
    font-size: 16px;
    padding: 10px;
  }
</style>
</head>
<body>

<button id="counterButton" onmouseover="increaseCount()"
onclick="resetCount()">0</button>

<script>
  var count = 0;

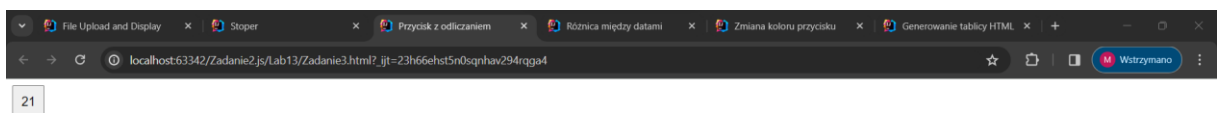
  function increaseCount() {
    count++;
    updateButton();
  }

  function resetCount() {
    count = 0;
    updateButton();
  }

  function updateButton() {
    var button = document.getElementById("counterButton");
    button.innerHTML = count;
  }
</script>

</body>
</html>

```



Zadanie 4

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Różnica między datami</title>
</head>
<body>

<form>
  <label for="date1">Data 1:</label>
  <input type="date" id="date1" required>
  <br>

  <label for="date2">Data 2:</label>
  <input type="date" id="date2" required>
  <br>

  <button type="button" onclick="calculateDateDifference()">Oblicz
różnicę</button>
</form>

<p id="result"></p>

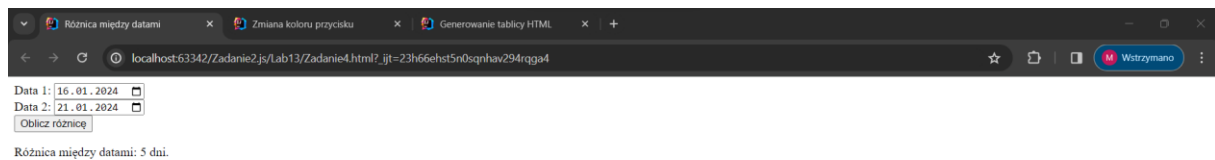
<script>
  function calculateDateDifference() {
    var date1String = document.getElementById('date1').value;
    var date2String = document.getElementById('date2').value;

    var date1 = new Date(date1String);
    var date2 = new Date(date2String);

    var diffMilliseconds = Math.abs(date2 - date1);
    var diffDays = Math.floor(diffMilliseconds / (1000 * 60 * 60 * 24));

    var resultElement = document.getElementById('result');
    resultElement.innerHTML = 'Różnica między datami: ' + diffDays + '
dni.';
  }
</script>

</body>
</html>
```



Zadanie 5

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Zmiana koloru przycisku</title>
</head>
<body>

<form>
  <label for="colorPicker">Wybierz kolor:</label>
  <input type="color" id="colorPicker">
  <br>

  <button type="button" onclick="changeButtonColor()">Zmień kolor
przycisku</button>
</form>

<script>
  function changeButtonColor() {
    var colorPicker = document.getElementById('colorPicker');
    var selectedColor = colorPicker.value;

    var button = document.querySelector('button');

    if (selectedColor !== '#000000' && selectedColor !== '#ffffff') {
      button.style.backgroundColor = selectedColor;
    } else {
      alert('Proszę wybrać kolor inny niż biały (#ffffff) lub czarny
(#000000).');
    }
  }
</script>
```

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



Zadanie 6

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Generowanie tablicy HTML</title>
</head>
<body>

<form>
  <label for="rows">Liczba wierszy:</label>
  <input type="number" id="rows" min="1" value="1">
  <br>

  <label for="columns">Liczba kolumn:</label>
  <input type="number" id="columns" min="1" value="1">
  <br>

  <button type="button" onclick="generateTable()">Generuj tablicę</button>
</form>

<table id="resultTable"></table>

<script>
  function generateTable() {
    var rows = document.getElementById('rows').value;
```

```
var columns = document.getElementById('columns').value;

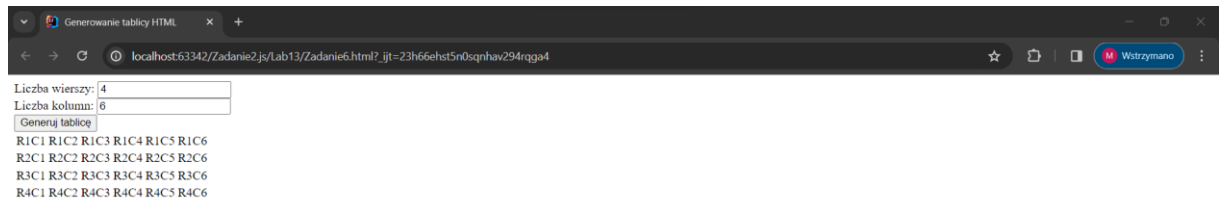
var resultTable = document.getElementById('resultTable');
resultTable.innerHTML = '';

for (var i = 0; i < rows; i++) {
    var row = resultTable.insertRow(i);

    for (var j = 0; j < columns; j++) {
        var cell = row.insertCell(j);
        cell.innerHTML = 'R' + (i + 1) + 'C' + (j + 1); //Zawartość komórki
        // Tworzenie i udowadnianie jej istnienia
    }
}

</script>

</body>
</html>
```



Wnioski

Ćwiczenie pozwoliło mi na ponowne przetrenowanie użycia formularzy w Javascript.