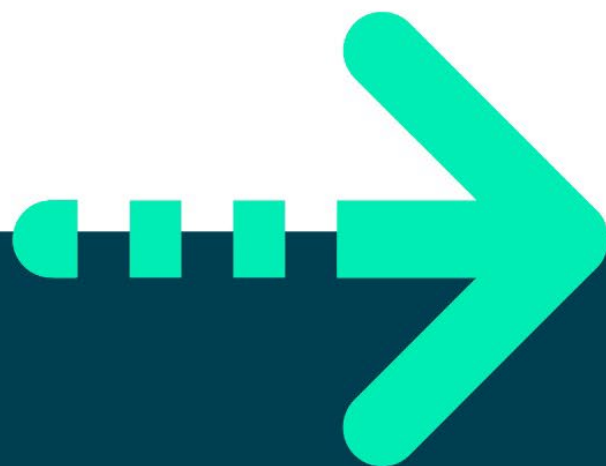




# JAVASCRIPT





# Making decisions

## Objectives

In this exercise you use **If** statements to make decisions in code.

## Reference material

This exercise is based on material from the **Making Decisions** chapter.

## Overview

- In this exercise you will experiment with If statements and variables.

## Estimated duration

The estimated duration for this lab is 15 minutes.

## Completed solution

There is a completed solution for this lab.

## Step by step instructions

1. Open the JavaScript file that you created in previous chapter and the HTML page that refers to it.
2. Use the example given on the slides to ask your users if they 'would like to save?'
3. Display a suitable message in each case.
4. Run to test your code.

## When you have time

5. Change you code so that if the user says they do **not** want to save, they are further prompted: **Are you sure?**
6. Display a suitable message in each case.  
Hint: you will need to use nested ifs.

