

ASSIGNMENT 2

Course Title: Web technologies	Course code : IT230
Deadline : February 20, 2016	Marks : 4

Q1) Fill in the blanks (1 Mark)

1. Javascript is called client side programming because it runs on the _____ not on the web server.

Answer: browser **(0.25 Mark)**

2. Write the script tag that will execute an alert with message "Hello from Javascript!", no need to include a script file. Just complete the following javascript code

`<script type="text/_____></script>`

Answer: `<script type="text/javascript"> alert("Hello from Javascript!"); </script>` **(0.25 Mark)**

3. Write the script tag that will include a javascript file called myname.js

Answer: `<script type="text/javascript" src="myname.js"> </script>` **(0.25 Mark)**

4. A valid variable name in javascript is similar to java, you cannot use reserved words, cannot have a space and it cannot start with a _____

Answer: number **(0.25 Mark)**

Q2) Give the output of the following code segments (1 Mark)

A)

```
<!DOCTYPE html>
<html>
<body>
<h1 id="id1">My Heading 1</h1>
<button type="button"
onclick="document.getElementById('id1').style.color = 'red'">
Click Me!</button></body></html>
```

Answer: **(0.5 Mark)**

My Heading 1

Click Me!

After clicking this box, the font color becomes red.

B)

```
<!DOCTYPE html>
<html><body>
<p id="demo">Hello World!</p>
<script>
document.getElementById("demo").style.backgroundColor = "yellow";
</script></body></html>
```

Answer: (0.25 Mark)

Hello World!

C)

```
<!DOCTYPE html>
<html><body>
<p id="p1">Assignment 1!</p>
<p id="p2">Hello World!</p>
<script>
document.getElementById("p2").style.color = "blue";
document.getElementById("p2").style.fontFamily = "Arial";
document.getElementById("p2").style.fontSize = "larger";
</script>
<p>The paragraph above was changed by a script.</p>
</body></html>
```

Answer: (0.25 Mark)

Assignment 1!

Hello World!

The paragraph above was changed by a script.

Q3) (0.5 Mark+0.5 Mark)

a. What is the main function of DOM? **(0.5 Mark)**

- The DOM is known as Document object model and it allows the accessing of the documents like HTML and XML.
- It allows a platform to be language neutral and provide an interface that allows the dynamic usage of the scripts and programs to access the content.
- It also provides a way to update the content, structure and style of the document and a way to represent it in any language.
- It is used with the language and used to create the objects that can be used as a model to allow the interface to be developed with ease.

b. What is the purpose of HTML DOM Node Tree? **(0.5 Mark)**

HTML DOM view the HTML document with a tree structure format and it consists of root node and child nodes.

- The node-tree is being accessed using the tree formation and the structure in which the elements get created.

- The contents that are used being modified or removed using the new elements and it can be created within the limitations.

- The structure consists of a document that is the root and within it Root element <html> from where the tree starts.

- It consists of sub-elements like <head> and <body> and other text and attributes written in the HTML format.

Q4) (0.25 Mark +0.25 Mark +0.5 Mark)

Complete the following code by adding:

- (1) A function called **AreaBox** that takes two arguments, the length and width of the rectangle and returns the Area of a rectangle. **(0.25 Mark)**

```
function AreaBox(len,wid)
{
return len*wid;
}
```

- (2) A function called **PerimeterBox** that takes two arguments, the length and width of the rectangle and returns the perimeter of a rectangle. **(0.25 Mark)**

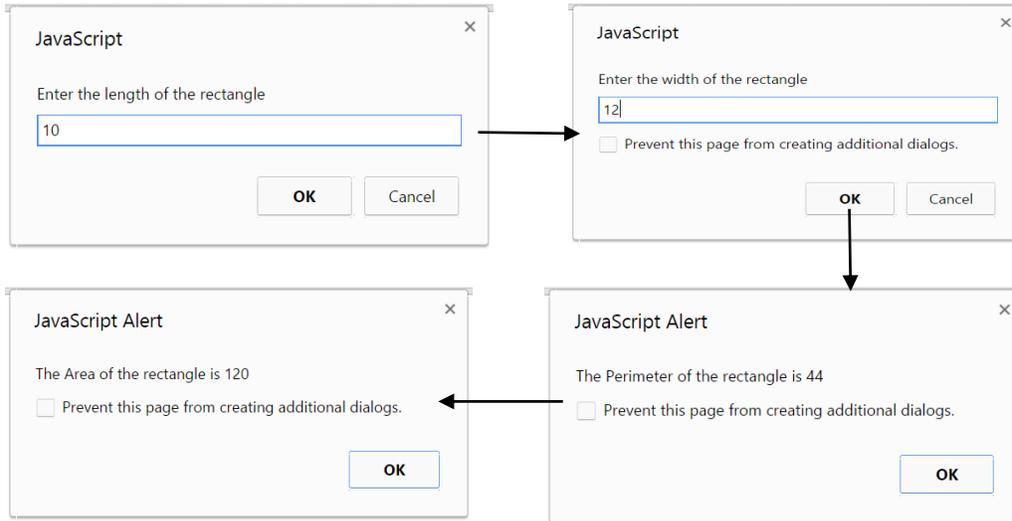
```
function PerimeterBox(len,wid)
{
return 2*(len+wid);
}
```

- (3) A Function called **Rectangle** that gets the length and the width of the rectangle from the user and displays the area and the perimeter of the corresponding rectangle. **(0.5 Mark)**

```
<html>
<head>
<title>Rectangles</title>
<script type="text/javascript">
// <!--
// -->
</script>
</head>
<body>
<p> <button onclick="Rectangle()">Rectangle</button></p>
</body>
```

</html>

Rectangle



```
function Rectangle()  
{  
var x=prompt("Enter the length of the rectangle","");  
var y=prompt("Enter the width of the rectangle","");  
alert ("The Perimeter of the rectangle is "+PerimeterBox(Number(x),Number(y)));  
alert ("The Area of the rectangle is "+AreaBox(Number(x),Number(y)));  
}
```