UCS1611 INTERNET PROGRAMMING LAB

Department of Computer Science and Engineering VI Semester - CSE C

NAME: Yasir Manzoor REG. NO:18500203

Ex 3: JavaScript event handling mechanisms, DOM

Generate a registration form for a hospital to register new patient

INDEX.html

```
<!DOCTYPE html>
<html>
<head>
<meta charset="utf-8">
<meta name="viewport" content="width=device-width,
initial-scale=1.0"> <title>EX-3</title>
<body>
<a href="form.html" target="blank">Form</a><br>
<a href="game.html" target="blank">Game</a>
</body>
</html>
```

------ FORM -----

form.html

```
<script src="script.js">
 </script>
 <link href="style.css" rel="stylesheet"</pre>
type="text/css" /> </head>
<body onload="startTime()">
 <div class="main">
   <section class="center">
     <br><br><br><h1>HOSPITAL REGISTERATION FORM</h1>
<div id="txt" class="time"></div>
<form action="#" method="post" target="_blank">
<thead>
>
<thcolspan="2"> Register new patient details here 
</thead>
>
<label for="name">Name:</label>  <input
type="text" id="name" name="name" pattern="[a-zA-
Z]{3,20}" required onfocus="NameFocus(this)"
onblur="NameBlur(this)">
<label for="addr">Address: </label> "
<textarea type="text" id="addr" name="address"
required onselect="Sel()"></textarea>
<label for="age">Age: </label>  <input
type="text" id="age" name="age" required
onkeypress="Press(this)" >
<br>
```

```
>
<label for="dob">Date Of Birth:</label>
<input type="date" id="dob" name="dob" required>
<label for="gender">Gender:</label>
<input type="radio" id="male" name="gender" value="male" >
<label for="Male">Male</label> &emsp; <input</pre>
type="radio" id="female" name="gender"
value="female">
<label for="Female">Female</label> &emsp; <input</pre>
type="radio" id="other" name="gender"
value="other">
<label for="Other">Other</label> <br>
Marital Status: 
<select name="mat" id="mat" onchange="Change()" required>
<option value="None">--Select one of the below--</option>
<option value="Single">Single</option>
<option value="Married">Married</option>
<option value="Divorced">Divorced</option>
<option value="Widowed">Widowed</option>
</select>
<br>
>
<label for="phone">Contact Number:</label>
<input type="tel" id="phone" name="phone" pattern="[0-
9]{10}" "required>
```

```
<label for="ad">Addictions: </label> <br>
d="list">
 <b>Drag and Drop from the Given List: </b>
ondragstart="drag(event)"> Heroine  !
id="drag2" draggable="true"
ondragstart="drag(event)"> Cocaine  
id="drag3" draggable="true"
ondragstart="drag(event)"> Crack  !
id="drag4" draggable="true"
ondragstart="drag(event)"> Hallucinogens 
ondragstart="drag(event)"> Amphetamines 
ondragstart="drag(event)"> Marijuana  !
id="drag7" draggable="true"
ondragstart="drag(event)"> Alcohol 
<div id="div1" ondrop="drop(event)"
ondragover="allowDrop(event)"></div>
<tfoot>
>
<input type="submit" id="submit" value="Submit"</pre>
<input type="reset" onclick="ResetFunc()"><br><p
id="res" class="small">
</tfoot>
</form>
<br>
<br>
```

```
<br>
</section>
</div>
</body>
</html>
```

```
style.css
*{ margin: 0;
padding: 0;
font-family: Sans-serif;
} .main{ background:
url("medical.jpg"); background-
size: cover;
```

```
}
.center h1 { text-align:
center; font-size: 40px;
text-shadow: 2px 2px #696969;
} table{
animation-
name: im;
animation-
duration:
4s; }
@keyframes im{ 0%
{ opacity: 0%;
}
30% { opacity:
0%; }
100%
{ opacity: 100%;
}
}
@keyframes anim{
0%
{ opacity: 0%;
}
100%
{ opacity: 100%;
}
}
```

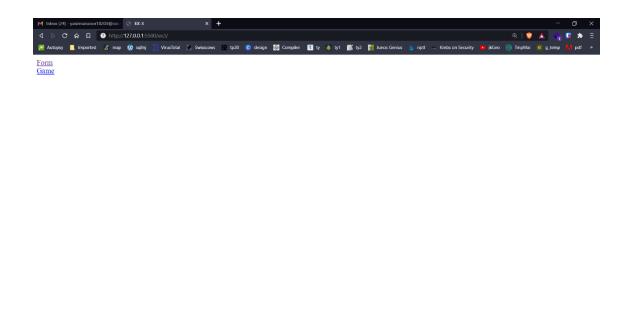
```
.time{ position: absolute;
top: 5%; right: 2%; font-
size: 30px; font-weight:
bold; border-style: ridge;
padding: 20px; border-
radius: 5px; border-color:
DarkGrey;
}
form{ font-size:
19px;
}
table,td,th{ margin-top:
30px; margin-left: auto;
margin-right: auto; width:
60%; border: 1px solid
black; font-weight: bold;
font-size: 19px;
} td{ padding: 30px;
text-align: left;
} th{ height: 60px;
padding: 40px; text-
align: center; font-
size: 20px; }
.new{ border: 1px solid
rgba(0,0,0,0.0); border-radius: 10px;
background:lightblue;
}
.new th,.new td{ border: 1px solid
rgba(0,0,0,0.0);
} input[type=text],input[type=email],select,input[type=
tel] { width: 300px;
padding: 12px 17px;
margin: 8px 0; box-sizing:
```

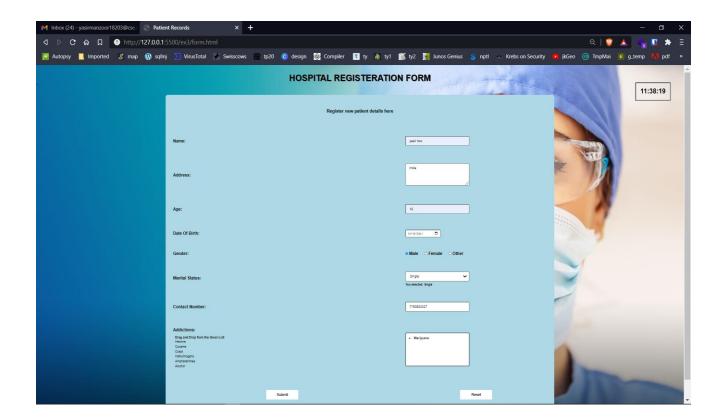
```
border-box; border-radius:
4px; font-size: 15px; }
textarea[type=text]
{ height: 100px; width:
300px; padding: 12px 17px;
margin: 8px 0; box-sizing:
border-box; border-radius:
4px; font-size: 15px; }
input[type=submit],input[type=reset]
{ width: 150px; padding:
12px 17px; margin: 8px 0;
border-radius: 4px; border:
none; font-size: 17px;
cursor: pointer;
background-color: white;
}
input[type=date] {
padding: 5px 8px;
border-radius: 4px;
} .small{ font-
size: 13px; }
ul{ font-size: 14px;
padding: 15px 10px;
list-style: none; font-
weight: normal;
} li{
padding: 3px 0px;
}
#div1 { width: 300px;
height: 150px; border: 1px
solid; background-color:
white; box-sizing: border-
box; border-radius: 4px;
```

```
padding: 12px 17px; margin:
8px 0; font-size: 15px; }
script.js
function startTime() {
    var today = new Date();
    var h = today.getHours();
    var m = today.getMinutes();
    var s = today.getSeconds();
    m = checkTime(m);
    s = checkTime(s);
    document.getElementById('txt').innerHTML = h + ":" + m+ ":" + s;
    var t = setTimeout(startTime, 500);
}
function checkTime(i) {
    if (i < 10) \{i = "0" + i\};
    return i;
}
function NameFocus(x) {
    x.style.color = "Blue";
    x.style.background = "Gray";
}
function NameBlur(x) {
    x.style.color = "Black";
    x.style.background = "White";
}
function Sel() {
    alert("You selected some text!");
}
function Press(x) {
    y=parseInt(x.value)
    if(y<3) document.getElementById("catAge").innerHTML="Category: Infant";</pre>
    if(y>=3 && y<13) document.getElementById("catAge").innerHTML="Category: Ch</pre>
ild";
    if(y>=13 && y<18) document.getElementById("catAge").innerHTML="Category: T</pre>
een";
    if(y>=18 && y<60) document.getElementById("catAge").innerHTML="Category: A</pre>
dult";
    if(y>=60) document.getElementById("catAge").innerHTML="Category: SeniorCit
izen";
}
```

```
function Change() {
   var x = document.getElementById("mat").value;
   document.getElementById("demo").innerHTML = "You selected: " + x;
}
function allowDrop(x) {
   x.preventDefault();
}
function drag(x) {
   x.dataTransfer.setData("text", x.target.id);
}
function drop(x) {
   x.preventDefault(); var data = x.dataTransfer.getData("text");
   x.target.appendChild(document.getElementById(data));
}
function ResetFunc() {
   document.getElementById("div1").innerHTML = "";
   document.getElementById("list").innerHTML = '
nline;"><b>DragandDrop from the Given List: </b> id="drag1" draggab
le="true" ondragstart="drag(event)"> Heroine id="drag2" draggable="tr
ue" ondragstart="drag(event)"> Cocaine  id="drag3" draggable="true"on
dragstart="drag(event)">Crackid="drag4" draggable="true" ondragstart=
"drag(event)"> Hallucinogens  <li id="drag5" draggable="true" ondragstart
="drag(event)"> Amphetamines  id="drag6" draggable="true" ondragstart
="drag(event)"> Marijuana  id="drag7" draggable="true" ondragstart="d
rag(event)"> Alcohol  '
   document.getElementById("res").innerHTML = "Form has been resetted";
}
function display() {
   var nm = document.getElementById('name').value;
   var addr = document.getElementById('addr').value;
   var age = document.getElementById('age').value;
   var dob = document.getElementById('dob').value;
   var gen =document.querySelector('input[name="gender"]:checked').value;
   var mat = document.getElementById('mat').value;
   var phone = document.getElementById('phone').value; var div1 = document.ge
tElementById('div1').innerHTML;
   document.writeln("<head>"); document.writeln("<title>Patient Records</titl</pre>
e>"); document.writeln("<link href='style.css' rel='stylesheet' type='text/css
'/>"); document.writeln("</head>"); document.writeln("<body>"); document.write
ln("<div class='main'>"); document.writeln("<section class='center'>"); docume
nt.writeln("<br><h1>HOSPITAL REGISTERATION FORM</h1>"); document.writeln("
<br>");
```

OUTPUT SCREENSHOTS:







------Memory Game -----

game.html

```
<!DOCTYPE html>
<html>
<head>
<meta charset="UTF-8">
<title>Memory Game</title>
<script src="script1.js" charset="UTF-8"></script>
<link href="style1.css" rel="stylesheet"</pre>
type="text/css" />
</head>
<body>
<header>
<h1>MEMORY GAME</h1>
</header>
<div class="grid" id="board">
</div>
<div id="animation">
<div class="score">
TIME LEFT<div id="timer"></div>
</div>
</div>
<div class="level">
Choose Level <br > <button type="button"
onclick="countdown(71);game();">Easy</button><br>
<button type="button"</pre>
onclick="countdown(51);game();">Medium</button><br>
<button type="button"</pre>
onclick="countdown(41);game();">Hard</button><br>
</div>
```

```
</body>
```

style1.css

```
* {
  margin: 0;
  padding: 0;
  font-style: italic;
  font-family: Arial, Helvetica, sans-serif;
}
body {
  background: url("bg.jpg");
  background-size: cover;
}
.grid {
  position: absolute;
  top: 18%;
  left: 32.5%;
  display: grid;
  grid-template-columns: auto auto auto;
  grid-gap: 15px;
  height: 10px;
 width: 10px;
}
.grid.card {
  border: 2px solidblack;
}
img {
  height: 125px;
  width: 125px;
}
header {
  width: 100%;
  font-family: Arial, Helvetica, sans-serif;
  font-style: italic;
  background: rgb(214, 190, 166);
  text-align: center;
  font-size: 35px;
  text-shadow: 2px 2px rgb(82, 30, 30);
  padding: 15px;
}
.level {
  font-size: 30px;
  left: 5%;
  top: 30%;
```

```
position: absolute;
  font-weight: bold;
  line-height: 50px;
}
.score {
  font-size: 30px;
  position: absolute;
  right: 5%;
  top: 30%;
  font-weight: bold;
  line-height: 60px;
}
button {
  margin-top: 15px;
  height: 40px;
  width: 180px;
  font-size: 20px;
  padding: 12px 17px;
  margin: 8px 0;
  border-radius: 4px;
  border: none;
  cursor: pointer;
}
script1.js
function game(){
    const cardArray=[
        { name: '1', img: 'Oggy.jpg' },
        { name: '1', img: 'Oggy.jpg' },
        { name: '2', img: 'Shinchan.jpg' },
        { name: '2', img: 'Shinchan.jpg' },
        { name: '3', img: 'doramon.jpg'},
        { name: '3', img: 'doramon.jpg'},
        { name: '4', img: 'lion.jpg' },
        { name: '4', img: 'lion.jpg' },
        { name:'5', img:'minion.jpg' },
        { name: '5', img: 'minion.jpg' },
        { name: '6', img: 'jerry.jpg' },
        { name: '6', img: 'jerry.jpg' },
        { name: '7', img: 'tom.jpg' },
        { name: '7', img: 'tom.jpg' },
        { name: '8', img: 'tweet.jpg' },
        { name: '8', img: 'tweet.jpg'}];
```

cardArray.sort(() => 0.5 - Math.random());
const grid = document.querySelector('.grid');

const resultDisplay=document.querySelector('#result');

```
var cardsChosen = [];
    var cardsChosenId = [];
    var cardsWon = [];
//board
function createBoard(){
    grid.innerHTML="";
    for(let i=0; i < cardArray.length; i++) {</pre>
        var card = document.createElement('img');
        card.setAttribute('src','peru.jpg');
        card.setAttribute('data-id',i);
        card.addEventListener('click', flipcard);
        grid.appendChild(card);
}
}
//check if the cards are matched
function checkForMatch(){
    var cards=document.querySelectorAll('img');
    const optionOneId=cardsChosenId[0];
    const optionTwoId=cardsChosenId[1];
    if(cardsChosen[0]==cardsChosen[1]) {
        window.alert("Match Found!");
        cards[optionOneId].setAttribute('src','wh.jpg');
        cards[optionTwoId].setAttribute('src','wh.jpg');
        cardsWon.push(cardsChosen);
    }
    else{
        cards[optionOneId].setAttribute('src','peru.jpg');
        cards[optionTwoId].setAttribute('src','peru.jpg');
    }
    //clearing the cards chosen array and id array
    cardsChosen=[];
    cardsChosenId=[];
    resultDisplay.textContent=cardsWon.length;
    if(cardsWon.length==cardArray.length/2){
        resultDisplay.textContent=" Congratulations You Won!!";
        window.alert(" Hurray!!!!!You Won!!!");
        clearTimeout(x); //clear the time as soon as game over
    }
}
//Flip your card
function flipcard(){
    var cardId=this.getAttribute('data-id');
    cardsChosen.push(cardArray[cardId].name);
    cardsChosenId.push(cardId);
    this.setAttribute('src',cardArray[cardId].img);
    if(cardsChosen.length ==2){
        setTimeout(checkForMatch,650);//buffer time for 650 ms
    }
```

```
}
createBoard()
} var x;
function countdown(seconds){
    clearTimeout(x);
    function tick(){
        var timer=document.getElementById("timer"); seconds--;
        timer.innerHTML=(seconds < 10 ?"0":"")+String(seconds)+"seconds</pre>
        if(seconds > 0){
            x=setTimeout(tick,1000) //1000ms=1 sec
        }
        else{
            window.alert("Oops !!! Game Over ! "); var grid = document.
querySelector('.grid');
            grid.innerHTML = '';
        }
    tick(); //call to the function tick
}
```

OUTPUT SCREENSHOTS



