Unit 1. Introduction to JavaScript

1. - Create a simple application that issues two prompt statements that let the user enter the number of kilometres driven and the number of litres of gasoline used. Then the app calculates the kilometres per litre and issues an alert statement to display the result in a third dialog box.

Remember that users/clients are sometimes a bit softheaded and not always put numbers in the prompt.

Prompt and alert functions work as follows:

alert("Welcome to the Gasoline applications");
var kilometres = prompt("Enter the kilometres driven");

2. – Create an app that lets the user enter a series of test scores. Then, when the user enters 999 to end the series, the application displays the average scores. The score must be a number between 0 and 100, if not, it must show a error message and issues another prompt statement so the user can either enter another score or 999 to end the entries.

> **NOTE: Save this js files with your name as "UD1_A1_YourName"**