

Week 1 – Home Assignment 22nd June 2025 and 23rd June 2025

```
JS OddOrEven.js > ...
1 //Home Assignment: Odd or Even
2 // 1. Create a function named isOddOrEven that takes a number as a parameter
3 function isOddOrEven(number)
4 {
5 // 2. Use a conditional statement to check if the number is divisible by 2
6   if (number % 2 === 0)
7   {
8     return "Even";
9   } else {
10    return "Odd";
11  }
12 }
13 // 3. Declare and initialize the variable
14 let myNumber = 7;
15
16 // 4. Call the function and print the result
17 let result = isOddOrEven(myNumber);
18 console.log("The number", myNumber, "is", result);
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS

```
PS C:\Playwright-workspace\Playwright-Testleaf\HomeAssignmentWeek1> node OddOrEven.js
The number 7 is Odd
```

JS CheckNumberType.js > ...

```
1 //Home Assignment:Assignment: Number Type
2 // 1. Create a function named checkNumberType that takes a number as a parameter
3 function checkNumberType(number)
4 {
5 // 2. Use conditional statements to categorize the number
6     if (number > 0) {
7         return "Positive";
8     } else if (number < 0) {
9         return "Negative";
10    } else {
11        return "Zero";
12    }
13 }
14 // 3. Declare and initialize the variable
15 let myNumber = -5;
16
17 // 4. Call the function and print the result
18 let result = checkNumberType(myNumber);
19 console.log("The number", myNumber, "is", result);
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS

● PS C:\Playwright-workspace\Playwright-Testleaf\HomeAssignmentWeek1> node CheckNumbertype.js
The number -5 is Negative

JS ConditionalStatements.js > ...

```
1 //Home Assignment: Conditional Statements // a) launchBrowser function using if-else
2 function launchBrowser(browserName) {
3     if (browserName.toLowerCase() === "chrome") {
4         console.log("Launching Chrome browser...");
5     } else {
6         console.log(`Browser "${browserName}" is not supported. Launching default browser...`);
7     }
8 }
9 // b) runTests function using switch
10 function runTests(testType) {
11     switch (testType.toLowerCase())
12     {
13         case "smoke":
14             console.log("Running Smoke Tests...");
15             break;
16         case "sanity":
17             console.log("Running Sanity Tests...");
18             break;
19         case "regression":
20             console.log("Running Regression Tests...");
21             break;
22         default:
23             console.log("Unknown test type. Running Smoke Tests by default...");
24             break;
25     }
26 }
27 // c) Calling the functions
28 let browser = "Chrome";
29 let test = "sanity";
30 launchBrowser(browser);
31 runTests(test);
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS

```
PS C:\Playwright-workspace\Playwright-Testleaf\HomeAssignmentWeek1> node ConditionalStatements.js
Launching Chrome browser...
Running Sanity Tests...
```

JS GradeCalculation.js > ...

```
1 //Home Assignment: Grade Calculation
2 // 1. Create a function that takes a student's score as a parameter
3 function getGrade(score) {
4 // 2. Use switch with 'true' to evaluate ranges
5     switch (true) {
6         case (score >= 90 && score <= 100):
7             return "A";
8         case (score >= 80 && score < 90):
9             return "B";
10        case (score >= 70 && score < 80):
11            return "C";
12        case (score >= 60 && score < 70):
13            return "D";
14        case (score >= 0 && score < 60):
15            return "F";
16        default:
17            return "Invalid score";
18    }
19 }
20 // 3. Declare and initialize the variable
21 let studentScore = 85;
22
23 // 4. Call the function and print the result
24 let grade = getGrade(studentScore);
25 console.log(`The student's score is ${studentScore}, and the grade is: ${grade}`);
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS

PS C:\Playwright-workspace\Playwright-Testleaf\HomeAssignmentWeek1> node GradeCalculation.js
The student's score is 85, and the grade is: B