

WEB PROGRAMMING LAB (PART B PROGRAMS)

1. Write a HTML Program to display list of fruits, vegetables and cereals using ordered list.

```
<html>
<head>
<title>Ordered list</title>
</head>
<body bgcolor="red">
<h4>list of fruits</h4>
<ol type="A" start="A">
<li>Strawberry</li>
<li>Fig</li>
<li>Mango</li>
<li>Pineapple</li>
</ol>
<h4>list of vegetables</h4>
<ol type="i" start="i">
<li>tomato</li>
<li>cauliflower</li>
<li>carrot</li>
<li>beans</li>
</ol>
<h4>list of cereals</h4>
<ol type="1" start="1">
```

```
<li>rice</li>
<li>jowar</li>
<li>groundnuts</li>
<ol>
</body>
</html>
```

2. Write a HTML Program to display list of fruits, vegetables and cereals using Unordered list.

```
<html>
<head>
<title>unOrdered list</title>
</head>
<body bgcolor="pink">
<h4>list of fruits</h4>
<ul type="disc">
<li>Strawberry</li>
<li>Fig</li>
<li>Mango</li>
<li>Pineapple</li>
</ul>
<h4>list of vegetables</h4>
<ul type="square">
<li>tomato</li>
<li>cauliflower</li>
```

```
<li>carrot</li>
<li>beans</li>
</ul>
<h4>list of cereals</h4>
<ul type="circle">
<li>rice</li>
<li>jowar</li>
<li>groundnuts</li>
</ul>
</body>
</html>
```

3. Write a HTML Program to demonstrate Confirm Box.

```
<html>
<head>
<script type="text/javascript">
function show_confirm()
{
var r =confirm ("Press a button");
if(r==true)
{
alert("We pressed OK!");
}
else
```

```
{
alert("We Pressed Cancel!")
}
}
</script>
</head>
</body>
<input type="button"onclick="show_confirm()"value="Show confirm box"/>
</body>
</html>
```

4. Write a HTML Program to demonstrate Prompt Box.

```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN" "http://
www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
<html xmlns="http://www.w3.org/1999/xhtml">
<head>
<script type="text/javascript">
function show_prompt()
{
var name=prompt("Please enter your name","");
if(name!=null&&name!="")
{
document.write("Hello "+name+"! How are we today?");
}
}
}
```

```
</script>
</head>
<body>
<input type="button"onclick="show_prompt()"value="Show prompt box"/>
</body>
</html>
```

5. Write a JavaScript program to execute Mouse Events.

```
<html>
<head>
<script>
function myFunction(element, clr) {
    element.style.color = clr;
}
</script>
</head>
<body>
<h1 onmouseover="style.color='red'" onmouseout="style.color='black'">Get the Mouse
over this text</h1>
<h1 onmousedown="myFunction(this,'red')" onmouseup="myFunction(this,'green')">
Click the text to change the color.<br/>A function, with parameters, is triggered when the
mouse button is pressed down, and again,<br/>
with other parameters, when the mouse button is released.
</h1>
</body>
```

</html>

6. Write a JavaScript program to convert Lower Case to Upper Case.

```
<html>
<head>
<title>To convert the text to Uppercase</title>
<script type="text/javascript">
function change_case()
{
document.form1.type.value=document.form1.type.value.toUpperCase();
}
</script>
</head>
<body onLoad="form1.type.focus();">
<center><h1>To convert the character to Uppercase</h1></center>
<form name="form1" method="post">
Enter User ID<input type="text" name="type" value="">
<input type="button" value="Change to Upper" onclick="change_case();"></form>
</body>
</html>
```

7. Write a JavaScript program to generate Fibonacci series.

```
<html>
<head><title>Fibonacci Series</title></head>
<body>
<script type="text/javascript">
    var var1 = 0;
    var var2 = 1;
    var var3;
    var num = prompt("Enter the limit to generate fibonacci no",0);
    document.write(var1+"<br />");
    document.write(var2+"<br />");

    for(var i=3; i <= num;i++)
```

```
        {
            var3 = var1 + var2;
            var1 = var2;
            var2 = var3;

            document.write(var3+"<br />");
        }
    </script>
</body>
</html>
```

8. Write a JavaScript program to find the reverse of a given number.

```
<html>
<head>
<script>
function palin()
{
var a,no,b,temp=0;
no=Number(document.getElementById("no_input").value);
b=no;
while(no>0)
{
a=no%10;
no=parseInt(no/10);
temp=temp*10+a;
}
alert(temp);
}
</script>
</head>
<body>
Enter any Number: <input id="no_input">
<button onclick="palin()">Check</button></br></br>
</body>
</html>
```