158.258 Web Development

JavaScript

Exercise 1

Create a new HTML page. Add a script element to the body of the page. Use JavaScript 'document.write' statements to add a heading and a paragraph of text to the document.

Exercise 2

Using a web search, find the properties and methods of the 'navigator' object. Write a script that demonstrates one of these properties or methods.

Exercise 3

Create an external JavaScript file called 'randominteger.js'. In this file, create a function called 'randomInt' that generates a random integer between 1 and 10. Call the function from a script element in an HTML page.

Exercise 4

Add another function called 'randomRange' to your 'randominteger.js' file. This function should take two parameters, representing the upper and lower bounds of a range of random numbers. Implement the function so that it will generate a number in the specified range. Call the function from a script element in an HTML page.