

Assignment 1:

Building a quiz app using JavaScript with arrays, loops, and conditional statements will help them practice fundamental programming concepts. Here's an outline of how you can approach the assignment:

1. Define the Quiz Questions:

- Create an array to store the quiz questions. Each question can be represented as an variables with properties such as question text, options, and the correct answer.

2. Display Questions:

- Use a loop to iterate through the quiz questions array.
- Inside the loop, display each question along with its options.
- Prompt the user for their answer using the `prompt` function or by creating a simple HTML interface.

3. Check User's Answer:

- Use conditional statements (if-else) to compare the user's answer with the correct answer for each question.
- Keep track of the number of correct answers using a counter variable.

4. Calculate and Display Results:

- After looping through all the questions, calculate the user's score based on the number of correct answers.
- Display the score to the user.

Assignment 2: Generate Tables According to User Prompt

. Write a JavaScript program that prompts the user to enter a number and generates the multiplication table for that number. The program should display the multiplication table from 1 to 10

Assignment 3: Generate Tables Based on User Input

Write a JavaScript program that simulates a user interacting with a table ordering system. The program should prompt the user to enter a table number and generate multiplication tables for that table number and all tables up to 2.

Happy Coding!

