

Chapters 1-60 Homework

Chapter 1

1. alert
2. ;
3. ()
4. statement
5. alert("Hello!");
6. alert("Thanks for everything!");
7. alert("Boo!");
8. alert
9. ");
10. alert("Hi");
11. ("");
12. alert("Hello world!");
13. alert
14. ");
15. alert("Hi");
16. ("");
17. alert("Hello!");
18. alert("Jeff Palmieri");
19. alert("Hello!");
20. alert("wowsers");

Chapter 2

1. variable
2. string
3. var

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```
4. declared
5. var punchline = "The accountant.";
6. var nickname = "Satchmo";
7. var teamName;
8. var lakeName = "Huron";
9. var lastName;
10. cruiseLine = "Carnival";
11. bestMan = "Tom";
12. var city;
    city = "Boston";
13. var lakeName = "Huron";
14. var lastName;
15. cruiseLine = "Carnival";
16. bestMan = "Tom";
17. var city;
    city = "Boston";
18. var friend = "Logan";
    friend = "Thomas";
19. var alertMessage = "Why are you here";
    alert(alertMessage);
20. var saying = "wowsers";
    alert(saying);
```

Chapter 3

1. number
2. string
3. math
4. 110

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5. var niceBigNumber = 1000000;

6. var numberAsString = "3";

7. caseQty = 144;

8. var topScore = 100;

9. var total = cost + profit;

10. var num = 9;

11. var sum = 1 + 1;

12.

var total;

total = 1 + 1;

13. var topScore = 100;

14. var total = cost + profit;

15. var num = 9;

16. var sum = 1 + 1;

17.

var total;

total = 1 + 1;

18.

var friends = 30;

friends = friends + 10;

19.

var wowsers = 195;

alert(wowsers);

20.

var num = 7;

num = num + num;

alert(num);

Chapter 4

Jeff Palmieri

```
1.  
2. %  
3. var nameOfBand;  
4. var $_  
5. var averageHumanIntelligence;  
6. var firstLegalChar = "1";  
7. var booHoo;  
8. var topScore = 100;  
9. var total = cost + profit;  
10. var _9w;  
11. boogieWoogie = woogieBoogie;  
12. var jeffPalmieri;  
13. var $_  
14. var topScore = 100;  
15. var total = cost + profit;  
16. var _9w;  
17. boogieWoogie = woogieBoogie;  
18. var jeffPalmieri;  
19.  
var jeffPalmieri  
jeffPalmieri = "Jeff Palmieri";  
alert(jeffPalmieri);  
20.  
var a_1;  
a_1 = "$";  
alert(a_1);
```

Chapter 5

1. +-* /
2. modulus
3. %
4. 2
5. var costPerItem = totalCost / numberOfItems;
6. var largeNum = 1000 * 2000;
7. var num = 9 / qty;
8. var doubledNum = 12 + 12;
9. profit = price - cost;
10. alert(price * qty);
11. var leftOver = 10 % 3;
12. leftOver = num % 3;
13. +-* /%
14. var doubledNum = 12 + 12;
15. profit = price - cost;
16. alert(price * qty);
17. var leftOver = 10 % 3;
18. leftOver = num % 3;
19. alert(2 * 2);
- 20.

var firstNum = 2;

var secondNum = 3;

alert(firstNum - secondNum);

Chapter 6

1. x++;
2. x--;

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3. 50

4. 49

5. var newNum = num++;

6. var newNum = ++num;

7. var newNum = num--;

8. x--;

9. x = x + 1;

10. var newNum = --num;

11. var newNum = num++;

12.

num++;

alert(num);

13. x++;

14. x--;

15. x = x + 1;

16. var newNum = --num;

17. var newNum = num++;

18.

num++;

alert(num);

19.

var num = 10;

num++;

alert(num);

20.

var num = 10;

var newNum = ++num;

alert(newNum);

Chapter 7

1. 14

2. 24

3. 24

4. 18

5. `var num = (10 + 2) * 4;`

6. `var num = 10 + (2 * 4);`

7. `var cost = (2 + 2) * (4 + 10);`

8. `var units = 2 + (2 * 4) + 10;`

9. `var pressure = 4 / (2 * 4);`

10. `var pressure = (4 / 2) * 4;`

11. `cost = (foodCost + laborCost) * multiplier;`

12. `var x = (4 / (2 * 4)) - 1;`

13. `var x = (2 + 1) * 3;`

14. `var units = 2 + (2 * 4) + 10;`

15. `var pressure = 4 / (2 * 4);`

16. `var pressure = (4 / 2) * 4;`

17. `cost = (foodCost + laborCost) * multiplier;`

18. `var x = (4 / (2 * 4)) - 1;`

19.

`var num = 10 * (9 + 4);`

`alert(num);`

20.

`var num1 = 12;`

`var num2 = 7;`

`var num3 = 150;`

`alert((num1 / num2) * num3);`

Chapter 8

1. "22"

2. concatenation

3. "Hello,Dolly"

4. 333

5. var saying = "upsy-" + "daisy";

6. var scribe = "William " + "Shakespeare";

7. alert("Woo " + "hoo");

8. var expression = "Oh " + "yeah";

9. var combo = firstPart + secondPart;

10. alert("Hi, " + userName);

11. cost = "The cost: " + 59.80;

12.

var firstPart = "Hello, ";

var secondPart = "Dolly!";

var show = firstPart + secondPart;

13. "Hello,Dolly"

14. var combo = firstPart + secondPart;

15. alert("Hi, " + userName);

16. cost = "The cost: " + 59.80;

17. var scribe = "William " + "Shakespeare";

18.

var firstPart = "Hello, ";

var secondPart = "Dolly!";

var show = firstPart + secondPart;

19.

var j1 = "wowsers ";

alert(j1 + "john");

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20.

```
var greeting = "wowsers ";
```

```
var name = "john";
```

```
var wholeThing = j1 + j2;
```

```
alert(wholeThing);
```

Chapter 9

1. prompt

2. alert

3. variable

4. bestGuess

5. var home = prompt("Your planet?", "Mars");

6. var firstName = prompt("Enter first name");

7. var country = prompt("Country?", "China");

8. var parrotName = prompt("Enter name of parrot");

9. var name = prompt("Enter parrot name", "Polly");

10. var response = prompt(question);

11. var response = prompt(question, defAnsw);

12.

```
var question = "Name of parrot?";
```

```
var defaultAnswer = "Polly";
```

```
var pName = prompt(question, defaultAnswer);
```

13. var sex = prompt(askGender);

14. var parrotName = prompt("Enter name of parrot");

15. var name = prompt("Enter parrot name", "Polly");

16. var response = prompt(question);

17. var response = prompt(question, defAnsw);

18.

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```
var question = "Name of parrot?";  
var defaultAnswer = "Polly";  
var pName = prompt(question, defaultAnswer);
```

19.

```
var response = prompt("Enter your favorite color", "blue");  
alert(response);
```

20.

```
var response = prompt("Enter your favorite color", "blue");  
alert(response);
```

Chapter 10

1. if (

2. {

3. }

4. =

5.

```
if (a === b) {
```

```
    x = y;
```

```
}
```

6. if (teammates === 8) {

7.

```
    alert("Hi, John");
```

```
}
```

8. if (firstName === nickname) {

9. if (gender === "female") {

10.

```
    var answer = prompt("What is z?");
```

```
}
```

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11.

```
if (pCode === "10010") {  
    city = "New York";  
}
```

12.

```
if (pets === 1) {  
    pets = 2;  
}
```

13. (){}

14. if (firstName === nickname) {

15. if (gender === "female") {

16.

```
    var answer = prompt("What is z?");  
}
```

17.

```
if (pCode === "10010") {  
    city = "New York";  
}
```

18.

```
if (pets === 1) {  
    pets = 2;  
}
```

19.

```
if (1 === 1) {  
    alert("shoot my dude");  
}
```

20.

```
var name = prompt("What is your first name?");  
if (name === "Jeff") {
```

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```
    alert("Hi, " + name);  
}
```

Chapter 11

1. comparison

2. !==

3. >

4. <=

5.

```
if (a !== b) {
```

```
    a = c;
```

```
}
```

6. if (num1 > num2) {

7. if (num1 >= num2) {

8. if (firstName !== nickname) {

9. if (gender !== "female") {

10. if (num < 1) {

11. if (num1 >= num2) {

12. if ("Mexico" !== countryOfOrigin) {

13. if (firstName !== nickname) {

14. if (gender !== "female") {

15. if (num < 1) {

16. if (num1 >= num2) {

17. if ("Mexico" !== countryOfOrigin) {

18.

```
if (pets !== 1) {
```

```
    pets = 0;
```

```
}
```

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19.

```
if (1 !== 0) {  
    alert("wow");  
}
```

20.

```
if (1 !== 0) {  
    alert("john");  
}
```

Chapter 12.

1. else

2. else if

3. if

4. }

5.

```
else {  
    a = b;  
}
```

6.

```
else {  
    alert("Nope");  
}
```

7.

```
else if (a === b) {  
    alert("OK");  
}
```

8.

```
else {
```

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```
    num2 = num1;  
}
```

9.

```
else {  
    num = 12;  
    alert("OK");  
}
```

10.

```
else if (a !== b) {  
    response = prompt("How many dogs do you own?");  
}
```

11.

```
if (a >= b) {  
    alert("OK");  
}  
  
else {  
    alert("Not OK");  
}
```

12.

```
if (a < b) {  
    alert("Smaller");  
}  
  
else if (a > b) {  
    alert("Bigger");  
}
```

13.

```
else {  
    num2 = num1;  
}
```

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14.

```
else {  
    num = 12;  
    alert("OK");  
}
```

15.

```
else if (a !== b) {  
    response = prompt("How many dogs do you own?");  
}
```

16.

```
if (a >= b) {  
    alert("OK");  
}  
  
else {  
    alert("Not OK");  
}
```

17.

```
if (a < b) {  
    alert("Smaller");  
}  
  
else if (a > b) {  
    alert("Bigger");  
}
```

18.

```
else {  
    alert("a is " + a);  
}
```

19.

```
var cityEntered = prompt("Enter a city");
```

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```
if (cityEntered === "Jacksonville") {  
    alert("You entered Jacksonville");  
}  
else {  
    alert("Why didn't you enter Jacksonville?");  
}
```

20.

```
var cityEntered = prompt("Enter a city");  
if (cityEntered === "Jacksonville") {  
    alert("You entered Jacksonville");  
}  
else if (cityEntered === "Greensburg") {  
    alert("You entered Greensburg");  
}  
else {  
    alert("Why didn't you enter Jacksonville or Greensburg?");  
}
```

Chapter 13

1. &&

2. ||

3. &&

4. ||

5. if (firstName === "Bugs" && lastName === "Bunny") {

6. if (a === b && c === d) {

7. if (a === b || c !== d) {

8. if (a === b && a === c) {

9. if (a <= 10 || a >= 12) {


```
10. if ((name === "Ace" || name === "Bud") && age > 60) {
11. if ((name === "Ace" && age > 60) || name === "Bud") {
12. if ((name === "Ace" && age > 60) || (name === "Bud" || age < 6)) {
13. if (a === b && a === c) {
14. if (a <= 10 || a >= 12) {
15. if ((name === "Ace" || name === "Bud") && age > 60) {
16. if ((name === "Ace" && age > 60) || name === "Bud") {
17. if ((name === "Ace" && age > 60) || (name === "Bud" || age < 6)) {
18.
if (a < b || (c > d || c === e)) {
    alert("Something is true");
}
19.
var a = 1;
var b = 2;
if (a < b || a > b) {
    alert("One is bigger than the other");
}
20.
var firstName = "Jeff";
var lastName = "Palmieri";
var inputFirstName = prompt("What is your first name?");
var inputLastName = prompt("What is your last name?");
if (firstName === inputFirstName && lastName === inputLastName) {
    alert("Everything matches");
}
```

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1. nested

2. {}

3. indent

4. if (

5.

```
if (a === b) {
```

```
    if (c === d) {
```

```
        e = f;
```

```
    }
```

```
}
```

6.

```
if (a === b) {
```

```
    if (c !== d) {
```

7.

```
if (a === 1) {
```

```
    if (c === "Max") {
```

```
        alert("OK");
```

```
    }
```

```
}
```

8. if (a === 1 && c === "Max") {

9.

```
if (a !== 0) {
```

```
    if (b > 1) {
```

10.

```
if (a !== 0) {
```

```
    if (b > 1) {
```

```
        if (c < 1) {
```

11.

```
if (a === 0) {
```

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```
if (b === 1) {  
    alert("OK");  
}  
}
```

12.

```
if (a === b) {  
    if (c !== d) {  
        if (e > f) {  
            var g = 1;  
        }  
    }  
}
```

13. if (

14. if (a === 1 && c === "Max") {

15.

```
if (a !== 0) {  
    if (b > 1) {
```

16.

```
if (a !== 0) {  
    if (b > 1) {  
        if (c < 1) {
```

17.

```
if (a === 0) {  
    if (b === 1) {  
        alert("OK");  
    }  
}
```

18.

```
if (a === b) {
```

Jeff Palmieri

```
if (c !== d) {  
  if (e > f) {  
    var g = 1;  
  }  
}  
}
```

19.

```
var a = 1;  
var b = 1;  
if (a === b) {  
  if (a <= b) {  
    alert("Both are true");  
  }  
}
```

20.

```
var a = 1;  
var b = 1;  
if (a === b) {  
  if (a <= b) {  
    alert("Both are true");  
  }  
}
```

Chapter 15

1. array
2. elements
3. index
4. 0

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```
5. var numsAsStrings = ["1", "2", "3"];
6. var nums = [3, 4, 5];
7. alert(names[2]);
8. var airlines = ["Delta"];
9. var winningNumbers = [141, 12, 8890];
10. var mealExpense = expenses[0];
11. list = [1, "one", one];
12.
var networks = ["NBC", "CBS"];
var nej2 = networks[1];
13. alert(names[2]);
14. var airlines = ["Delta"];
15. var winningNumbers = [141, 12, 8890];
16. var mealExpense = expenses[0];
17. list = [1, "one", one];
18.
var networks = ["NBC", "CBS"];
var nej2 = networks[1];
19.
var numbers = [1, 2, 3];
alert(numbers[2]);
20.
var pets = ["dog", "cat", "bird", "fish"];
alert(pets[0]);
```

Chapter 16

1. [];
2. undefined

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3. pop

4. push

5. var fastestTimes = [];

6. nums[9] = 1;

7. pets.pop();

8. var airlines = [];

9. names[0] = "Ted";

10. prices.push(99);

11.

names[1] = "Sue";

names[3] = "Kate";

12. prices.push(59, 79, 99);

13. nums[9] = 1;

14. var airlines = [];

15. names[0] = "Ted";

16. prices.push(99);

17.

names[1] = "Sue";

names[3] = "Kate";

18. prices.push(59, 79, 99);

19.

var numbers = [];

numbers[0] = 144;

alert(numbers[0]);

20.

var names = ["Bugs"];

names.push("Elmer");

alert(names[1]);

Chapter 17

1. shift

2. unshift

3. splice

4. slice

5. sweets.unshift("cake", "cookie");

6. sizes.splice(2, 0, "L");

7. var regSizes = sizes.slice(0, 3);

8. airlines.shift();

9. scores.unshift(0, 13, 5);

10. pets.splice(1, 3, "fish", "monkey");

11. pets.splice(1, 2);

12. pets = pets.slice(3, 5);

13. airlines.shift();

14. scores.unshift(0, 13, 5);

15. pets.splice(1, 3, "fish", "monkey");

16. pets.splice(1, 2);

17. pets = pets.slice(3, 5);

18. sizes.splice(2, 0, "L");

19.

```
var numbers = [0];
```

```
numbers.unshift(-1);
```

```
alert(numbers[0]);
```

20.

```
var numbers = [0, 1];
```

```
numbers.shift();
```

```
alert(numbers[0]);
```

Chapter 18

1. (,;){

2. var i = 0

3. i <= 9

4. i++

5. for (var i = 0; i <= 5; i++) {

6. for (var i = 0;

7. for (var i = 0; i <= 11; i++) {

8. for (var i = 0; i < 4; i++) {

9. for (var x = 0; x < 100; x++) {

10. for (var i = 0; i > -3; i--) {

11.

for (var i = 0; i < 50; i++) {

 alert("aeiou");

}

12.

for (var i = 0; i < 5; i++) {

 if (answers[i] === "yes") {

 positive = 1;

 }

}

13. i <= 9

14. for (var i = 0; i < 4; i++) {

15. for (var x = 0; x < 100; x++) {

16. for (var i = 0; i > -3; i--) {

17.

for (var i = 0; i < 50; i++) {

 alert("wowsers");

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```
}
```

18.

```
for (var i = 0; i < 5; i++) {  
    if (answers[i] === "yes") {  
        positive = 1;  
    }  
}
```

19.

```
for (var i = 0; i < 2; i++) {  
    alert("I'll say this twice.");  
}
```

20.

```
for (var i = 0; i < 2; i++) {  
    alert("I'll say this twice.");  
}
```

Chapter 19

1. variable

2. break

3. true

4. length

5. var matchFound = false;

6. var numCities = cities.length;

7.

x = false;

break;

8. var matchFound = false;

9. var elements = songbirds.length;

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10. for (var i = 0; i < pets.length; i++) {

11.

x = 1;

found = true; (or false;)

break;

12.

if (matchFound === false) {

 alert("Match not found");

}

13. var numCities = cities.length;

14. var matchFound = false;

15. var elements = songbirds.length;

16. for (var i = 0; i < pets.length; i++) {

17.

x = 1;

found = true; (or false;)

break;

18.

if (matchFound === false) {

 alert("Match not found");

}

19.

for (var i = 0; i < 10; i++) {

 if (i === 1) {

 alert(i);

 break;

 }

}

20.

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```
var nums = [10, 20];  
for (var i = 0; i < nums.length; i++) {  
    if (nums[i] === nums[i]) {  
        alert(nums[i]);  
        break;  
    }  
}
```

Chapter 20

1. 15

2. counter

3. indent

4. 3

5.

```
for (var i = 0; i < firstVar.length; i++) {  
    for (var j = 0; j < secondVar.length; j++) {  
    }  
}
```

6.

```
for (var i = 0; i < 3; i++) {  
    for (var j = 0; j < 3; j++) {  
        alert(i + j);  
    }  
}
```

7.

```
for (var j = 0; j < 10; j++) {  
}
```

8.

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```
for (var j = 0; j < 10; j++) {  
    alert("Around and around we go.");  
}
```

9.

```
for (var j = 0; j < someArray.length; j++) {  
    cost = 99;  
}
```

10.

```
for (var i = 0; i < 5; i++) {  
    for (var j = 0; j < 5; j++) {  
    }  
}
```

11.

```
for (var i = 0; i < 5; i++) {  
    for (var j = 0; j < 5; j++) {  
        total = i + j;  
    }  
}
```

12.

```
for (var i = 0; i < animals.length; i++) {  
    for (var j = 0; j < products.length; j++) {  
        foodItems[k] = animals[i] + products[j];  
        k++;  
    }  
}
```

13.

```
for (var j = 0; j < 10; j++) {  
}
```

14.

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```
for (var j = 0; j < 10; j++) {  
    alert("Around and around we go.");  
}
```

15.

```
for (var j = 0; j < someArray.length; j++) {  
    cost = 99;  
}
```

16.

```
for (var i = 0; i < 5; i++) {  
    for (var j = 0; j < 5; j++) {  
    }  
}
```

17.

```
for (var i = 0; i < 5; i++) {  
    for (var j = 0; j < 5; j++) {  
        total = i + j;  
    }  
}
```

18.

```
for (var i = 0; i < animals.length; i++) {  
    for (var j = 0; j < products.length; j++) {  
        foodItems[k] = animals[i] + products[j];  
        k++;  
    }  
}
```

19.

```
for (var i = 0; i < 2; i++) {  
    for (var j = 0; j < 2; j++) {  
        alert(i + j);  
    }  
}
```

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```
}  
}
```

20.

```
var fruits = ["lemon ", "orange "];  
var variations = ["juice", "curd"];  
var products = [];  
var h = 0;  
for (var i = 0; i < fruits.length; i++) {  
    for (var j = 0; j < variations.length; j++) {  
        products[h] = fruits[i] + variations[j];  
        h++;  
    }  
}  
alert(products[0]);
```

Chapter 21

1. ()
2. .
3. LC
4. "no!"
5. cityToCheck = cityToCheck.toLowerCase();
6. var lowerString = upperString.toLowerCase();
7. x = x.toLowerCase();
8. var wowsers = xd.toLowerCase();
9. var j1 = j2.toUpperCase();
10. bus = "yellow bus".toLowerCase();
11. alert(cows.toUpperCase());
12. var lowerVersion = pets[1].toLowerCase();

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```
13. var car = bluecar.toLowerCase();
14. var candle = candle1.toUpperCase();
15. cat = "cat in the Hat".toLowerCase();
16. alert(cows.toUpperCase());
17. var pavement = pavement[3].toLowerCase();
18. if (cattle.toLowerCase() === "guernsey") {
19. var jump = "Up High!"; alert(jump.toLowerCase());
20. var lastName = prompt("What is your last name?"); alert(lastName.toUpperCase());
```

Chapter 22

```
1. slice
2. 1, 3
3. 4
4. length
5. var animal = "elephant"; var seg = animal.slice (1, 4);
6. var seg = athletes[3].slice(2, 3);
7. var y = x.slice(9);
8. var seg = animal.slice(2, 6);
9. var b = c.length
10. var a = b.slice(1);
11. bat = cat.slice(0, 1);
12. var num = a.length; var seg = a.slice(1, a - 1);
13. var seg = animal.slice(2, 6);
14. var realnum = num.length;
15. num = num2.slice(0, 1);
16. var num = numSum.length; var num2 = numSum.slice(1, num - 3);
17. var seg = athletes[3].slice(2, 3);
18. var nums = str.length; for (var i = 0; i < nums; i++) {
19. var animal = "elephant"; alert(animal.slice(0, 3));
```

Jeff Palmieri

```
20. var word = prompt("Enter a long word"); var wordLength = word.length; alert(word.slice(1, wordLength - 1));
```

Chapter 23

```
1. indexOf
2. lastIndexOf
3. 3
4. 16
5. var indexNum = speech.indexOf("be");
6. var indx = text.lastIndexOf("go")
7. var indx = text.indexOf(seg);
8. var first = name.indexOf("Jeff");
9. var last = name.lastIndexOf("Palmieri");
10. if (indexNum !== -1) {
11.   alert(first.indexOf(name));
12.   if (var2.indexOf(var1.slice(0, 3)) !== -1) {
13.     var indx = text.indexOf(seg);
14.     var first = name.indexOf("Jeff");
15.     var last = name.lastIndexOf("Palmieri");
16.     if (indexNum !== -1) {
17.       alert(first.indexOf(name));
18.       if (var2.indexOf(var1.slice(0, 3)) !== -1) {
19.         var fullName = "Jeff Palmieri";
20.         alert(fullName.indexOf("Palmieri"));
21.         var fullName = "Jeff Palmieri";
22.         alert(fullName.indexOf("Jeff"));
```

Chapter 24


```
1. charAt
2. c
3. []
4. str.length - 1
5. var firstChar = speech.charAt(0);
6. var cha = text.charAt(9);
7. var x = str.charAt(str.length - 1)
8. var x = str.charAt(0);
9. var cha = input.charAt(4);
10. var x = y.charAt(y.length - 1);
11. if (name.charAt(2) === "a") {
12. for (var i = 0; i < text.length; i++) {
    textArray[i] = text.charAt(i);
  }
13. var x = str.charAt(0);
14. var cha = input.charAt(4);
15. var x = y.charAt(y.length - 1);
16. if (name.charAt(2) === "b") {
17. for (var i = 0; i < text.length; i++) {
    textArray[i] = text.charAt(i);
  }
18. var combo = str1.charAt(0) + str2.charAt(str2.length - 1);
var name = "Jeff";
19. alert(name.charAt(0));
var name = "Jeff";
20. alert(name.charAt(name.length - 1));
```

Chapter 25

```
1. replace
2. "abc"
3. //g
4. "zbc abc"
5. name = name.replace("Khaldi", "Jojo");
6. var revisedReply = reply.replace("no", "yes");
7. reply = reply.replace(/no/g, "yes")
8. var newStr = str.replace("1", "one");
9. var newStr = str.replace(/1/g, "one");
10. a = a.replace("x", "y");
11. a = a.replace(/x/g, "y");
12. alert(direction.replace("up", "down"));
13. var newStr = str.replace("1", "one");
14. var newStr = str.replace(/1/g, "one");
15. a = a.replace("x", "y");
16. a = a.replace(/x/g, "y");
17. alert(direction.replace("up", "down"));
18. text = text.replace(/yours/g, "mine");
19. var message = "wowsers";
    message = message.replace("john", "john");
    alert(message);
20. var message = "sharkrobot.com discount code beta";
    message = message.replace(/beta/g, "alpha");
    alert(message);
```

Chapter 26

Jeff Palmieri

1. Math.round
2. Math.ceil
3. Math.floor
4. 1
5. num = Math.round(num);
6. var roundNum = Math.ceil(origNum);
7. var roundNum = Math.floor(origNum);
8. var newNum = Math.round(firstNum);
9. var newNum = Math.floor(firstNum);
10. var newNum = Math.ceil(firstNum);
11. var newNum = Math.floor(.5);
12. var newNum = Math.ceil(.00001);
13. var newNum = Math.round(firstNum);
14. var newNum = Math.floor(firstNum);
15. var newNum = Math.ceil(firstNum);
16. var timedProblem = Math.floor(.5);
17. var secondTimedProblem = Math.ceil(.00001);
18. var lastTimedProblem = Math.floor(-1.1);
19. alert(Math.round(77.77777777));
20. alert(Math.floor(-99.99999999999999));

Chapter 27

1. Math.random
2. ()
3. 1
4. 50
5. var num = Math.random();
6. var betterNum = (num * 6) + 1;

```
7. var x = Math.floor(y);
8. var x = Math.random();
9. if (Math.random() > .5 ) {
10. var betterNumber = (firstnumber * 10) + 1;
11. num = Math.floor(num);
12. var firstNum = Math.random();
var secondNum = (firstNum * 6) + 1;
var finalNum = Math.floor(secondNum);
13. var programmin = Math.random();
14. var yay = (boo * 10) + 1;
15. num = Math.floor(num);
16. var firstNum = Math.random();
var secondNum = (firstNum * 6) + 1;
var finalNum = Math.floor(secondNum);
17. var num = Math.random();
num = num * 10000000000000000;
18. var num = Math.random();
alert(num);
19. var num = Math.random();
var improvedNum = (num * 3) + 1;
var finalNum = Math.floor(improvedNum);
alert(finalNum);
20. var randomNum = Math.random();
var improvedNum = (randomNum * 3) + 1;
var finalNum = Math.floor(improvedNum);
alert(finalNum);
```

Jeff Palmieri

1. parseInt
2. parseFloat
3. +
4. 5
5. var num = parseInt(numAsString);
6. price = parseFloat(price);
7. var tot = parseInt(x) + parseInt(x);
8. var newNum = parseInt(num);
9. var newNum = parseFloat(num);
10. num = parseInt(num);
11. alert(parseFloat(num1) + parseFloat(num2));
12. if (parseInt(num) > 1) {
13. var num = parseInt(newNum);
14. var num = parseFloat(newNum);
15. price = parseInt(price);
16. alert(parseFloat(num1) + parseFloat(num2));
17. if (parseInt(num) > 1) {
18. for (var i = parseInt(numString); i < 10; i++) {
19. var myAge = "19";
- alert(parseFloat(myAge) + parseInt(myAge));
20. var gasPrice = "2.77";
- alert(parseFloat(gasPrice) + parseFloat(gasPrice));

Chapter 29

1. Number
2. toString
3. ()
4. var sum = Number(num1) + Number(num2);
5. var sum = (num1 + num2).toString();

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```
6. var num = Number(numAsString);
7. var numStr = num.toString();
8. var num = Number(myStr);
9. var myStr = num.toString();
10. var num = Number(string);
11. var string = num.toString();
12. if (Number(myString) > 1) {
13. var num = Number(myStr);
14. var myStr = num.toString();
15. var string = num.toString();
16. if (Number(myString) > 1) {
17. var number = Number(string);
18. var sum = Number(num1) + Number(num2);
19. var num1 = "1768";
alert(Number(num1) + Number(num1));
20. var num1 = 777
alert(num1.toString() + num1.toString());
```

Chapter 30

```
1. toFixed
2. string
3. 6
4. ()
5. var num = rawNum.toFixed(2);
6. var newNum = num.toFixed(4);
7. var newNum = num.toFixed();
8. var dec3 = n.toFixed(3);
9. var intgr = n.toFixed();
```

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```
10. var newNum = num.toFixed(2);
11. num = num.toFixed();
12. n = Number(n.toFixed(2));
13. var dec3 = n.toFixed(3);
14. var myInteger = n.toFixed();
15. var newNum = num.toFixed(2);
16. num = num.toFixed();
17. num = Number(num.toFixed(2));
18. if (num.toFixed(2).length > 4) {
19. var num1 = 1.65786;
    alert(num1.toFixed(2));
20. var num = 7.9543
    alert(num.toFixed());
```

Chapter 31

```
1. Object
2. String
3. nD
4. 6
5. var now = new Date();
6. var dObj = new Date();
7. var dStr = new Date().toString();
8. var d = new Date();
9. var day = d.getDay();
10. var date = new Date();
11. var today = day.getDay();
12. dayNames[d]
13. var d = new Date();
```

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```
14. var day = d.getDay();
15. var birthday = new Date();
16. var today = day.getDay();
17. dayNames[d]
18. if (now.getDay() === 4) {
19. var day = new Date();
    alert(day.getDay());
20. var dayNames = ["Sun", "Mon", "Tue", "Wed", "Thu",
    "Fri", "Sat"];
    var d = new Date();
    var theDay = d.getDay();
    alert(dayNames[theDay]);
```

Chapter 32

```
1. getDate
2. getFullYear
3. getTime
4. getMilliseconds
5. var mins = now.getMinutes();
6. var hrs = dObj.getHours();
7. var x = d.getDay();
8. alert(d.getFullYear());
9. if (now.getMonth() > 8) {
10. var secsSince = d.getTime() / 1000;
11. if (now.getHours() < 12) {
12. if (d.getMinutes() === 0 && d.getSeconds() === 0) {
13. var x = d.getDay();
14. alert(d.getFullYear());
```


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```
15. if (now.getMonth() > 8) {  
16. var secsSince = d.getTime() / 1000;  
17. if (time.getHours() < 12) {  
18. if (d.getMinutes() === 0 && d.getSeconds() === 0) {  
19. var thisYear = new Date();  
    alert(thisYear.getFullYear());  
20. var monthNames = ["Jan", "Feb", "Mar", "Apr", "May",  
    "Jun", "Jul", "Aug", "Sep", "Oct", "Nov", "Dec"];  
    var date = new Date();  
    var theMonth = date.getMonth();  
    alert(monthNames[theMonth]);
```

Chapter 33

```
1. "January 1, 2000"  
2. 12:00:00  
3. getTime  
4. 1000 * 60 * 60  
5. var futureDate = new Date("October 30, 2099");  
6. var later = new Date("December 31, 2020");  
7. kissEnds = new Date("January 1, 2015 00:01:00");  
8. var nineties = new Date("February 2, 1992");  
9. var old = new Date("January 1, 1901 00:00:01");  
10. alert(new Date("January 1, 1980").getTime());  
11. var hrs = ticks / (1000 * 60 * 60);  
12. if (ms / (1000 * 60 * 60 * 24) > 30) {  
13. var nineties = new Date("February 2, 1992");  
14. var old = new Date("January 1, 1901 00:00:01");  
15. alert(new Date("January 1, 1980").getTime());
```

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```
16. var hrs = ticks / (1000 * 60 * 60);  
17. if (ms / (1000 * 60 * 60 * 24) > 30) {  
18. var dayOfWeek = new Date("January 1, 1969").getDay();  
19. var bday = new Date("July 27, 1997");  
alert(bday.getHours() + " " + bday.getMinutes() + " " + bday.getSeconds());  
20. var endMonth = new Date("March 31, 2018").getTime();  
alert(Math.floor(endMonth / (1000 * 60 * 60 * 24)));
```

Chapter 34

```
1. setFullYear  
2. setMilliseconds  
3. August  
4. 500  
5. startDate.setMonth(4);  
6. stopDate.setDate(31);  
7. deadline.setHours(0);  
8. d.setMonth(1);  
9. var millenium = new Date()  
millenium.setFullYear(2000);  
10. sec.setSeconds(59);  
11. hr.setHours(23);  
12. winter.setMinutes(0);  
13. deadline.setHours(0);  
14. d.setMonth(1);  
15. millenium.setFullYear(2000);  
16. sec.setSeconds(59);  
17. hr.setHours(23);  
18. winter.setMinutes(0);
```

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```
19. var now = new Date();  
var nowHours = now.getHours();  
now.setHours(nowHours + 1);  
alert(now);  
20. var now = new Date();  
var nowYear = now.getFullYear();  
now.setFullYear(nowYear - 100);  
alert(now);
```

Chapter 35

1. Function
2. Variable
3. f();
4. doSomething();
5. function warnUser() {
6. function displayAlert() {
7. function askName() {
var userName = prompt("Enter name");
}
8. function apple() {
9. function say() {
alert("Amer");
}
10. function concat() {
var combo = string1 + string2;
}
11. () {
12. function hi() {

```
    hi();  
}  
  
13. doSomething();  
  
14. function callAFunction() {  
    hi();  
    bye();  
}  
  
15. function askName() {  
    var userName = prompt("Enter name");  
}  
  
16. function getName() {  
    var userName = prompt("Enter name");  
}  
  
17. function concat() {  
    var combo = string1 + string2;  
}  
  
18. function hi () {  
    hi();  
}  
  
19. function words() {  
    alert("Hello world");  
}  
  
words();  
  
20. function name() {  
    var userName = prompt("Enter name");  
    alert(userName);  
}  
  
name();
```

1. Parameters

2. ,

3. Variables

4. Order

5. function doSomething(param1, param2, param3) {

6. displayAlert("Hello world");

7. function concat(a, b, c) {

8. makeAddress(city, "Texas", 24);

9. function strings(string1, string2) {

10. function concat(string1, string2) {

var strings = string1 + string2;

}

11. function calc(text, amount) {

12. function mult(a, b, c) {

var num = a * b * c;

}

13. x(a, b, c);

14. function doSomething(a, b, c) {

doSomething(d, e, f);

15. function concat(a, b, c) {

16. doSomething(var1, var2);

17. function nothing(param1) {

}

nothing(arg1);

18. function mult(a, b, c) {

var num = a * b * c;

}

19. var parj1 = "The medium ";

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```
var parj2 = "is the message.";
displayIdiom(parj1, parj2);
function displayIdiom(parj1, parj2) {
    alert(parj1 + parj2);
}
20. function addEm(num1, num2) {
    var sum = num1 + num2;
    alert("The sum is " + sum);
}

addEm(1546, 8793);
```

Chapter 37

```
1. Return
2. Variable
3. Variable
4. 1
5. function calcDiscount(amt, percentage) {
    return amt - (amt * percentage);
}
6. return total;
7. calc(addIt(merch, services));
8. var est = makeEst(empNum, calcBonus(10));
9. function multiply(num1, num2) {
    return num1 * num2;
}
10. var tot = getLoanAmt() + getInterest();
11. alert(combineStrings("Hello ", "everyone!"));
```

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```
12. function totalUp(a, b, c) {  
    var tot = a + b + c;  
    if (tot > 0) {  
        return tot;  
    }  
}  
13. return total;  
14. return merchTot + tax;  
15. calc(addIt(merch, services));  
16. var est = makeEst(empNum, calcBonus(10));  
17. function multiply(num1, num2) {  
    return num1 * num2;  
}  
18. var tot = getLoanAmt() + getInterest();  
19. function computeInterest(principal, percentage) {  
    return principal * percentage;  
}  
alert(computeInterest(5000, .11));  
20. alert(concatFrag("It is ", "what it is."));  
function concatFrag(frag1, frag2) {  
    return frag1 + frag2;  
}
```

Chapter 38

1. Global
2. Local
3. Local
4. Scope

```
5. function concatWds(word1, word2) {  
    var text = word1 + word2;  
    return text;  
}  
var message = concatWds("Hello ", "Kitty");  
6. var purchaseTotal;  
7. function useless() {  
    var valueless;  
}  
8. var age = checkAge();  
9. function makeVars() {  
    var firstVar;  
    var secondVar;  
}  
10. return total;  
11. var globalVar = processNums(num1, num2);  
12. function reckless() {  
    var safeVariable1;  
    var safeVariable2;  
    unsafeVariable = 10;  
}  
13. var purchaseTotal;  
14. return total;  
15. function doSomething(param1, param2) {  
16. function  
17. function makeVars() {  
    var firstVar;  
    var secondVar;  
}
```


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```
18. function reckless() {  
    var safeVariable1;  
    var safeVariable2;  
    unsafeVariable = 10;  
}
```

```
19. function makeMessage(parj1, parj2) {  
    var message = parj1 + parj2;  
    return message;  
}
```

```
var firstName = "Alexander";  
var lastName = "Hamilton";  
alert(makeMessage(firstName, lastName));  
20. function calcTotal(num1, num2, num3) {  
    var total = num1 + num2 + num3;  
    return total;  
}
```

```
alert(calcTotal(12, 24, 48));
```

Chapter 39

1. switch

2. if

3. switch

4. case

5.

```
switch(age) {
```

```
case 21 :
```

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6. switch(population) {

7.

switch(city) {

case "Jacksonville" :

8. switch(someVariable) {

9.

switch(wrowsers) {

case "john" :

10. case 195 :

11. case true :

12.

switch(condition) {

case false :

13. switch(pop)

14. switch(someVariable) {

15. case 195 :

16. case 100 :

17.

switch(city) {

case "Denver" :

18. switch(condition) {

case false :

19. switch(win) {

20.

switch(ZIP) {

case "10001" :

Chapter 40

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1.

2. case

3. break;

4. }

5.

```
switch(age) {
```

```
case 21 :
```

```
    alert("You're legal.");
```

```
    break;
```

```
}
```

6.

```
    legal = true;
```

```
    break;
```

7.

```
case "Philadelphia" :
```

```
    alert("Yo");
```

```
    break;
```

```
case "Jacksonville" :
```

```
    alert("Hi");
```

```
    break;
```

8. default :

9.

```
switch(number) {
```

```
case 12 :
```

```
    dozen = true;
```

```
    break;
```

10.

```
default :
```

```
    num = 1;
```

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11. 3

12.

default :

```
    meds = "none";  
}
```

13.

```
    legal = true;  
    break;
```

14.

case "Philadelphia" :

```
    alert("Yo");  
    break;
```

case "Jacksonville" :

```
    alert("Hi");  
    break;
```

15.

```
switch(number) {
```

case 12 :

```
    dozen = true;  
    break;
```

16.

default :

```
    num = 1;
```

17.

default :

```
    meds = "none";  
}
```

18.

case "baseball" :

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```
    players = 9;
    break;
case "basketball" :
    players = 5;
    break;
}
```

19.

```
var num = 10;
switch(num) {
case 10 :
    alert("Assigned");
    break;
}
```

20.

```
switch(today) {
case 0 :
    message = "Weekend!";
    break;
case 6 :
    message = "Weekend!";
    break;
default :
    message = "Weekday";
}
alert(message);
```

Chapter 41

1. while (

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2. {

3. for

4. }

5.

var i = 0;

while (i <= 5) {

 alert(i);

 i++;

}

6. while (i < 6) {

7.

 total = total + i;

 i++;

}

8. var i = 0;

9.

while (i <= 1) {

 i++;

}

10.

while (i > 0) {

 tot = tot + i;

 i--;

}

11. while (i > 10) {

12.

var i = 0;

while (i < animals.length) {

 if (animals[i] === "pig") {

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```
    alert("Found it!");
    break;
}
i++;
}
13. while (i < 6) {
14.
    total = total + i;
    i++;
}
15. var i = 0;
16.
while (i <= 1) {
    i++;
}
17.
while (i > 0) {
    tot = tot + i;
    i--;
}
18.
var i = 0;
while (i < animals.length) {
    if (animals[i] === "pig") {
        alert("Found it!");
        break;
    }
    i++;
}
```

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19.

```
var i = 0;
while (i <= 2) {
    alert(i);
    i++;
}
```

20.

```
var teams = ["Chiefs", "Bees", "Tigers", "Bears"];
var i = 0;
while (i < teams.length) {
    if (teams[i] === "Tigers") {
        alert("Tigers is at index " + i + " in the array.");
        break;
    }
    i++;
}
```

Chapter 42

1. }

2. ;

3. {

4. 1

5.

```
var i = 0;
do {
    alert(i);
    i++;
} while (i < 2);
```


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6. do {

7.

do {

 alert(i);

 i++;

8. var i = 0;

9.

do {

 i++;

} while (i <= 11);

10.

do {

 tot = tot + i;

 i--;

} while (i > 0);

11.

var j = 0;

do {

 alert(j);

 j++;

} while (j <= 10);

12.

var i = 0;

do {

 if (animals[i] === "pig") {

 alert("Found it!");

 break;

 }

 i++;

Jeff Palmieri

```
} while (i < animals.length);
```

```
13. do {
```

```
14.
```

```
do {
```

```
    alert(i);
```

```
    i++;
```

```
15. var i = 0;
```

```
16.
```

```
do {
```

```
    i++;
```

```
} while (i <= 11);
```

```
17.
```

```
do {
```

```
    tot = tot + i;
```

```
    i--;
```

```
} while (i > 0);
```

```
18.
```

```
var i = 0;
```

```
do {
```

```
    if (animals[i] === "pig") {
```

```
        alert("Found it!");
```

```
        break;
```

```
    }
```

```
    i++;
```

```
} while (i < animals.length);
```

```
19.
```

```
var i = 0;
```

```
do {
```

```
    alert(i);
```

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```
i++;  
} while (i <= 2);  
  
20.  
  
var teams = ["Chiefs", "Bees", "Tigers", "Bears"];  
  
var i = 0;  
  
do {  
    if (teams[i] === "Tigers") {  
        alert("Tigers is number " + i + " in the array.");  
        break;  
    }  
    i++;  
} while (i < teams.length);  
Chapter 43
```

1. Between </p> and </body>
2. Between </p> and </body>
3. <script></script>
4. .js
5. <script src="scripts.js"></script>
6. <script>
7. <script src="scripts.js"></script>
8. </body>
9. </script>
10. allScripts.js
11. <script src="main.js"></script>
12. </body>
13. <script>
14. <script src="scripts.js"></script>
15. </body>

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16. `</script>`

17. `allScripts.js`

18. `<script src="main.js"></script>`

19.

`<script>`

`alert("wowsers");`

`</script>`

20.

`<script src="practice.js"></script>`

`<script>`

`goodLooking();`

`</script>`

Chapter 44

1. `//`

2. `/*`

3. `*/`

4. `// This is a comment`

5.

`/*`

This is an example of a comment block.

The browser ignores all text between the tags.

`*/`

6. `// No comment`

7.

`/*`

I'm learning to comment

by practicing commenting

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```
*/
```

```
8. // wowsers
```

```
9. alert("Hello world!"); // Greet the user
```

```
10.
```

```
/*
```

This comment refers to

the code that follows

```
*/
```

```
11. // a = a - 1;
```

```
12.
```

```
a = a - 1;
```

```
b = b + 1;
```

```
13. // No comment
```

```
14.
```

```
/*
```

I am learning to comment

by practicing commenting

```
*/
```

```
15. // A comment on 1 line
```

```
16. alert("Hello world!"); // Greet the user
```

```
17.
```

```
/*
```

This comment refers to

the code that follows

```
*/
```

```
18. // a = a - 1;
```

```
19. alert("Hello world!"); // Say hello to the user
```

```
20.
```

```
/*
```

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Say hello to the user assuming she's
an American who prefers informality

*/

```
alert("Hi");
```

Chapter 45

1. <a href=

2. j1

3. =""

4. onClick

5.

```
<a href="JavaScript:void(0)" onClick=
```

```
"alert('Hi');">Click</a>
```

6. Click

7. Click

8. onClick=

9. "JavaScript:void(0)"

10. <a href="JavaScript:void(0)" onClick=

11. "alert('Hi');">Click

12. Click

13. onClick

14. onClick="myFunc();">

15. "JavaScript:void(0)"

16. <a href="JavaScript:void(0)" onClick=

17. "alert('Hi');">Are you there?

18. Click

19. Say hello

20. Say hello

Chapter 46

1. `<input type="button"`
2. `value="Click"`
3. `onClick="myFunc();">`
4. ``
6. `<input type="button" value="Say hi" onClick="alert('Hi');">`
7. `<input type="button" value="Click" onClick="doSomething();">`
8. `value="Say hi" onClick="alert('Hi');">`
9. `<input type="button" value="Click" onClick="doIt();">`
10. ``
12. ``
13. `onClick="myFunc();">`
14. ``
16. `<input type="button" value="Click" onClick="doIt();">`
17. ``
18. `<input type="button" value="add" onClick="x=true;">`
19. `<input type="button" value="Say hello" onClick="alert('Hello!');">`
20. `<input type="button" value="Say hello" onClick="greet();">`

Chapter 47

1. `onMouseover`
2. `onMouseout`
3. `onMouseover="src='2.png'">`

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4. `onMouseout="gone();"`
5. `Home`
6. `<p onMouseover="expand();">`
7. ``
8. `<h2 onMouseover="expand();">More</h2>`
9. `<p onMouseout="gone();">`
10. `<input type="button" value="Panic" onMouseover="alert('Eeek!');">`
11. ``
12. ``
13. `onMouseover="src='2.png'">`
14. `onMouseout="gone();"`
15. `<p onMouseover="expand();">`
16. ``
17. `<h2 onMouseover="expand();">More</h2>`
18. `<p onMouseout="gone();">`
19. `<input type="button" value="Say hello" onMouseover="alert('Hello!');">`
20. `<input type="button" value="Say hello" onMouseover="alert('Hello!');">`

Chapter 48

1. `onFocus`
2. `onBlur`
3. `onFocus=`
4. `onBlur="gone();">`
5. `<input type="text" onFocus="this.style.backgroundColor = 'yellow';">`
6. `<input type="text" onFocus="doIt();">`
7. `<input type="text" onFocus="this.style.backgroundColor = 'yellow';">`
8. `<input type="text" onFocus="myFunction();">`
9. `<input type="text" onBlur="myFunction();">`

10. `<input type="text" onFocus="this.style.backgroundColor = 'yellow';">`
11. `<input type="text" onBlur="this.style.backgroundColor = 'white';">`
12. `<input type="text" onFocus="colorField();" onBlur="uncolorField();">`
13. `onFocus=`
14. `onBlur="gone();">`
15. `<input type="text" onFocus="doIt();">`
16. `<input type="text" onFocus="this.style.backgroundColor = 'yellow';">`
17. `<input type="text" onFocus="myFunction();">`
18. `<input type="text" onBlur="myFunction();"`
19. `<input type="text" onFocus="this.style.backgroundColor = 'yellow';">`
20. `<input type="text" onFocus="this.style.backgroundColor = 'yellow';">`

Chapter 49

1. `onSubmit`
2. `form`
3. `document`
4. `getElementById`
5. `var userAge = document.getElementById("age").value;`
6. `var userAge = document.getElementById("age").value;`
7. `var userCity = document.getElementById("city").value;`
8. `if (document.getElementById("pet").value === "dog") {`
9. `<form onSubmit="chkForm();">`
10. `var userAge = document.getElementById("age").value;`
11. `<form onSubmit="myFunc('age');">`
12. `if (document.getElementById("state").value === "Idaho") {`
13. `document`
14. `getElementById`
15. `<form onSubmit="chkForm();">`

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16. `var userAge = document.getElementById("age").value;`

17. `<form onSubmit="myFunc('age');">`

18. `if (document.getElementById("state").value === "Idaho") {`

19. `<form onSubmit="sayHi();">`

20. `if (document.getElementById("whichPet").value === "dog") {`

Chapter 50

1. `document.getElementById("age").value = "21";`

2. `document.getElementById("age").value = defaultAge;`

3. `document.getElementById("age").value = "";`

4. `<input type="text" id="age">`

5.

`if (isPhysician === true) {`

`document.getElementById("title").value = "Dr.";`

`}`

6.

default :

`document.getElementById("name").value = "Biff";`

7.

`if (married === false) {`

`document.getElementById("status").value = "available";`

`}`

8. `document.getElementById("code").value = parj1 + parj2;`

9. `document.getElementById(storedFieldId).value = "212";`

10.

`document.getElementById("field1").value =`

`document.getElementById("field2").value;`

11.

`if (document.getElementById("lastName").value === "") {`

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```
document.getElementById("lastName").value = "Doe";  
}
```

12.

```
if (married === false) {  
    document.getElementById("status").value = "available";  
}
```

13. document.getElementById("age").value = "21";

14. document.getElementById("age").value = defaultAge;

15. document.getElementById("age").value = "";

16. document.getElementById("code").value = parj1 + parj2;

17. document.getElementById(storedFieldId).value = "212";

18.

```
document.getElementById("field1").value =  
document.getElementById("field2").value;
```

19.

```
function fill() {  
    document.getElementById("f").value = "Canada";  
}
```

20.

```
function fillStatus() {  
    if (document.getElementById("married").value === "no") {  
        document.getElementById("status").value = "available";  
    }  
}
```

Chapter 51

1. innerHTML

2. var txt = document.getElementById("div1").innerHTML;

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```
3. document.getElementById("paragraph3").innerHTML = "";
4. document.getElementById("greetParagraph").innerHTML = "Hello, world!";
5.
var textToPlace = "Hello world!";
document.getElementById("greetParagraph").innerHTML = textToPlace;
6. document.getElementById("smalltalk").innerHTML = "blah-blah-blah";
7.
var answer = "No";
document.getElementById("yesOrNo").innerHTML = answer;
8. document.getElementById("code").innerHTML = "The answer is " + parj2;
9. document.getElementById(storedId).innerHTML = "212";
10.
document.getElementById("p1").innerHTML = document.
getElementById("field1").value;
11.
if (document.getElementById("div1").innerHTML === "") {
    document.getElementById("div1").innerHTML = "Something";
}
12. document.getElementById("p1").innerHTML = "This <em>is</em> it";
13. document.getElementById("paragraph3").innerHTML = "";
14. document.getElementById("age").innerHTML = divText;
15. document.getElementById("smalltalk").innerHTML = "blah-blah-blah";
16. document.getElementById("code").innerHTML = parj1 + parj2;
17. document.getElementById(storedDivId).innerHTML = "212";
18.
document.getElementById("paragraph1").innerHTML =
    document.getElementById("field1").value;
19.
function showAlert() {
```

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```
var content = document.getElementById("p1").innerHTML;  
alert(content);  
}
```

20.

```
function showAnswer() {  
    document.getElementById("p1").innerHTML = "4";  
}
```

Chapter 52

1. document.getElementById
2. className
3. +=
- 4.
5. document.getElementById("div1").className = "hot";
6. document.getElementById("p60").className = "special";
7. document.getElementById("important").className += " big";
8. document.getElementById("quote").className = "indent";
9. document.getElementById("summary").className += " highlight";
10. document.getElementById("graph1").className = "big";
11. document.getElementById("intro").className += " special";
12.
13. document.getElementById
14. className
15. +=
16. document.getElementById("quote").className = "indent";
17. document.getElementById("summary").className += " highlight";
18. document.getElementById("graph1").className = "big";
- 19.

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```
function boldIt() {  
    document.getElementById("p1").className = "black";  
}
```

20.

```
function addBackground() {  
    document.getElementById("head1").className += " blackGround";  
}
```

Chapter 53

```
1. document.getElementById  
2. .src = "after.png";  
3.   
4. document.getElementById(picId).src = nextPic;  
5. document.getElementById(picID).src = nextPic;  
6. document.getElementById("slide0").src = "cat.jpg";  
7.   
8. document.getElementById("pic1").src = "ant.png";  
9.   
10. document.getElementById("pic1").src = "field.jpg";  
11.   
12.  
function changePic(picId, newPic) {  
    document.getElementById(picId).src = newPic;  
}  
13. .src = "after.png";  
14.   
15. document.getElementById(picId).src = nextPic;  
16. document.getElementById("pic1").src = "ant.png";
```

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```
17. 
18. document.getElementById("pic1").src = "field.jpg";
19.
function swap() {
    document.getElementById("i0").src = "janice-after.jpg";
}
20.
function swap(picId, newPic) {
    document.getElementById(picId).src = newPic;
}
```

Chapter 54

```
1. var pgraph = document.getElementById("p1");
2. var pClass = pgraph.className;
3. classPic.src = "pic2.gif";
4. e.className += " special";
5.
var picToReplace = document.getElementById(picID);
picToReplace.src = nextPic;
6.
var p = document.getElementById("slide0");
p.src = "cat.jpg";
7.
var lnk = document.getElementById("link3");
lnk.href = newURL;
8.
var p = document.getElementById("pic1");
p.src = "ant.png";
```

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9.

```
var h = document.getElementById("head9");
```

```
var c = h.className;
```

10.

```
var pic = document.getElementById("pic1");
```

```
pic.className = "floatLeft";
```

11.

```
var e = document.getElementById(eld);
```

```
e.className = newClass;
```

12.

```
function changePic(picId, newPic) {
```

```
    var pic = document.getElementById(picId);
```

```
    pic.src = newPic;
```

```
}
```

```
13. var pgraph = document.getElementById("p1");
```

```
14. var pClass = pgraph.className;
```

```
15. classPic.src = "pic2.gif";
```

```
16. e.className += " special";
```

17.

```
var p = document.getElementById("pic1");
```

```
p.src = "ant.png";
```

18.

```
var h = document.getElementById("head9");
```

```
var c = h.className;
```

19.

```
function swap() {
```

```
    var pic = document.getElementById("i0");
```

```
    pic.src = "janice-after.jpg";
```

```
}
```


20.

```
function swap(picId, newPic) {  
    var pic = document.getElementById(picId)  
    pic.src = newPic;  
}
```

Chapter 55

1. `.style.fontSize = "24px";`

2. `.style.cssFloat = "right";`

3. `document.getElementById("d1").style.visibility = "visible";`

4. `document.getElementById("e12").style.margin = "10px 0 20px 0";`

5.

```
var element = document.getElementById("terms");
```

```
if (element.className === "important") {
```

```
    element.style.fontWeight = "bold";
```

```
}
```

6.

```
var p = document.getElementById("slide0");
```

```
p.style.borderWidth = "2px";
```

7.

```
var lnk = document.getElementById("link3");
```

```
lnk.style.color = "purple";
```

8.

```
var p = document.getElementById("pic1");
```

```
p.style.visibility = "hidden";
```

9.

```
var h = document.getElementById("head9");
```

```
h.style.fontSize = "2em";
```

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```
10. e.style.fontFamily = serifFamily;
11. e.style.borderColor = "#2a9c3b";
12. var bg = div7.style.backgroundColor;
13. .style.fontSize = "24px";
14. .style.cssFloat = "right";
15. document.getElementById("d1").style.visibility = "visible";
16. document.getElementById("e12").style.margin = "10px 0 20px 0";
17.
var p = document.getElementById("pic1");
p.style.visibility = "hidden";
18.
var h = document.getElementById("head9");
h.style.fontSize = "2em";
19.
function chgSize() {
    var pgraph = document.getElementById("p1");
    pgraph.style.fontSize = "2em";
}
20.
function makeBorder() {
    var pic = document.getElementById("jan");
    pic.style.border = "thick solid red";
}
```

Chapter 56

1. .getElementsByTagName
2. imgLst[0];
3. listOfParagraphs.length;

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```
4. var bigHeads = document.getElementsByTagName("h1");
5.
var headings = document.getElementsByTagName("h2");
for (var i = 0; i < headings.length; i++) {
    headings[i].className = "special";
}
6. var oLists = document.getElementsByTagName("ol");
7. var pgraphs = document.getElementsByTagName("p");
8. var pics = document.getElementsByTagName("img");
9. var numbrPgraphs = document.getElementsByTagName("p").length;
10. var linkList = document.getElementsByTagName("a");
11. var thirdE = eList[2];
12.
for (var i = 0; i <= 2; i++) {
    eList[i].className = "indented";
}
13. var pics = document.getElementsByTagName("img");
14. var numbrPgraphs = document.getElementsByTagName("p").length;
15. var linkList = document.getElementsByTagName("a");
16. var thirdE = eList[2];
17.
for (var i = 0; i <= 2; i++) {
    eList[i].className = "indented";
}
18.
if (eList[lastElementIndex].className === "special") {
    eList[lastElementIndex].className = "normal";
}
19. var pgraphs = document.getElementsByTagName("p");
```

```
20. alert(pgraphs[2].innerHTML);
```

Chapter 57

```
1. contentDiv.  
2. contentDiv.getElementsByTagName("img");  
3. elementList[8]  
4. var links = keyParagraph.getElementsByTagName("a");  
5.  
var keyDiv = document.getElementById("div5");  
var subDivs = keyDiv.getElementsByTagName("div");  
6. var numberedItems = bigList.getElementsByTagName("li");  
7. var headers = bigTable.getElementsByTagName("th");  
8. var ps = d.getElementsByTagName("p");  
9. var pics = d.getElementsByTagName("img");  
10. var numl = l.getElementsByTagName("li");  
11. var cells = t.getElementsByTagName("td");  
12.  
for (var i = 0; i <= 2; i++) {  
    contents[i] = paragraphList[i].innerHTML;  
}  
13. contentDiv.getElementsByTagName("img");  
14. var ps = d.getElementsByTagName("p");  
15. var pics = d.getElementsByTagName("img");  
16. var numl = l.getElementsByTagName("li");  
17. var cells = t.getElementsByTagName("td");  
18.  
for (var i = 0; i <= 2; i++) {  
    contents[i] = paragraphList[i].innerHTML;
```

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```
}
```

19.

```
var targetDiv = document.getElementById("justRight");
```

```
var pgraphs = targetDiv.getElementsByTagName("p");
```

20.

```
var targetTable = document.getElementById("cuteness");
```

```
var cells = targetTable.getElementsByTagName("td");
```

```
for (var i = 0; i < cells.length; i++) {
```

```
    cells[i].style.backgroundColor = "yellow";
```

```
}
```

Chapter 58

1. DOM

2. Document Object Model

3. document

4. <html>

5. <head>

6. browser

7. nodes

8. 5

9. element

10. 3

11. text

12. document

13. text

14. 6

15. 4

16. <html>

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17. <body>

18. element

19. document

20. text

Chapter 59

1. child

2. parent

3. siblings

4. <html>

5. <html>

6. document

7. text

8. <p>

9. <h3>

10. <p>

11. <h3>

12. <p>

13. <head> <body>

14. <body>

15. <p> <p> <div>

16.

17.

18.

19. <th>

20. 1

Chapter 60

```
1. .childNodes[0];
2. b.childNodes[1].childNodes[3];
3. var p = d.childNodes[2];
4. "God."
5. var e1 = document.childNodes[0].childNodes[1].childNodes[0];
6. var pgraphText = d.childNodes[1].innerHTML;
7.
var e1 = document.childNodes[0].childNodes[0].
childNodes[0];
8. var txt = divP.childNodes[1].innerHTML;
9. var n = d.childNodes[0].childNodes[1];
10.
var e = document.getElementById("div3");
var c = e.childNodes[8];
11. childNodes[0].childNodes[0].childNodes[0];
12. var lastElement = d.childNodes[3];
13. .childNodes[0];
14. b.childNodes[1].childNodes[3];
15. var p = d.childNodes[2];
16. "God."
17. var n = d.childNodes[0].childNodes[1];
18.
var e = document.getElementById("div3");
var c = e.childNodes[8];
19. childNodes[0].childNodes[0].childNodes[0];
20. var lastElement = d.childNodes[3];
```