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### WINTER - 19 EXAMINATIONS

# Subject Name: Client Side Scripting

Model Answer

Subject Code: 22519

## Important Instructions to examiners:

- 1) The answers should be examined by key words and not as word-to-word as given in the model answer scheme.
- 2) The model answer and the answer written by candidate may vary but the examiner may try to assess the understanding level of the candidate.
- 3) The language errors such as grammatical, spelling errors should not be given more Importance (Not applicable for subject English and Communication Skills.
- 4) While assessing figures, examiner may give credit for principal components indicated in the figure. The figures drawn by candidate and model answer may vary. The examiner may give credit for any equivalent figure drawn.
- 5) Credits may be given step wise for numerical problems. In some cases, the assumed constant values may vary and there may be some difference in the candidate's answers and model answer.
- 6) In case of some questions credit may be given by judgement on part of examiner of relevant answer based on candidate's understanding.
- 7) For programming language papers, credit may be given to any other program based on equivalent concept.

<b>Q.</b>	Sub	Answer	Marking
No.	<b>Q</b> .		Scheme
	<b>N.</b>		
1		Attempt any FIVE of the following :	10 M
	a	List any four features of Java script.	2 M
	Ans	Features of Java script	Any four
			features : 1/2
		1. JavaScript is a object-based scripting language.	M each
		2. Giving the user more control over the browser.	
		3. It Handling dates and time.	
		4. It Detecting the user's browser and OS,	
		5. It is light weighted.	
		6. Client – Side Technology	
		7. JavaScript is a scripting language and it is not java.	
		8. JavaScript is interpreter based scripting language.	
		9. JavaScript is case sensitive.	
		10. JavaScript is object based language as it provides predefined objects.	
		11. Every statement in javascript must be terminated with semicolon (;).	
		12. Most of the javascript control statements syntax is same as syntax of	
		control statements in C language.	
		13. An important part of JavaScript is the ability to create new functions	
		within scripts. Declare a function in JavaScript	
		using <b>function</b> keyword.	
	b	List the comparison operators in Java script.	2 M



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	Ans	Comparison operators in Java script	Any 4
		= = Equal to	operators :1/2 M each
		!= Not equal to	:1/2 WI each
		> Greater than	
		< Less than	
		>= Greater than or equal to	
		<= Less than or equal to	
		=== Equal value and equal	
		type	
		! = = not equal value or not	
		equal type	
	c	Write a Java script to create person object with properties firstname,	2 M
		lastname, age, eyecolor, delete eyecolor property and display remaining	
	Ans	properties of person object. <html></html>	Create
	AIIS		person
		<body></body>	object : 1M
		consists	0
		<script></th><th></th></tr><tr><th></th><th></th><th>var person = {</th><th></th></tr><tr><th></th><th></th><th>firstnormen" Lohn"</th><th></th></tr><tr><th></th><th></th><th>firstname:"John",</th><th></th></tr><tr><th></th><th></th><th>lastname:"Doe",</th><th></th></tr><tr><th></th><th></th><th>age:50,</th><th></th></tr><tr><th></th><th></th><th>eyecolor:"blue"</th><th></th></tr><tr><th></th><th></th><th>};</th><th>Delete and</th></tr><tr><th></th><th></th><th>delete person.eyecolor; //delete person eyecolor</th><th>display properties :</th></tr><tr><th></th><th></th><th>document.write("After delete "+ person.firstname +" "+ person.lastname +" " +person.age +" "+ person.eyecolor);</th><th>1M</th></tr><tr><th></th><th></th><th></script>	
	d	Write a Java script that initializes an array called flowers with the names of	2 M
		3 flowers. The script then displays array elements.	
	Ans	<html></html>	Initialization
		<head></head>	of array : 1M,
LL			



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	<title>Display Array Elements</title>	
		Display of
	<body></body>	array elements :
	<script></th><th>1M</th></tr><tr><th></th><th><pre>var flowers = new Array();</pre></th><th></th></tr><tr><th></th><th>flowers[0] = 'Rose ';</th><th></th></tr><tr><th></th><th>flowers[1] = 'Mogra';</th><th></th></tr><tr><th></th><th>flowers[2] = 'Hibiscus';</th><th></th></tr><tr><th></th><th>for (var i = 0; i < flowers.length; i++)</th><th></th></tr><tr><th></th><th>{</th><th></th></tr><tr><th></th><th><pre>document.write(flowers[i] + ' ');</pre></th><th></th></tr><tr><th></th><th>}</th><th></th></tr><tr><th></th><th></script>	
e	Write Javascript to call function from HTML.	2 M
Ans	<html></html>	Function declaration :
	<head></head>	1M,
	<title>Calling function from HTML</title>	
	<script></th><th>Function</th></tr><tr><th></th><th>function welcome()</th><th>call from HTML: 1M</th></tr><tr><th></th><th>{</th><th></th></tr><tr><th></th><th>alert("Welcome students");</th><th>(Any other</th></tr><tr><th></th><th>}</th><th>example</th></tr><tr><th></th><th>function goodbye()</th><th>allowed)</th></tr><tr><th></th><th>{</th><th></th></tr><tr><th></th><th>alert("Bye");</th><th></th></tr></tbody></table></script>	



	}	
	<body onload="welcome()" onunload="goodbye()"></body>	
f	Write a Javascript to design a form to accept values for user ID & password.	2 M
Ans	<html></html>	Correct
	<body></body>	syntax: 1M,
	<form name="login"></form>	
		Correct
	Enter Username <input name="userid" type="text"/>	logic: 1M
	Enter Password <input name="pswrd" type="password"/>	
	<input onclick="display()" type="button" value="Display"/>	
	<script language="javascript"></th><th></th></tr><tr><th></th><th>function display()</th><th></th></tr><tr><th></th><th>{</th><th></th></tr><tr><th></th><th>document.write("User ID "+ login.userid.value + "Password : "+login.pswrd.value);</th><th></th></tr><tr><th></th><th>}</th><th></th></tr><tr><th></th><th></script>	
g	State any two properties and methods of location object.	2 M
Ans	Properties of location object:	Any 2
	1. hash	properties : ½ M each
	2. host	72 IVI CAUI
	3. hostname	
	4. href	
	5. origin	
	5. origin	



			[]
		6. pathname	
		7. port	
		8. protocol	
		9. search	A 2
			Any 2
		Methods of location object:	methods: 1/2
			M each
		1. assign()	
		2. reload()	
		3. replace()	
-			
2		Attempt any THREE of the following :	12 M
4	-		4 M
	a	Explain getter and setter properties in Java script with suitable example.	
	Ans	Property getters and setters	Explanation
		1. The accessor properties. They are essentially functions that work on	: 2M
		getting and setting a value.	
		2. Accessor properties are represented by "getter" and "setter" methods. In	
		an object literal they are denoted by get and set.	
		let obj = {	
		get propName() {	
		// getter, the code executed on getting obj.propName	
		},	
		set propName(value) {	
		// setter, the code executed on setting obj.propName = value	
		i sector, the code executed on secting objet of tunie – value	
		) )•	
		};	
		3. An object property is a name, a value and a set of attributes. The value	
		may be replaced by one or two methods, known as setter and a getter.	
		4. When program queries the value of an accessor property, Javascript	
		invoke getter method(passing no arguments). The retuen value of this	
		method become the value of the property access expression.	
		5. When program sets the value of an accessor property. Javascript invoke	
		the setter method, passing the value of right-hand side of assignment. This	
		method is responsible for setting the property value.	
		• If property has both getter and a setter method, it is read/write	
		property.	
		<ul> <li>If property has only a getter method, it is read-only property.</li> </ul>	
		• If property has only a setter method, it is a write-only property.	
		6. getter works when obj.propName is read, the setter – when it is assigned.	
		Example:	
		<pre>chtml&gt;</pre>	
<u> </u>	I	1	



	The prompt () method displays a dialog box that prompts the visitor for input. The prompt () method returns the input value if the user clicks "OK". If the user clicks "cancel" the method returns null. Syntax: window.prompt (text, defaultText)	explanation/ syntax : 1M, Example : 1M
Ans	example. prompt()	For Each
b	document.write(" Car Make: "+myCar.make); //Audi     Explain prompt() and confirm() method of Java script with syntax and	4 M
	<pre><head> <title>Functions</title> <body> <script language="Javascript"> var myCar = {     /* Data properties */     defColor: "blue",     defMake: "Toyota",     /* Accessor properties (getters) */     get color() {         return this.defColor;         },         get make() {             return this.defColor;         },         get make() {             return this.defMake;         },         /* Accessor properties (setters) */         set color(newColor) {             this.defColor = newColor;         },         set make(newMake) {             this.defColor = newColor;         },         set make(newMake) {             this.defMake = newMake;         };         document.write("Car color:" + myCar.color + " Car Make: "+myCar.make) /* Calling the setter accessor properties */         myCar.color = "red";         myCar.make = "Audi";         /* Checking the new values with the getter accessor properties */         document.write("Car color:" + myCar.color;); // red</td><td>Example : 2M (Any other example can be considered)</td></tr></tbody></table></script></body></head></pre>	



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```
Example:
                                                                                 (Any other
              <html>
                                                                                example can
                         <script type="text/javascript">
                                                                                     be
                                                                                 considered)
                        function msg(){
                             var v= prompt("Who are you?");
                             alert("I am "+v);
                         }
                         </script>
                         <input type="button" value="click" onclick="msg()"/>
              </html>
confirm()
It displays the confirm dialog box. It has message with ok and cancel buttons.
Returns Boolean indicating which button was pressed
Syntax:
window.confirm("sometext");
Example :
       <html>
       <script type="text/javascript">
       function msg(){
              var v= confirm("Are u sure?");
              if(v==true){
              alert("ok");
       }
       else{
              alert("cancel");
       }
       }
       </script>
       <input type="button" value="delete record" onclick="msg()"/>
</html>
```



c			s, the average marks of the to determine the corresponding	4 M
	grade.		••••••••••••••••••••••••••••••••••••••	
	Student Name	Marks		
	Sumit	80		
	Kalpesh	77		
	Amit	88		
	Tejas	93		
	Abhishek	65		
	The grades are compute	d as follows :		
	Range	Grade		
	<60	Ε		
	<70	D		
	<80	С		
	<90	В		
	<100	Α		
Ans	<html></html>			Correct logic : 2M,
	<head></head>			C
	<title>Compute the avera&lt;/th&gt;&lt;th&gt;ge marks and grade&lt;/&lt;/th&gt;&lt;th&gt;title&gt;&lt;/th&gt;&lt;th&gt;Correct&lt;br&gt;Syntax: 2M&lt;/th&gt;&lt;/tr&gt;&lt;tr&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/head&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;(any other&lt;/th&gt;&lt;/tr&gt;&lt;tr&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;body&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;logic can be&lt;br&gt;considered)&lt;/th&gt;&lt;/tr&gt;&lt;tr&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;script&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;,&lt;/th&gt;&lt;/tr&gt;&lt;tr&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;var students = [['Summ&lt;br&gt;['Abhishek', 65]];&lt;/th&gt;&lt;th&gt;it', 80], ['Kalpesh',&lt;/th&gt;&lt;th&gt;77], ['Amit', 88], ['Tejas', 93],&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;/tr&gt;&lt;tr&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;var Avgmarks &lt;math&gt;= 0;&lt;/math&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;/tr&gt;&lt;tr&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;for (var i=0; i &lt; stud&lt;/th&gt;&lt;th&gt;ents.length; i++) {&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;/tr&gt;&lt;tr&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;Avgmarks += s&lt;/th&gt;&lt;th&gt;udents[i][1];&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;/tr&gt;&lt;tr&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;}&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;/tr&gt;&lt;tr&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;var avg = (Avgmark&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;/tr&gt;&lt;tr&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;marks)/students.length);&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;/tr&gt;&lt;tr&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;document.write("&lt;br/&gt;bi&lt;/th&gt;&lt;th&gt;&gt;");&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;/tr&gt;&lt;tr&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;if (avg &lt; 60){&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;/tr&gt;&lt;/tbody&gt;&lt;/table&gt;</title>			



	else if (avg < 70) {	
	document.write("Grade : D");	
	}	
	else if (avg < 80) {	
	<pre>document.write("Grade : C");</pre>	
	} else if (avg < 90) {	
	<pre>document.write("Grade : B");</pre>	
	} else if (avg < 100) {	
	<pre>document.write("Grade : A");</pre>	
	}	
	Output (Optional)	
	Average grade: 80.6	
 d	Grade : B Write the use of chatAt() and indexof() with syntax and example.	4 M
Ans	charAt()	Each syntax
		: 1M,
	The charAt() method requires one argument i.e is the index of the character that you want to copy.	
	Syntax:	Example : 1M
	<pre>Syntax: var SingleCharacter = NameOfStringObject.charAt(index);</pre>	Example : 1M
	•	
	var SingleCharacter = NameOfStringObject.charAt(index);	
	var SingleCharacter = NameOfStringObject.charAt(index);	



	var Character = FirstName.char.	At(0); //o/p B			
	indexOf()				
	The indexOf() method returns the index of the character passed to it as an argument.				
	If the character is not in the string, this method returns $-1$ .				
	Syntax:				
	var indexValue = string.indexOf('chara	cter');			
	Example:				
	var FirstName = 'Bob';				
	var IndexValue = FirstName.indexOf('o	o'); //o/p index as 1			
3	Attempt any THREE of the following :				
a	Differentiate between concat() and join() methods of array object.				
Ans	concat()	join()			
	Array elements can be combined by using concat() method of Array object.	Array elements can be combined by using join() method of Array object.			
	The concat() method separates each value with a comma.	The join() method also uses a comma to separate values, but you can specify a character other than a comma to separate values.			
	Eg:	Eg:			
	var str = cars.concat()	<pre>var str = cars.join(' ')</pre>			
		The value of str in this case is			
	The value of str is	'BMW Audi Maruti'			
	'BMW, Audi, Maruti'				



	String = "I will fail"	
	Replace "fail" by "pass"	
Ans	<html></html>	Correct
	<head></head>	program with any
	<body></body>	proper logic: 4 M
	<script></th><th></th></tr><tr><th></th><th>var myStr = 'I will fail';</th><th></th></tr><tr><th></th><th><pre>var newStr = myStr.replace(fail, "pass");</pre></th><th></th></tr><tr><th></th><th>document.write(newStr);</th><th></th></tr><tr><th></th><th></script>	
c	Write a Java Script code to display 5 elements of array in sorted order.	4 M
Ans	<html></html>	Correct program
	<head></head>	with any
	<title> Array</title>	proper logic : 4 M
	<body></body>	
	<script></th><th></th></tr><tr><th></th><th>var arr1 = [ "Red", "red", "Blue", "Green"]</th><th></th></tr><tr><th></th><th>document.write("Before sorting arra1=" + arr1);</th><th></th></tr><tr><th></th><th>document.write(" After sorting arra1=" + arr1.sort());</th><th></th></tr><tr><th></th><th></script>	
d	Explain open() method of window object with syntax and example.	4 M



Ans	The open() method of window object is used to open a new window and loads the document specified by a given URL.	Explanation: 1 M
	MyWindow = window.open()	syntax: 1 M
	The open() method returns a reference to the new window, which is assigned to the MyWindow variable. You then use this reference any time that you want to do something with the window while your JavaScript runs.	Example: 2 M
	A window has many properties, such as its width, height, content, and name—to mention a few. You set these attributes when you create the window by passing them as parameters to the open() method:	(Any other example can
	<ul> <li>The first parameter is the full or relative URL of the web page that will appear in the new window.</li> <li>The second parameter is the name that you assign to the window.</li> <li>The third parameter is a string that contains the style of the window.</li> </ul>	be considered)
	We want to open a new window that has a height and a width of 250 pixels and displays an advertisement that is an image. All other styles are turned off.	
	Syntax:	
	MyWindow = window.open('webpage1.html', 'myAdWin', 'status=0, toolbar=0, location=0, menubar=0, directories=0, resizable=0, height=250, width=250')	
	Example:	
	<html> <head> <title>Open New Window</title> <script> function OpenNewWindow() { MyWindow = window.open('webpage1.html', 'myAdWin', 'status=0, toolbar=0, location=0, menubar=0, directories=0, resizable=0, height=250, width=250') } </script> </head> <body> <form action=" " method="post"> <input <br="" name="OpenWindow" type="button" value="Open Window"/>onclick="OpenNewWindow()"/&gt; </form> </body> </html>	



4	<u> </u>	Attempt any THREE of the following :	12 M
	a	Describe regular expression. Explain search () method used in regular expression with suitable example.	4 M
	Ans	Regular Expression:	Regular
I	<b>A</b> H <sub>0</sub>	A regular expression is very similar to a mathematical expression, except a	Expression:
I	'	regular expression tells the browser how to manipulate text rather than numbers	1 M
I	'	by using special symbols as operators.	
I	'		search()
I	'	Search() method:	method: 1 M
I	'	str.search() method takes a regular expression/pattern as argument and search	
I	'	for the specified regular expression in the string. This method returns the index	Example:
I		where the match found.	2M
I		Example:	
I	!	<html></html>	
1		<body></body>	
1		<script></th><th></th></tr><tr><th>I</th><th>   </th><th>function myFunction() {</th><th></th></tr><tr><th>I</th><th>   </th><th>// input string</th><th></th></tr><tr><td>I</td><td>   </td><td>var str = "Good Morning!";</td><td></td></tr><tr><td>I</td><td>   </td><td>// searching string with modifier i</td><td></td></tr><tr><td>I</td><td>   </td><td>var n = str.search(/Morning/i);</td><td></td></tr><tr><th>I</th><th></th><th><pre>document.write(n + ' ');</pre></th><th></th></tr><tr><th>I</th><th>   </th><th>// searching string without modifier i</th><th></th></tr><tr><td>I</td><td>   </td><td><pre>var n = str.search(/Morning/);</pre></td><td></td></tr><tr><th>I</th><th>   </th><th>document.write(n);</th><th></th></tr><tr><th>I</th><th>   </th><th></th><th></th></tr><tr><th>1</th><th></th><th>myFunction();</th><th></th></tr><tr><th>I</th><th>   </th><th></script>	
I		 	
	b	List ways of protecting your web page and describe any one of them.	4 M
	Ans	Ways of protecting Web Page:	List: 1 M
1	Alls	ways of protecting web rage.	LISI. 1 1VI
I		1)Hiding your source code	Explanation
I	!	2)Disabling the right MouseButton	any one: 3M
I		3) Hiding JavaScript	any one out
I		4) Concealing E-mail address.	



# 1) Hiding your source code

The source code for your web page—including your JavaScript—is stored in the *cache*, the part of computer memory where the browser stores web pages that were requested by the visitor. A sophisticated visitor can access the cache and thereby gain access to the web page source code.

However, you can place obstacles in the way of a potential peeker. First, you can disable use of the right mouse button on your site so the visitor can't access the View Source menu option on the context menu. This hides both your HTML code and your JavaScript from the visitor.

Nevertheless, the visitor can still use the View menu's Source option to display your source code. In addition, you can store your JavaScript on your web server instead of building it into your web page. The browser calls the JavaScript from the web server when it is needed by your web page.

Using this method, the JavaScript isn't visible to the visitor, even if the visitor views the source code for the web page.

# 2) Disabling the right MouseButton

The following example shows you how to disable the visitor's right mouse button while the browser displays your web page. All the action occurs in the JavaScript that is defined in the <head> tag of the web page.

The JavaScript begins by defining the BreakInDetected() function. This function is called any time the visitor clicks the right mouse button while the web page is displayed. It displays a security violation message in a dialog box whenever a visitor clicks the right mouse button

The BreakInDetected() function is called if the visitor clicks any button other than the left mouse button.

# Example:

<html> <head> <title>Lockout Right Mouse Button</title> <script language=JavaScript>

function BreakInDetected(){
alert('Security Violation')
return false
}
function NetscapeBrowser(e){
if (document.layers||
document.getElementById&&!document.all){
if (e.which==2||e.which==3){



BreakInDetected()	
return false	
}	
}	
function InternetExploreBrowser(){	
if (event.button==2){	
BreakInDetected()	
return false	
} if (do summent laware) [	
if (document.layers){	
document.captureEvents(Event.MOUSEDOWN)	
document.onmousedown=NetscapeBrowser()	
else if (document.all&&!document.getElementById){	
document.onmousedown=InternetExploreBrowser()	
document.oncontextmenu=new Function(	
"BreakInDetected();return false")	
  body>	
<ing <="" height="92" src="rose.jpg" td=""><td></td></ing>	
width=70 border=0	
onmouseover="src='rose1.jpg'"	
onmouseout="src='rose.jpg'">	
<imp height="1" src="" width="10"></imp>	
<ctypeface:bold><u>Rose Flower</u></ctypeface:bold>	
<font <="" face="arial, helvetica, sans-serif" td=""><td></td></font>	
size=-1> Rose Flower	



	3) Hiding JavaScript	
	You can hide your JavaScript from a visitor by storing it in an external fi le on your web server. The external fi le should have the .js fi le extension. The browser then calls the external file whenever the browser encounters a JavaScript element in the web page. If you look at the source code for the web page, you'll see reference to the external .js fi le, but you won't see the source code for the JavaScript.	
	The next example shows how to create and use an external JavaScript file. First you must tell the browser that the content of the JavaScript is located in an external	
	file on the web server rather than built into the web page. You do this by assigning the file name that contains the JavaScripts to the src attribute of the <script> tag, as shown here:</td><td></td></tr><tr><td></td><td><script src="MyJavaScripts.js" language="Javascript" type="text/javascript"></td><td></td></tr><tr><td></td><td>Next, you need to defi ne empty functions for each function that you define in the external JavaScript fi le.</td><td></td></tr><tr><td></td><td><html ></td><td></td></tr><tr><td></td><td><head></td><td></td></tr><tr><td></td><td><title>Using External JavaScript File</title> <script src="myJavaScript.js" language="Javascript" type="text/javascript"></td><td></td></tr><tr><td></td><td>function OpenNewWindow(book) {</td><td></td></tr><tr><td></td><td></script>	
	<body></body>	
	<tablewidth="100%" border="0"></tablewidth="100%">	
	<a></a>	
	<img border="0" height="92" name="cover" src="rose.jpg" width="70"/>	



<
<img height="1" src="" width="10"/>
<pre><a onmouseout="MyWindow.close()" onmouseover="OpenNewWindow(1)"></a></pre>
<b><u>Rose </u></b>
<pre><a onmouseout="MyWindow.close()" onmouseover="OpenNewWindow(2)"> <b><u>Sunflower</u></b></a></pre>
<a onmouseout="MyWindow.close()" onmouseover="OpenNewWindow(3)"></a>
<b><u>Jasmine </u></b>
The final step is to create the external JavaScript fi le. You do this by placing all function definitions into a new fi le and then saving the fi le using the .js extension. MyJavaScript.js file:
function OpenNewWindow(book) {
$\inf_{f} (book==1)$
{
document.cover.src='rose.jpg' MyWindow – window open(" 'myAdWin' 'titlebar=0 status=0 toolbar=0
MyWindow = window.open(", 'myAdWin', 'titlebar=0 status=0, toolbar=0, location=0, menubar=0, directories=0, resizable=0, height=50,
width= $150$ ,left= $500$ ,top= $400'$ )
MyWindow.document.write( 'Rose flower')
Ny w indow.document.write( Kose nower)
$\int_{1}^{3} f(book==2)$
$\int_{1}^{11} (000 \text{ k} - 2)$
document.cover.src='sunflower.jpeg'
MyWindow = window.open(", 'myAdWin', 'titlebar=0 status=0, toolbar=0,
location=0, menubar=0, directories=0, resizable=0, height=50,
width= $150$ ,left= $500$ ,top= $500'$ )
MyWindow.document.write( 'sunflower flower')
}



if (book = 3){ document.cover.src='jasmine.gif' MyWindow = window.open(", 'myAdWin', 'titlebar=0 status=0, toolbar=0, location=0, menubar=0, directories=0, resizable=0, height=50, width=150.left=500.top=600') MyWindow.document.write( 'Jasmine Flower') } } After you create the external JavaScript fi le, defi ne empty functions for each function that is contained in the external JavaScript fi le, and reference the external JavaScript fi le in the src attribute of the <script> tag, you're all set. 4) Concealing E-mail address: Many of us have endured spam at some point and have probably blamed every merchant we ever patronized for selling our e-mail address to spammers. While e-mail addresses are commodities, it's likely that we ourselves are the culprits who invited spammers to steal our e-mail addresses. Here's what happens: Some spammers create programs called *bots* that surf the Net looking for e-mail addresses that are embedded into web pages, such as those placed there by developers to enable visitors to contact them. The bots then strip these e-mail addresses from the web page and store them for use in a spam attack. This technique places developers between a rock and a hard place. If they place their e-mail addresses on the web page, they might get slammed by spammers. If they don't display their e-mail addresses, visitors will not be able to get in touch with the developers. The solution to this common problem is to conceal your e-mail address in the source code of your web page so that bots can't find it but so that it still appears on the web page. Typically, bots identify e-mail addresses in two ways: by the mailto: attribute that tells the browser the e-mail address to use when the visitor wants to respond to the web page, and by the @ sign that is required of all e-mail addresses. Your job is to confuse the bots by using a JavaScript to generate the e-mail address dynamically. However, you'll still need to conceal the e-mail address in your JavaScript, unless the JavaScript is contained in an external JavaScript file, because a bot can easily recognize the mailto: attribute and the @ sign in a JavaScript. Bots can also easily recognize when an external fi le is referenced. To conceal an e-mail address, you need to create strings that contain part of the e-mail address and then build a JavaScript that assembles those strings into the e-mail address, which is then written to the web page. The following example illustrates one of many ways to conceal an e-mail address.



It also shows you how to write the subject line of the e-mail. We begin by creating four strings: • The first string contains the addressee and the domain along with symbols &, *, and _ (underscore) to confuse the bot. • The second and third strings contain portions of the mailto: attribute name. Remember that the bot is likely looking for mailto:. • The fourth string contains the subject line. As you'll recall from your HTML training, you can generate the TO, CC, BCC, subject, and body of an e-mail from within a web page. You then use these four strings to build the e-mail address. This process starts by using the replace() method of the string object to replace the & with the @ sign and the * with a period (.). The underscores are replaced with nothing, which is the assess as simply removing the underscores from the string. All the strings are then concatenated and assigned to the variable b, which is then assigned the location attribute of the window object. This calls the e-mail program on the visitor's computer and populates the TO and Subject lines with the strings generated by the JavaScript. <ul> <li><a href="https://doc.org/line">https://doc.org/line</a> (Address//title&gt;</li> <li><a href="https://doc.org/line"></a> (Stript&gt;//doc.org/line (Stript&gt;//doc.org/line</li> </ul> <ul> <li><a href="https://doc.org/line">https://doc.org/line</a> (Address</li> </ul> <a href="https://doc.org/line">https://doc.org/line</a> (Address//title> </th <th>· · · · · ·</th> <th></th> <th></th>	· · · · · ·		
<ul> <li>The first string contains the addressee and the domain along with symbols &amp;, *, and _ (underscore) to confuse the bot.</li> <li>The second and third strings contain portions of the mailto: attribute name. Remember that the bot is likely looking for mailto</li> <li>The fourth string contains the subject line. As you'll recall from your HTML training, you can generate the TO, CC, BCC, subject, and body of an e-mail from within a web page.</li> <li>You then use these four strings to build the e-mail address. This process starts by using the replace() method of the string object to replace the &amp; with the @ sign and the * with a period (.). The underscores are replaced with nothing, which is the same as simply removing the underscores are replaced with nothing, which is the assigned the location attribute of the window object. This calls the e-mail program on the visitor's computer and populates the TO and Subject lines with the strings generated by the JavaScript.</li> <li><a href="https://www.computer.address/title&gt;script&gt;functionCreateEmailAddress/title&gt;script&gt;functionCreateEmailAddress/title&gt;script&gt;functionCreateEmailAddress(){war x = manish*c_o_m' war y = 'mai' war z = 'lo' war s = '?subject=Customer Inquiry' x = x.replace('&amp;',') x = x.replace('',') x = x&lt;/td&gt;&lt;td&gt;&lt;/td&gt;&lt;td&gt;&lt;/td&gt;&lt;td&gt;&lt;/td&gt;&lt;/tr&gt;&lt;tr&gt;&lt;td&gt;&lt;pre&gt;and _ (underscore) to confuse the bot. • The second and third strings contain portions of the mailto: attribute name. Remember that the bot is likely looking for mailto:. • The fourth string contains the subject line. As you'll recall from your HTML training, you can generate the TO, CC, BCC, subject, and body of an e-mail from within a web page. You then use these four strings to build the e-mail address. 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<pre>var y = 'mai' var z = 'lto' var s = '?subject=Customer Inquiry' x = x.replace('&amp;','@') x = x.replace('*',') x = x.replace('_,'') x = x.replace('_,'') var b = y + z +':+ x + s window.location=b } &gt;   <body> <input <="" pre="" type="button" value="Help"/></body></pre>			
<pre>var z = 'lto' var s = '?subject=Customer Inquiry' x = x.replace('&amp;','@') x = x.replace('*','.') x = x.replace('_,'') x = x.replace('_,'') var b = y + z +'.'+ x + s window.location=b } &gt;   <body> <input <="" pre="" type="button" value="Help"/></body></pre>			
<pre>var s = '?subject=Customer Inquiry' x = x.replace('&amp;','@') x = x.replace('*','.') x = x.replace('_,'') x = x.replace('_,'') var b = y + z +':'+ x + s window.location=b }&gt;   <body> <input <="" pre="" type="button" value="Help"/></body></pre>		•	
x = x.replace('&','@') x = x.replace('*',') x = x.replace('_','') x = x.replace('_','') var b = y + z +':'+ x + s window.location=b } >   <body> <input <="" td="" type="button" value="Help"/><td></td><td></td><td></td></body>			
<pre>x = x.replace('*','.') x = x.replace('_','') x = x.replace('_','') var b = y + z +'.'+ x + s window.location=b }&gt;   <body> <input <="" pre="" type="button" value="Help"/></body></pre>			
<pre>x = x.replace('_',") x = x.replace('_',") var b = y + z +':'+ x + s window.location=b }&gt;   <body> <input <="" pre="" type="button" value="Help"/></body></pre>		1	
x = x.replace('_',") var b = y + z +':+ x + s window.location=b } >   <body> <input <="" td="" type="button" value="Help"/><td></td><td></td><td></td></body>			
<pre>var b = y + z +':'+ x + s window.location=b }&gt;   <body> <input <="" pre="" type="button" value="Help"/></body></pre>		1	
<pre>window.location=b }&gt;   <body> <input <="" pre="" type="button" value="Help"/></body></pre>		-	
} >   <body> <input <="" td="" type="button" value="Help"/><td></td><td>•</td><td></td></body>		•	
  <body> <input <="" td="" type="button" value="Help"/><td></td><td>window.iocation=b</td><td></td></body>		window.iocation=b	
  <body> <input <="" td="" type="button" value="Help"/><td></td><td>}</td><td></td></body>		}	
 <body> <input <="" td="" type="button" value="Help"/><td></td><td></td><td></td></body>			
<body> <input <="" td="" type="button" value="Help"/><td></td><td>1</td><td></td></body>		1	
<input <="" td="" type="button" value="Help"/> <td></td> <td></td> <td></td>			
		onclick="CreateEmailAddress()">	
		•	



c	Create a slideshow with the group of three images, also simulate next and previous transition between slides in your Java Script.	4 M
Ans	<pre>chtml&gt;</pre>	Correct
Alls	<head></head>	program: 4
	<script></td><td>M</td></tr><tr><td></td><td>pics = new Array('1.jpg', '2.jpg', '3.jpg');</td><td></td></tr><tr><td></td><td>count = 0;</td><td>(Any other</td></tr><tr><td></td><td>function slideshow(status)</td><td>example can</td></tr><tr><td></td><td>{</td><td>be</td></tr><tr><td></td><td>if (document.images)</td><td>considered)</td></tr><tr><td></td><td>{</td><td>constacted)</td></tr><tr><td></td><td>count = count + status;</td><td></td></tr><tr><td></td><td>if (count > (pics.length - 1))</td><td></td></tr><tr><td></td><td>{</td><td></td></tr><tr><td></td><td>count = 0;</td><td></td></tr><tr><td></td><td>}</td><td></td></tr><tr><td></td><td>if (count <math>< 0</math>)</td><td></td></tr><tr><td></td><td>{</td><td></td></tr><tr><td></td><td>count = pics.length - 1;</td><td></td></tr><tr><td></td><td>}</td><td></td></tr><tr><td></td><td>documet.imag1.src = pics[count];</td><td></td></tr><tr><td></td><td>}</td><td></td></tr><tr><td></td><td>}</td><td></td></tr><tr><td></td><td></script>	
	<body></body>	
	<img name="img1" src="1.jpg" width="200"/>	
	<pre> dispg files 200 files ing file</pre>	
	<input onclick="slideshow(1)" type="button" value="Next"/>	
	<input onclick="slideshow(-1)" type="button" value="Back"/>	
d	Explain text rollover with suitable example.	4 M
Ans	You create a rollover for text by using the onmouseover attribute of the $\langle A \rangle$ tag,	Explanation:
	which is the <i>anchor</i> tag. You assign the action to the onmouseover attribute the	2 M
	same way as you do with an <img/> tag.	Program: 2
	Let's start a rollover project that displays a flower titles. Additional information	ั้M
	about a flower can be displayed when the user rolls the mouse cursor over the	
	flower name. In this example, the image of the flower is displayed. However,	(Any other
	you could replace the flower image with an advertisement or another message	example can
	that you want to show about the flower.	be
	······································	considered)
	<html></html>	······································
	<head></head>	



	<body><a <="" href="https://msbte.org.in/" th=""><th></th></a></body>	
	1	
	<head> <title>JavaScript Status Bar</title></head>	program: 4 M
Ans	<html></html>	Correct
	from the link the status bar will display nothing.	
e		4 M
		A N.

	**Jasmine**																									
	"document.cover.src='jasmine.jpg'''>																									
	510																									
	e									---	---	---	---	---	---		width="70" border="0" name="cover"> \*\*Sunflower    "document.cover.src='jasmine.jpg">      "document.cover.src='rose.jpg">      "document.cover.src='rose.jpg">      "document.cover.src='rose.jpg">	<			\*\*					


		MSBTE	
5		Attempt any TWO of the following :	12 M
	a	Write a HTML script which displays 2 radio buttons to the users for fruits	6 M
		and vegetables and 1 option list. When user select fruits radio button option	
		list should present only fruits names to the user & when user select vegetable	
		radio button option list should present only vegetable names to the user.	
	Ans	<html></html>	Correct
		<head></head>	script code:
		<title>HTML Form</title>	4M
		<script language="javascript" type="text/javascript"></th><th>HTML</th></tr><tr><th></th><th></th><th>function updateList(ElementValue)</th><th>code: 2M</th></tr><tr><th></th><th></th><th></th><th></th></tr><tr><th></th><th></th><th>with(document.forms.myform)</th><th></th></tr><tr><th></th><th></th><th>i</math> if(ElementValue == 1)</th><th></th></tr><tr><th></th><th></th><th>{</th><th></th></tr><tr><th></th><th></th><th>optionList[0].text="Mango";</th><th></th></tr><tr><th></th><th></th><th>optionList[0].value=1;</th><th></th></tr><tr><th></th><th></th><th>optionList[1].text="Banana";</th><th></th></tr><tr><th></th><th></th><th>optionList[1].value=2;</th><th></th></tr><tr><th></th><th></th><th>optionList[2].text="Apple";</th><th></th></tr><tr><th></th><th></th><th>optionList[2].value=3;</th><th></th></tr><tr><th></th><th></th><th>}</th><th></th></tr><tr><th></th><th></th><th>if(ElementValue == 2)</th><th></th></tr><tr><th></th><th></th><th>{</th><th></th></tr><tr><th></th><th></th><th>optionList[0].text="Potato";</th><th></th></tr><tr><th></th><th></th><th>optionList[0].value=1;</th><th></th></tr><tr><th></th><th></th><th><pre>optionList[1].text="Cabbage"; optionList[1].value=2;</pre></th><th></th></tr><tr><th></th><th></th><th>optionList[1].value=2; optionList[2].text="Onion";</th><th></th></tr><tr><th></th><th></th><th>-</th><th></th></tr><tr><th></th><th></th><th>optionEnst[2].value=5,</th><th></th></tr><tr><th></th><th></th><th>}</th><th></th></tr><tr><th></th><th></th><th>}</th><th></th></tr><tr><th></th><th></th><th></script>	
		<body></body>	
		<form action="" method="post" name="myform"></form>	
		optionList[2].value=3; }   <body> <form action="" method="post" name="myform"></form></body>	



b Ans	<pre><option value="3">Apple   </option></pre>	6 M Reading cookie with example: 3M
	ends after completing many pages. But how to maintain users' session information across all the web pages. Cookies are a plain text data record of 5 variable-length fields –	Writing cookie with example:
	• <b>Expires</b> – The date the cookie will expire. If this is blank, the cookie will expire when the visitor quits the browser.	3M **Note: Combined of
	• <b>Domain</b> – The domain name of your site.	both code is
	• <b>Path</b> – The path to the directory or web page that set the cookie. This may be blank if you want to retrieve the cookie from any directory or page.	also acceptable
	• Secure – If this field contains the word "secure", then the cookie may only be retrieved with a secure server. If this field is blank, no such restriction exists	
	restriction exists.	
	<ul> <li>Name=Value – Cookies are set and retrieved in the form of key-value pairs</li> </ul>	



JavaScript can also manipulate cookies using the **cookie** property of the **Document** object. JavaScript can read, create, modify, and delete the cookies that apply to the current web page. **Storing Cookies** The simplest way to create a cookie is to assign a string value to the document.cookie object, which looks like this. document.cookie = "key1 = value1;key2 = value2;expires = date"; Here the **expires** attribute is optional. If you provide this attribute with a valid date or time, then the cookie will expire on a given date or time and thereafter, the cookies' value will not be accessible. <html> <head> <script type = "text/javascript"> <!-function WriteCookie() if( document.myform.customer.value == "" ) { alert("Enter some value!"); return; } cookievalue = escape(document.myform.customer.value) + ";"; document.cookie="name=" + cookievalue; document.write ("Setting Cookies : " + "name=" + cookievalue ); } //--> </script> </head> <body> <form name = "myform" action = ""> Enter name: <input type = "text" name = "customer"/> <input type = "button" value = "Set Cookie" onclick = "WriteCookie();"/> </form> </body> </html> **Reading Cookies** Reading a cookie is just as simple as writing one, because the value of the document.cookie object is the cookie. So you can use this string whenever you want to access the cookie. The document.cookie string will keep a list of name=value pairs separated by semicolons, where name is the name of a cookie and value is its string value.



```
You can use strings' split() function to break a string into key and values as
follows:-
      <html>
        <head>
         <script type = "text/javascript">
           <!--
             function ReadCookie()
             {
               var allcookies = document.cookie;
               document.write ("All Cookies : " + allcookies )
               // Get all the cookies pairs in an array
               cookiearray = allcookies.split(';');
               // Now take key value pair out of this array
               for(var i=0; i<cookiearray.length; i++) {
                 name = cookiearray[i].split('=')[0];
                 value = cookiearray[i].split('=')[1];
                 document.write ("Key is : " + name + " and Value is : " + value);
               J
           //-->
         </script>
       </head>
        <body>
         <form name = "myform" action = "">
            click the following button and see the result:
           <input type = "button" value = "Get Cookie"
                                                                    onclick =
         "ReadCookie()"/>
         </form>
```

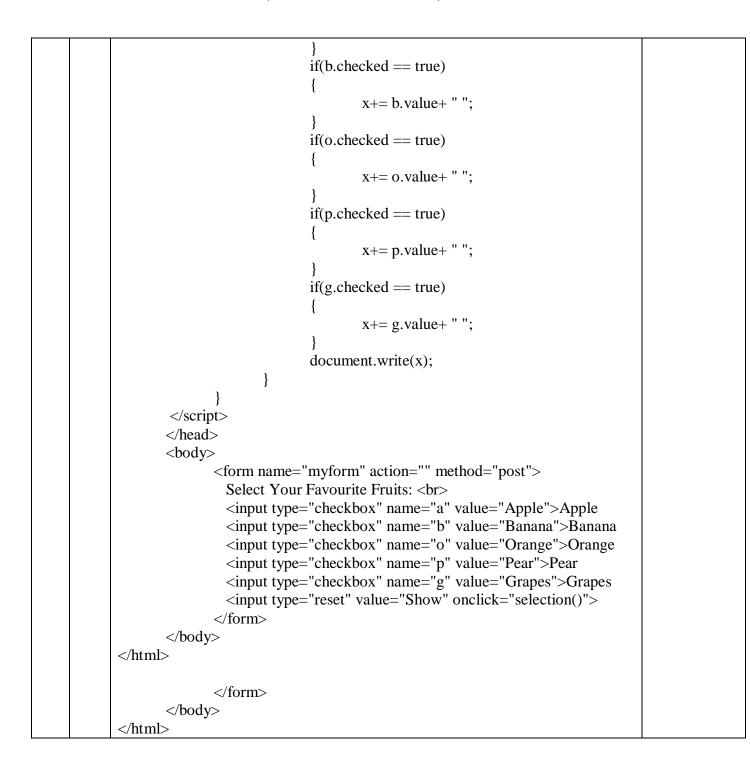


	Write a java script that displays textboxes for accepting name & email ID & a submit button. Write java script code such that when the user clicks on submit button (1) Name Validation (2) Email ID Validation.	6 M
A	ns <html> <head> <title>Form Validation</title> </head> <body></body></html>	Correct Html code: 2M Correct
	<form action="/cgi-bin/test.cgi" name="myForm" onsubmit="&lt;br">"return(validate());"&gt;</form>	Script code: 4M (Any other example can
	Name	be considered)
	EMail <input name="EMail" type="text"/>	
	<input type="submit" value="Submit"/>	
	   <script type="text/javascript"></td><td></td></tr><tr><th></th><td><! // Form validation code will come here. function validate() { if( document.myForm.Name.value == "" ) { alert( "Please provide your name!" );</td><td></td></tr><tr><th></th><td><pre>document.myForm.Name.focus(); return false; } if( document.myForm.EMail.value == "" ) {</pre></td><td></td></tr></tbody></table></script>	



		<pre>alert( "Please provide your Email!" ); document.myForm.EMail.focus() ; return false; } var emailID = document.myForm.EMail.value; atpos = emailID.indexOf("@"); dotpos = emailID.lastIndexOf("."); if (atpos &lt; 1    ( dotpos - atpos &lt; 2 )) { alert("Please enter correct email ID") document.myForm.EMail.focus() ; return false; } //&gt;  Attempt any TWO of the following :</pre>	12 M
6		Attempt any TWO of the following :	
	a	Describe how to evaluate checkbox selection. Explain with suitable example.	6 M
	Ans	<ul> <li>Evaluating Checkbox Selection:</li> <li>A checkbox is created by using the input element with the type="checkbox" attribute-value pair.</li> <li>A checkbox in a form has only two states(checked or un-checked) and is independent of the state of other checkboxes in the form. Check boxes can be grouped together under a common name.</li> <li>You can write javascript function that evaluates whether or not a check box was selected and then processes the result according to the needs of your application.</li> <li>Following example make use of five checkboxes to provide five options to the user regarding fruit.</li> <li><html> </html></li> <li><html> </html> </li> <li><html> </html></li> <li><html> </html> </li> <li><html> </html></li> <li><html> </html> </li> <li><html> </html> </li></ul>	Correct Explanation : 3M & Correct Example:3M (Any other example can be considered)







b	Write a script for creating following frame structure	6 M
	FRAME 1-Start Start	
	FRAME 2 FRAME 3	
	• FRUITS	
	the second data in many and such	
	• FLOWERS	
	• CITIES and and in advi	
	FRUITS, FLOWERS AND CITIES are links to the webpage fruits.html,	
	flowers.html, cities.html respectively. When these links are clicked	
•	corresponding data appears in FRAME 3.	<b>F</b> (
Ans	<html> <head></head></html>	Frame part: 2M for each
	<title>Frame Demo</title>	2NI IOF each
	<body></body>	
	FRAME 1	
	FRAME 2	
	<pre>FKAME 2 <ul></ul></pre>	
	<ur><li><li><li><li></li></li></li></li></ur>	
	<pre><a href="fruits.html" target="mainframe">FRUITS</a></pre>	
	<li><li></li></li>	
	<a href="flowers.html" target="mainframe">FLOWERS</a>	
	<li><li><li></li></li></li>	
	<a href="cities.html" target="mainframe">CITIES</a>	
	</th <th></th>	
	<pre><iframe name="mainframe"></iframe></pre>	



c	Write a javascript to create a pull-down menu with three options [Google, MSBTE, Yahoo] once the user will select one of the options then user will be redirected to that site.	6 M
Ans	<html></html>	pull-down
	<head></head>	menu code:
	<title>HTML Form</title>	2M each
	<script language="javascript" type="text/javascript"></td><td></td></tr><tr><td></td><td>function getPage(choice)</td><td></td></tr><tr><td></td><td>{</td><td></td></tr><tr><td></td><td>page=choice.options[choice.selectedIndex].value;</td><td></td></tr><tr><td></td><td>if(page != "")</td><td></td></tr><tr><td></td><td></td><td></td></tr><tr><td></td><td>window.location=page;</td><td></td></tr><tr><td></td><td>}</td><td></td></tr><tr><td></td><td>}</td><td></td></tr><tr><td></td><td></script>	
	<body></body>	
	<form action="" method="post" name="myform"></form>	
	Select Your Favourite Website:	
	<pre><select name="MenuChoice" onchange="getPage(this)"></select></pre>	
	<pre><pre><pre><pre><pre><pre><pre><pre></pre></pre></pre></pre></pre></pre></pre></pre>	
	value="https://www.google.com">Google	
	<pre></pre> <pre></pre> <pre></pre>	
	value="https://www.msbte.org.in">MSBTE	
	<pre></pre>	
	value="https://www.yahoo.com">Yahoo	
	<pre>//www.yanoo.com &gt;1anoo</pre> //pron>	