1.

<!DOCTYPE html>  
<html>  
<body>  
<script>  
alert( “I’m JavaScript!”);  
</script>  
Whats the error in this ?  
</body>  
</html>

2.

let admin=9, fname=10.5;   
fname = "Guvi";  
lname = "geek"  
admin = fname+lname;alert( admin ); // "Guvi geek"

3.

let fname=10.5;   
fname = "Guvi";  
lname = "geek"let name = fname+lname;alert( 'hello ${name}' );

4.

let a = prompt("First number?");  
let b = prompt("Second number?");  
alert(a + b);

5.

let a = prompt("First number?");  
let b = prompt("Second number?");  
alert(a + b);

6.

var a = "2" > "12";//Don't touch below this  
if (a) {  
 console.log("Code is Blasted")  
}  
else  
{  
 console.log("Diffused")   
}

7.

let a = prompt("Enter a number?");//Don't modify any code below thisif (a) {  
 console.log( 'OMG it works for any number inc 0' );  
}  
else  
{  
 console.log( "Success" );  
}

8.

let value = prompt('How many runs you scored in this ball');  
if (value === 4) {  
console.log("You hit a Four");  
} else if (value === 6) {  
console.log("You hit a Six");  
} else {  
console.log("I couldn't figure out");  
}

9.

let login = 'Employee';  
let message = (login == 'Employee') ? :  
 (login == 'Director') ? 'Greetings' :  
 (login == '') ? 'No login' :  
 '';console.log(message);

10.

// You cant change the value of the msg  
let message;if (null || 2 || undefined )  
{  
 let message = "welcome boss";  
}  
else  
{  
 let message = "Go away";  
}  
 console.log(message);

11.

let message;  
let lock = 2;//Dont change any code below this if (null || lock || undefined )  
{  
 message = "Go away";  
}  
else  
{  
 message = "welcome";  
}  
 console.log(message);

12.

//You can change only 2 characterslet i = 3;while (i--) {  
 console.log( i );  
}

13.

let num = 1  
console.log(num)  
num += 1  
console.log(num)  
num += 1  
console.log(num)  
num += 1  
console.log(num)

14.

//You are allowed to modify only one character for (let num = 2; num <= 20; num += 2) {  
 console.log(num)  
}

15.

let gifts = ["teddy bear", "drone", "doll"];for (let i = 0; i < 3; i++) {  
 console.log('Wrapped ${'gifts[i]'} and added a bow!');  
}

16.

let countdown = 100;while (countdown > 0) {  
 countdown++;  
 if(countdown == 0)  
 {  
 console.log("bomb triggered");  
 }  
}

17.

var lemein = “0”;  
var lemeout = 0;  
var msg = “”;if (lemein) {  
 msg += “hi”;  
 }if (lemeout) {  
 msg += ‘Hello’;  
}console.log(msg);

hi hello

18.

var lemein = “0”;  
var lemeout = 0;  
var msg = “”;if (lemein) {  
 msg += “hi”;  
 }if (lemeout) {  
 msg += ‘Hello’;  
}console.log(msg);