ICT Assignment

Task 1: Variables and Data Types

1. Declare a variable to store your name and log it to the console.

2. Declare a variable to store your age and log it to the console.

```
ictlab > javas > JS task1.js > ...
    1    let name = "Jawad ali"
    2    console.log(name);
    3    let age = "18"
    4    console.log(age);
```

PROBLEMS   OUTPUT   DEBUG CONSOLE   TERMINAL   SEARCH ERROR   SQL HISTORY

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```
PS C:\UNI ASSIGNMENT\ictlab\javas> node task1.js
Jawad ali
18
PS C:\UNI ASSIGNMENT\ictlab\javas>
```

Task 2: Basic Arithmetic

1. Create two variables for numbers and perform addition, subtraction, multiplication, and

division. Log the results to the console.

```
ictlab > javas > JS task2.js > ...
1    let num1 = 10;
2    let num2 = 5;
3
4    let sum = num1 + num2;
5    let difference = num1 - num2;
6    let product = num1 * num2;
7    let quotient = num1 / num2;
8
9    console.log("Sum: " + sum);
10   console.log("Difference: " + difference);
11   console.log("Product: " + product);
12   console.log("Quotient: " + quotient);
13
```

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```
PS C:\UNI ASSIGNMENT\ictlab\javas> node task1.js
Jawad ali
18
PS C:\UNI ASSIGNMENT\ictlab\javas> node task2.js
Sum: 15
Difference: 5
Product: 50
Quotient: 2
```

Task 3: Conditional Statements

1. Write a function that takes a number as an argument and logs whether it is even or odd.

```
ictlab > javas > JS task3.js > ...
  1    function checkEvenOdd(number) {
  2        if (number % 2 === 0) {
  3            console.log(number + " is even");
  4        } else {
  5            console.log(number + " is odd");
  6        }
  7    }
  8
  9    checkEvenOdd(7);   // Example: 7 is odd
```

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```
PS C:\UNI ASSIGNMENT\ictlab\javas> node task3.js
7 is odd
PS C:\UNI ASSIGNMENT\ictlab\javas>
```

Task 4: Arrays

1. Create an array of fruits and log the first and last fruit in the array.

```
ictlab > javas > JS task4.js > ...
1    let fruits = ["Apple", "Banana", "Mango", "Orange", "Pineapple"];
2
3    console.log("First fruit: " + fruits[0]);
4    console.log("Last fruit: " + fruits[fruits.length - 1]);
5
```

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```
PS C:\UNI ASSIGNMENT\ictlab\javas> node task4.js
First fruit: Apple
Last fruit: Pineapple
```

Task 5: Loops

1. Write a loop that counts from 1 to 10 and logs each number to the console.

2. Modify the loop to log only even numbers between 1 and 10.

```
ictlab > javas > JS task5.js > ...
1    for (let i = 1; i <= 10; i++) {
2        if(i % 2 == 0)
3        {
4            console.log(i);
5        }
6    }
```

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```
PS C:\UNI ASSIGNMENT\ictlab\javas> node task5.js
2
4
6
8
10
```

```
ictlab > javas > JS task5.js > ...
1    for (let i = 1; i <= 10; i++) {
2        console.log(i);
3    }
```

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```
PS C:\UNI ASSIGNMENT\ictlab\javas> node task5.js
1
2
3
4
5
6
7
8
9
10
```

Task 6: Functions

1. Write a function that takes two numbers as arguments and returns their sum.

2. Write another function that takes a string and returns its length.

```js
ictlab > javas > JS task6.js > ...
1    function stringLength(str) {
2        return str.length;
3    }
4
5    console.log(stringLength("Hello World"));
6
```

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```
PS C:\UNI ASSIGNMENT\ictlab\javas> node task6.js
11
```

```js
ictlab > javas > JS task6.js > ...
1    function addNumbers(a, b) {
2        return a + b;
3    }
4
5    console.log(addNumbers(10, 20));
6
```

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```
PS C:\UNI ASSIGNMENT\ictlab\javas> node task6.js
30
```

Task 7: Objects

1. Create an object to represent a car, with properties for make, model, and year. Log the

entire object to the console.

```
ictlab > javas > JS task7.js > ...
1    let car = {
2        make: "Toyota",
3        model: "Corolla",
4        year: 2020
5    };
6
```

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```
PS C:\UNI ASSIGNMENT\ictlab\javas> node task7.js
{ make: 'Toyota', model: 'Corolla', year: 2020 }
```

Task 8:

Create a webpage that prompts the user for their name and displays an alert with a greeting.

```
ictlab > javas > <> task8.html > ...
1   <!DOCTYPE html>
2   <html lang="en">
3   <head>
4       <meta charset="UTF-8">
5       <meta name="viewport" content="width=device-width, initial-scale=1.0">
6       <title>Task 8</title>
7   </head>
8   <body>
9       <script>
10          let userName = prompt("Please enter your name:");
11          alert("Hello " + userName + "!");
12      </script>
13  </body>
14  </html>
```

Task 9:

Create a webpage that prompts the user for their name and age, then displays an alert with a personalized message indicating whether they are an adult or a minor.

```
ictlab > javas > <> task9.html > ⊘ html > ⊘ body > ⊘ script
1    <!DOCTYPE html>
2    <html lang="en">
3    <head>
4        <meta charset="UTF-8">
5        <meta name="viewport" content="width=device-width, initial-scale=1.0">
6        <title>Task 9</title>
7    </head>
8    <body>
9        <script>
10           let userName = prompt("Please enter your name:");
11           let userAge = prompt("Please enter your age:");
12
13           if (userAge >= 18) {
14               alert("Hello " + userName + ", you are an adult.");
15           } else {
16               alert("Hello " + userName + ", you are a minor.");
17           }
18       </script>
19   </body>
20   </html>
```

Task 10:

Create a webpage that prompts the user for their feedback on a product and displays an alert

with their feedback. Display an alert that says, "Thank you for your feedback: [feedback]."

ictlab > javas > <> task10.html > ...

```
1   <!DOCTYPE html>
2   <html lang="en">
3   <head>
4       <meta charset="UTF-8">
5       <meta name="viewport" content="width=device-width, initial-scale=1.0">
6       <title>Task 10</title>
7   </head>
8   <body>
9       <script>
10          let feedback = prompt("Please provide your feedback on the product:");
11          alert("Thank you for your feedback: " + feedback);
12      </script>
13  </body>
14  </html>
15
```