



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

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CODE:	JS-E.M.A901
TYPE:	Medium
LOC:	N/A
DURATION:	60 MINUTES

Unit 9 – Functions

Objectives:

- ✓ Understand function feature of JavaScript and able to create your own function that solve common problem

Project Structure

- A project called **JS-E.M.A901** (this will be your root folder) is provided to you
- Put your work for each problem in corresponding folder inside root folder

Problem 1:

For the first task, you have to create a simple function — `chooseName()` — that prints a random name from the provided array (names) to the provided paragraph (para), and then run it once.

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

Anne

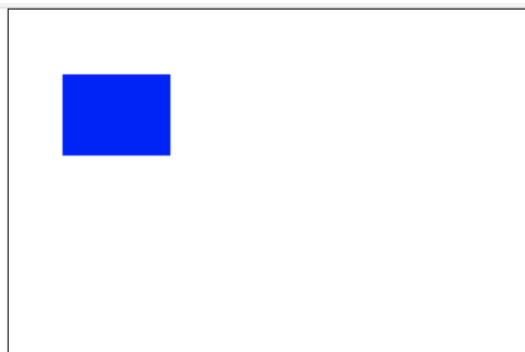
Problem 2:

For our second functions-related task, you need to create a function that draws a rectangle on the provided `<canvas>` (reference variable `canvas`, context available in `ctx`), based on the five provided input variables:

- `x` — the x coordinate of the rectangle.
- `y` — the y coordinate of the rectangle.
- `width` — the width of the rectangle.
- `height` — the height of the rectangle.
- `color` — the color of the rectangle.

You'll want to clear the canvas before drawing, so that when the code is updated in the case of the live version, you don't get lots of rectangles drawn on top of one another.

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



Problem 3:

In this task, you return to the problem posed in Problem 1, with the aim of improving it. The three improvements we want you to make are:

1. Refactor the code that generates the random number into a separate function called **random()**, which takes as parameters two generic bounds that the random number should be between, and returns the result.
2. Update the **chooseName()** function so that it makes use of the random number function, takes the array to choose from as a parameter (making it more flexible), and returns the result.
3. Print the returned result into the paragraph (para)'s **textContent**.

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

Bert

-- THE END --