

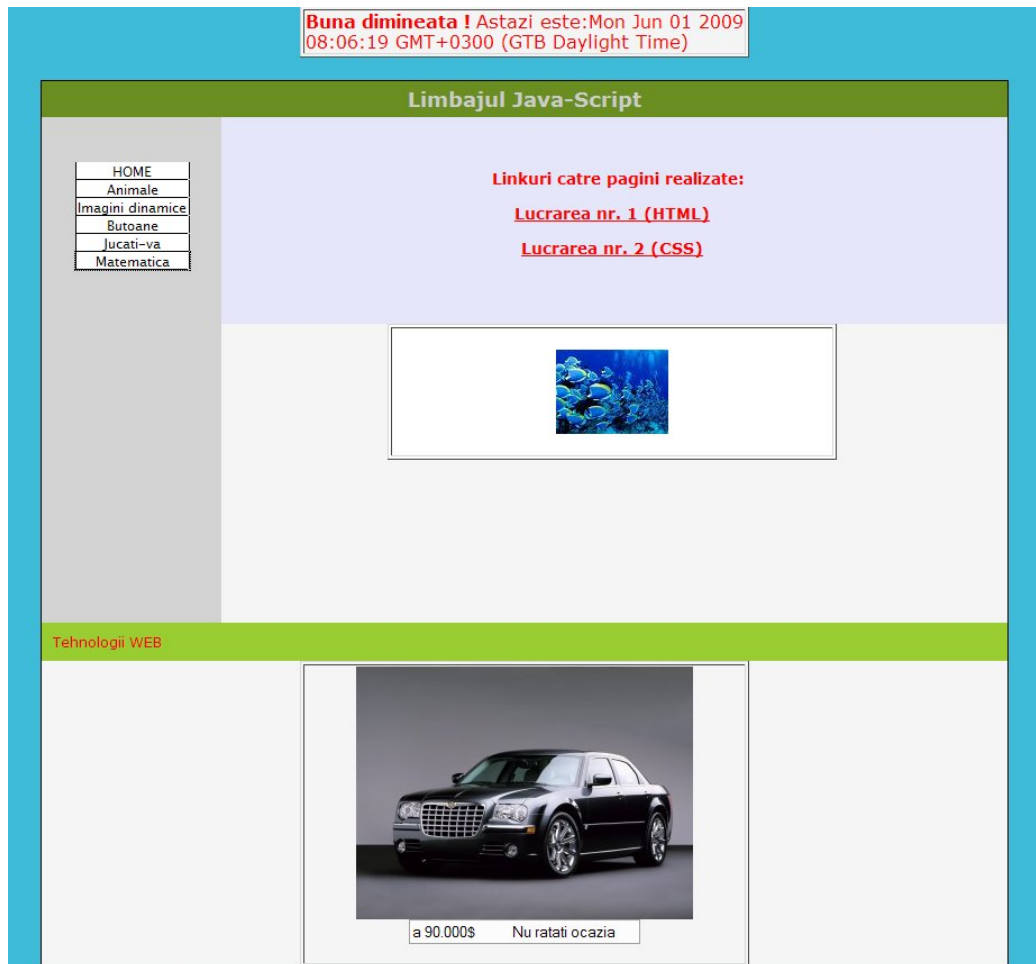
Lucrarea nr. 3

Aceasta aplicatie contine un meniu creat cu css si elemente de java script.

Pagina principala:

Ca elemente de noutate am introdus: efectul de lupa pentru prima poza si imaginea cu text dynamic pentru cea de-a doua poza.

Am mai introdus afisarea unui salut in functie de ce ce ora este si am afisat ora, si data.



Modificari aduse :

```
<body>
<center>
<table bgcolor="WhiteSmoke" border =1 width="400"><tr><td>
<script type="text/javascript">
var d = new Date();
```

```

var time = d.getHours();
if (time<10)
{
document.write("<b>Buna dimineata ! </b>");
}
else if (time>=10 && time<16)
{
document.write("<b>Buna ziua ! </b>");
}
else
{
document.write("<b>Buna seara ! </b>");
}
document.write("Astazi este:",Date(),"<br>");
</script>
</td></tr></table></center>
</body>

<div id="continut">
  <div id="antet">
    <h1><strong><center> Limbajul Java-Script</center></strong></h1>
  </div><!-- sfarsit # antet -->
  <div id="meniu">
    <div align="center">

      <ul>
        <li><a href="lucrarea3.html">HOME</a></li>
        <li><a href="tabelcuimagini.html">Animale</a></li>
        <li><a href="imagineirepetitive.html">Imagini dinamice</a></li>
        <li><a href="selectareimagicubutoane.html">Butoane</a></li>
        <li><a href="grafice.html">Jucati-va</a></li>
        <li><a href="patratulnumar.html">Matematica</a></li>
      </ul>
    </div>
    <!-- sfarit #meniu -->
  </div>
  <div id="continut_p">
    <center><h3>
      <br>
      &nbsp;Linkuri catre pagini realizate:<br>
      <p><a href="Prima.html"><strong>Lucrarea nr. 1 (HTML)
</strong></a></p>
      <p><a href="lucrarea2.html"><strong>Lucrarea nr. 2
(CSS)</strong></a></p>
      <br>
    </h3></center><br>
    </div><!-- sfarit # continut_p -->

</body>
<center>

```

```

<table bgcolor="White" border =1 width="400"><tr><td align="center"
valign="center">
<script type="text/javascript">

function afis4_1(){
    document.imag4.src="im1.jpg"
}
function afis4_2(){
    document.imag4.src="im1_m.jpg"
}
</script>
<br>
<img name="imag4".src=im1_m.jpg" alt="[Schimbare rezolutie]"
onmouseover="afis4_1()"
onmouseout="afis4_2()" />
<script>document.imag4.src="im1_m.jpg"</script>
<br><br>
</td></tr></table></center>
</body>
<br class="clearfloat" />

```

```

<div id="zona_jos">
    <p> Tehnologii WEB </p>
<!-- sfarit #zona_jos --></div>

```

```

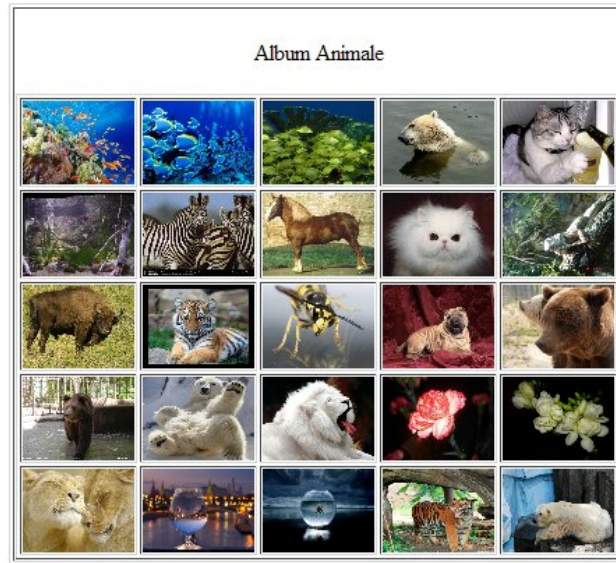
<body>
<center>
<table bgcolor="WhiteSmoke" border =1 width="400"><tr><td>
<center>
<script type="text/javascript">
var msg="    Comparati acest chrysler    "
+"    Pret incepand de la 90.000$    "
+"    Nu ratati ocazia    "
var banTime1;
function mesaj_dinamic(){
    msg=msg.substring(1,msg.length)+msg.substring(0,1);
    document.loc_mesaj.mesaj.value=msg;
    banTime1=setTimeout("mesaj_dinamic()",100);
}
</script>

<center>
<FORM NAME="loc_mesaj">
<INPUT TYPE="text" NAME="mesaj" SIZE=30 ></FORM>
</center>
</center>
</td></tr></table></center>
</body>

```

Meniul “Animale” :

Am creat un tablou cu poze.



Codul sursa al acestei pagini este:

```
<html>
<body>
<center>
<table bgcolor="White" border =1 width="400"><tr><td>
<center>
<br> Album Animale <br><br>
<script type="text/javascript">
document.write("<table border=1>");
var i=1,j=1,k=0;
do {
  i=1;
  document.write("<tr>");
  do {
    document.write("<td><img src='im"+k+"'.jpg' width='80' height='60'></td>");
    i+=1;
    k+=1;
  } while (i<=5);
  j+=1;
  document.writeln("</tr>");
```

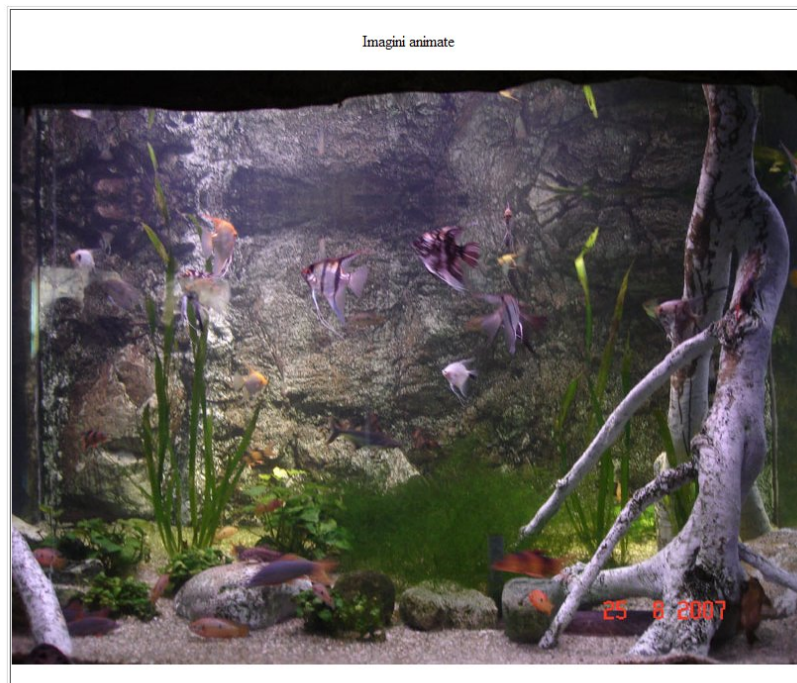
```

}while (j<=5);
document.writeln("</table>")
</script>
</center>
</td></tr></table></center>
</body>
</html>

```

Meniul “Imagini dinamice”

Am introdus efectul de imagine dinamica la tinerea mousului deasupra pozei .



Codul sursa este :

```

<html>
<body>
<center>
<table bgcolor="White" border =1 width="400"><tr><td align="center"
valign="center">
<script type="text/javascript">
dly = 800;
i_nr = 1;

imgn = new Array();
for(i = 0; i < 11; i++) {
imgn[i] = new Image();

```

```

imgn[i].src = "im" + i + ".jpg";
}
function anm() {
    document.im_anm.src = imgn[i_nr].src
    i_nr++;
    if(i_nr > 10) {
        i_nr = 0;
    }
}
</script>
<br>Imagini animate<br><br>

<br><br>
</td></tr></table></center>
</body>
</html>

```

Meniul “Butoane”

Am introdus sapte butoane . La apasarea oricarui buton se va schimba poza .



Codul sursa este :

```

<html>
<body>
<center>

```

```

<table bgcolor="White" border =1 width="400"><tr><td align="center"
valign="center">
<script type="text/javascript">

function afis0(){
    document.imag.src="im0.jpg"
}
function afis1(){
    document.imag.src="im1.jpg"
}
function afis2(){
    document.imag.src="im2.jpg"
}
function afis3(){
    document.imag.src="im3.jpg"
}
function afis4(){
    document.imag.src="im4.jpg"
}
function afis5(){
    document.imag.src="im5.jpg"
}
function afis6(){
    document.imag.src="im6.jpg"
}
</script>
<input type="button" value="Imaginea 0:"onClick="afis0()"><br><br>
<input type="button" value="Imaginea 1:"onClick="afis1()"><br><br>
<input type="button" value="Imaginea 2:"onClick="afis2()"><br><br>
<input type="button" value="Imaginea 3:"onClick="afis3()"><br><br>
<input type="button" value="Imaginea 4:"onClick="afis4()"><br><br>
<input type="button" value="Imaginea 5:"onClick="afis5()"><br><br>
<input type="button" value="Imaginea 6:"onClick="afis6()"><br><br>
</td>
<td align="center" valign="center">
<br>
<img name="imag".src=im_i.jpg" alt="[imaginea selectata]">
<script>document.imag.src="im_i.jpg"</script>

<br><br>

</td></tr></table></center>

</body>
</html>

```

Meniul “Jucati-va”

In acest meniu am introdus aplicatia cu grafice .



Grafica realizata in JS

Meniul “Matematica”

Am introdus un calculator .



Codul sursa este :

```
<html>
<body>
<FORM NAME="Calc">
<table bgcolor="White" border =1 width="400"><tr><td align="center"
valign="center">
<TR>
<TD>
<INPUT TYPE="text"  NAME="Input" Size="40">
```

```

<br>
</TD>
</TR>
<TR>
<TD>
<INPUT TYPE="button" NAME="unu"  VALUE=" 1 " OnClick="Calc.Input.value
+= '1'">
<INPUT TYPE="button" NAME="doi"  VALUE=" 2 "
OnClick="Calc.Input.value += '2'">
<INPUT TYPE="button" NAME="trei" VALUE=" 3 " OnClick="Calc.Input.value
+= '3'">
<INPUT TYPE="button" NAME="plus"  VALUE=" + " OnClick="Calc.Input.value
+= ' + '">
<br>
<INPUT TYPE="button" NAME="patru"  VALUE=" 4 "
OnClick="Calc.Input.value += '4'">
<INPUT TYPE="button" NAME="cinci"  VALUE=" 5 "
OnClick="Calc.Input.value += '5'">
<INPUT TYPE="button" NAME="sase"  VALUE=" 6 "
OnClick="Calc.Input.value += '6'">
<INPUT TYPE="button" NAME="minus" VALUE=" - "
OnClick="Calc.Input.value += ' - '">
<br>
<INPUT TYPE="button" NAME="sapte" VALUE=" 7 " OnClick="Calc.Input.value
+= '7'">
<INPUT TYPE="button" NAME="opt"  VALUE=" 8 " OnClick="Calc.Input.value
+= '8'">
<INPUT TYPE="button" NAME="noua"  VALUE=" 9 "
OnClick="Calc.Input.value += '9'">
<INPUT TYPE="button" NAME="inmultit" VALUE=" x "
OnClick="Calc.Input.value += ' * '">
<br>
<INPUT TYPE="button" NAME="clear" VALUE=" c " OnClick="Calc.Input.value
= '">
<INPUT TYPE="button" NAME="zero"  VALUE=" 0 " OnClick="Calc.Input.value
+= '0'">
<INPUT TYPE="button" NAME="DoIt"  VALUE=" = "
OnClick="Calc.Input.value = eval(Calc.Input.value)">
<INPUT TYPE="button" NAME="div"  VALUE=" / " OnClick="Calc.Input.value
+= ' / '">
<br>
</TD>
</TR>
</TABLE>
</FORM>
</a></font></p>
</table>
</body>
</html>

```