


Practical: JavaScript(I)

Preparation:

1. You should have gone through the Self-Directed Learning on Introduction to JavaScript

2. Your checklist: 

- ☐ Do simple JavaScript debug using Chrome JavaScript console
- ☐ Use Variables
- ☐ Conditionals

Part A: Activity 1

1. Create [ex1.html](#) with the following code:

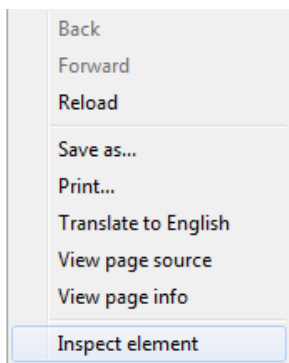
```
<html>
<head>
<title>JavaScript - using variables</title>
<script>
  document.write("I like "+food);
</script>
</head>
<body>
</body>
</html>
```

2. Use Chrome browser to view [ex1.html](#). Do you see anything?

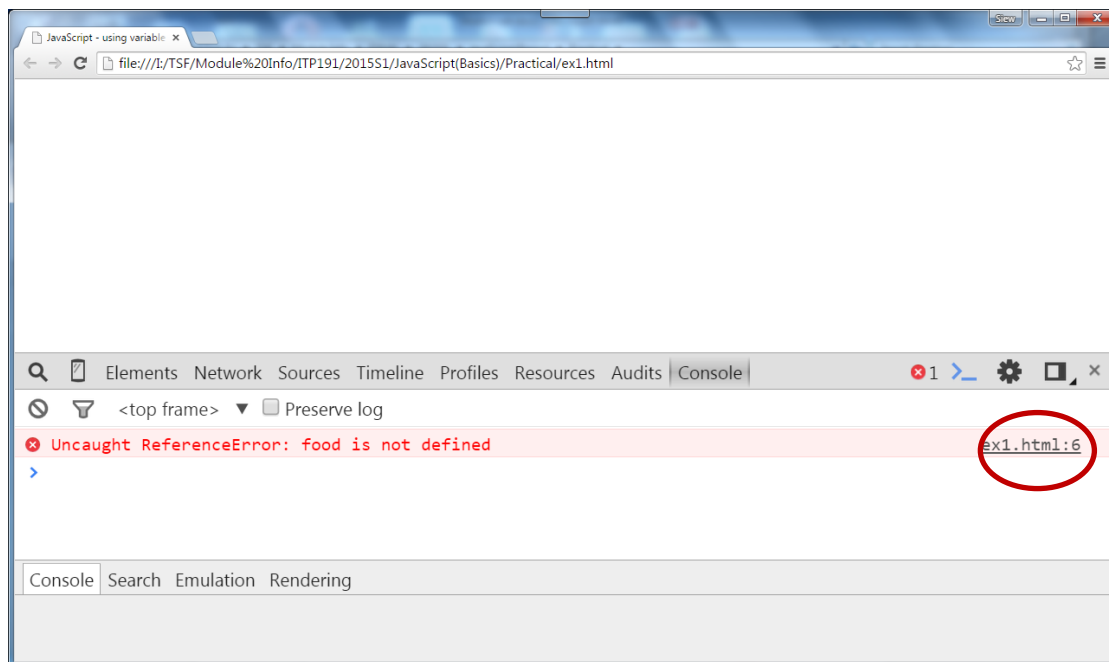
3. Oops! What happened? We will need to use the debugger.

UX Design

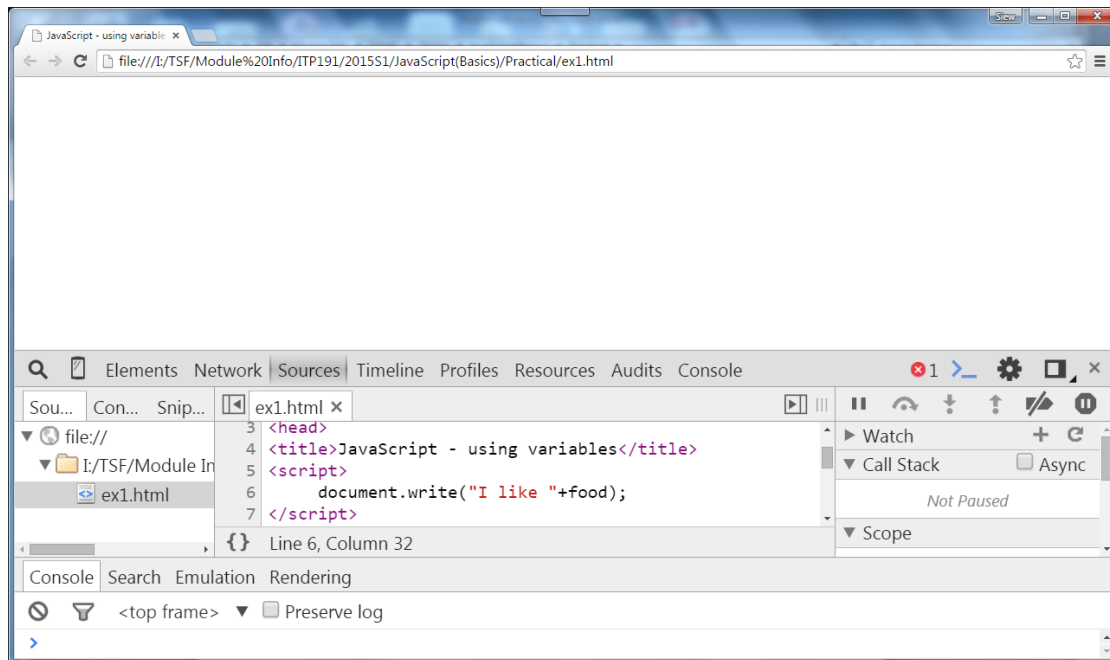
Right-click to get the following pop-up menu, select **Inspect element**:



Choose **console**:



Click at the line(s) on the right to go to the line with error:



4. **food** is **not defined**, so we must declare and assign a value to it. Add the following line before line 6:

```
var food="ice-cream";
```

5. Run the code again. What is the output when you view the web page through browser?

6. Rearrange the code as below, such that the document.write statement is at the body.

```
<html>
<head>
<title>JavaScript - using variables</title>
<script>
  var food="ice-cream";
</script>
</head>
<body>
<script>
  document.write("I like "+food);
</script>
</body>
</html>
```

7. Test it out! Does it make any difference?

Part B: Class Discussion

1. Given the following code, what will be the output?

```
<script>
var i = 1;
var j = 2;
var k = 4;
var f = 1.0;

console.log("a) " + (i > j && k > f));
console.log("b) " + (i !== j && k !== f));
console.log("c) " + (i === 1 || j === 2 || k !== 4));
console.log("d) " + (i <= j && j >= k));
</script>
```

2. Write codes for a webpage that:
- Prompt user for a numerical input.
 - If the input is not numerical, display an alert that reminds the user to enter a numerical input.
 - If the input is 0, display an alert that says, "You have entered a 0."
 - Else if the input is positive, display an alert that says, "You have entered a positive number."
 - Else if the input is negative, display an alert that says, "You have entered a negative number."
3. Modify the codes in Part B2 to use only switch statements
- Prompt the user for a numerical input.
 - If the user enters 0, display an alert that shows a greeting message.
 - If the user enters 1, display an alert that shows the weather today.
 - If the user enters 2, display an alert that shows a farewell message.
 - Any other inputs will cause an alert that shows an error message.