JavaScript Essentials

Assignments

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RECORD OF CHANGES

No	Effective Date	Change Description	Reason	Reviewer	Approver
1	25/Jun/2018	Create a new Lab	Create new	DieuNT1	VinhNV
2	01/May/2019	Update Fsoft Template	Update	DieuNT1	VinhNV

Contents

FRESHER ACADEMY	**CODE:**	**JS-E.M.A701**
	TYPE:	**Medium**
	LOC:	**N/A**
	DURATION:	**60 MINUTES**

Unit 7 – Conditionals

Objectives:

✓ Able to make decisions in your code

Project Structure

- A project called **JS-E.M.A701** (this will be your root folder) is provided to you
- Put your work for each problem in corresponding folder inside root folder

Problem 1:

In this task you are provided with two variables:

- season — contains a string that says what the current season is.

- response — begins uninitialized, but is later used to store a response that will be printed to the output panel.

We want you to create a conditional that checks whether season contains the string "summer", and if so assigns a string to response that gives the user an appropriate message about the season. If not, it should assign a generic string to response that tells the user we don't know what season it is.

To finish off, you should then add another test that checks whether season contains the string "winter", and again assigns an appropriate string to response.

Try updating the code in corresponding folder to recreate the expected output below:

It's probably nice and warm where you are; enjoy the sun!

Problem 2:

For this task you are given three variables:

- **machineActive** — contains an indicator of whether the answer machine is switched on or not (true/false)

- **score** — Contains your score in an imaginary game. This score is fed into the answer machine, which provides a response to indicate how well you did.

- **response** — begins uninitialized, but is later used to store a reponse that will be printed to the output panel.

You need to create an if...else structure that checks whether the machine is switched on and puts a message into the response variable if it isn't, telling the user to switch the machine on.

Inside the first, you need to nest an if...else if...else that puts appropriate messages into the response variable depending on what the value of score is — if the machine is turned on. The different conditional tests (and resulting responses) are as follows:

- Score of less than 0 or more than 100 — "This is not possible, an error has occurred."

- Score of 0 to 19 — "That was a terrible score — total fail!"
- Score of 20 to 39 — "You know some things, but it's a pretty bad score. Needs improvement."
- Score of 40 to 69 — "You did a passable job, not bad!"
- Score of 70 to 89 — "That\'s a great score, you really know your stuff."
- Score of 90 to 100 — "What an amazing score! Did you cheat? Are you for real?"

Try updating the code in corresponding folder to recreate the expected output below:

Your score is 75

The machine is turned off. Turn it on to process your score.

Your score is 75.

That's a great score, you really know your stuff.

Problem 3:

In this task you need to take the code you wrote for the second task, and rewrite the inner if...else if...else to use a switch statement instead.

Problem 4:

For the final task you are given four variables:

- machineActive — contains an indicator of whether the login machine is switched on or not (true/false).
- pwd — Contains the user's login password.
- machineResult — begins uninitialized, but is later used to store a reponse that will be printed to the output panel, letting the user know whether the machine is switched on.
- pwdResult — begins uninitialized, but is later used to store a reponse that will be printed to the output panel, letting the user know whether their login attempt was succcessful.

We'd like you to create an if...else structure that checks whether the machine is switched on and puts a message into the machineResult variable telling the user whether it is on of off.

If the machine is on, we also want a second conditional to run that checks whether the pwd is equal to cheese. If so, it should assign a string to pwdResult telling the user they logged in successfully. If not, it should assign a different string to pwdResult telling the user their login attempt was not successful. We'd like you to do this in a single line, using something that isn't an if ... else structure.

Try updating the code in corresponding folder to recreate the expected output below:

Machine is active. Trying login.

Login successful.

-- THE END --