1. **Find the culprit**

**<!DOCTYPE html>  
<html>  
<body>  
 <script>  
 alert( “I’m JavaScript!’);  
 </script>  
 Whats the error in this ?  
</body>  
</html>**

**Solution:**

<!DOCTYPE html>  
<html>  
<body>  
 <script>  
 alert( “I’m JavaScript!’);  
 </script>  
 Whats the error in this ?  
</body>  
</html>

**Body tag should be outside the html tag and double quotes mistake inside alert.**

**So the answer will be :**

<!DOCTYPE html>

<html>

</html>

<body>

  <script>

    alert( "I’m JavaScript!");

  </script>

  Whats the error in this ?

</body>

1. **Find the culprit and invoke the alert**

**<!DOCTYPE html>  
<html>  
<body>  
 <script src=”script.js”></script>  
</body>  
</html>**

**scripts.js**

**alert(“I’m invoked!”);**

**Solution:**

Body tag should not be within html tag

1. **Explain the below how it works**

**explain.html**

**<!DOCTYPE html>  
<html>  
<body>  
 <script src=”script.js”></script>  
</body>  
</html>**

**script.js**

**alert("I'm JavaScript!");  
alert('Hello') // this line is not having semicolon  
alert(`Wor  
 ld`)  
alert(3 +   
1  
+ 2); // this is multiple line code and its working**

**Working of this code:**

alert('Hello') = this line throws error. After fixing this with semicolon,

First the alert message I'm JavaScript! Will be displayed, after clicking ok, 'Hello' will be displayed, then Wor  
 ld will be displayed, then 6 will be displayed.

1. **Fix the below to alert Guvi geek**

**fix.html**

**<!DOCTYPE html>  
<html>  
<body>  
 <script src=”script.js”></script>  
</body>  
</html>**

**script.js**

**let admin=9, fname=10.5;   
fname = "Guvi";  
lname = "geek"  
admin = fname+lname;alert( admin ); // "Guvi geek"**

**Solution:**

admin = fname + " " + lname;

alert(admin); // "Guvi geek"

1. **Fix the below to alert hello Guvi geek**

**fix.html**

**<!DOCTYPE html>  
<html>  
<body>  
 <script src=”script.js”></script>  
</body>  
</html>**

**script.js**

**let fname=10.5;   
fname = "Guvi";  
lname = "geek"let name = fname+lname;alert( 'hello ${name}' );**

**Solution:**

let fname = 10.5;

fname = "Guvi";

lname = "geek";

let name = fname + " " + lname;

alert(`hello ${name}`);

1. **Fix the below to alert sum of two numbers**

**fix.html**

**<!DOCTYPE html>  
<html>  
<body>  
 <script src=”script.js”></script>  
</body>  
</html>**

**script.js**

**let a = prompt("First number?");  
let b = prompt("Second number?");  
alert(a + b);**

let a = parseInt(prompt("First number?"));

let b = parseInt(prompt("Second number?"));

alert(a + b);

1. **If you run the below scritpt you will get “Code is Blasted”**

**Explain Why the Code is blasted and how to diffuse it and get “Diffused”.**

**fix.html**

**<!DOCTYPE html>  
<html>  
<body>  
 <script src=”script.js”></script>  
</body>  
</html>**

**script.js**

**var a = "2" > "12";//Don't touch below this  
if (a) {  
 console.log("Code is Blasted")  
}  
else  
{  
 console.log("Diffused")   
}**

**Solution:**

var a = 2 > 12;

this will fix it. If the numbers were compared as numbers it gives diffused output. In question it is compared as strings.

1. **How to get the success in console.**

**fix.html**

**<!DOCTYPE html>  
<html>  
<body>  
 <script src=”script.js”></script>  
</body>  
</html>**

**script.js**

**let a = prompt("Enter a number?");//Don't modify any code below thisif (a) {  
 console.log( 'OMG it works for any number inc 0' );  
}  
else  
{  
 console.log( "Success" );  
}**

let a = alert("Enter a number?"); //Don't modify any code below this

if (a) {

  console.log("OMG it works for any number inc 0");

} else {

  console.log("Success");

}

1. **How to get the correct score in console.**

**fix.html**

**<!DOCTYPE html>  
<html>  
<body>  
 <script src=”script.js”></script>  
</body>  
</html>**

**script.js**

**let value = prompt('How many runs you scored in this ball');  
if (value === 4) {  
 console.log("You hit a Four");  
} else if (value === 6) {  
 console.log("You hit a Six");  
} else {  
 console.log("I couldn't figure out");  
}**

**Solution:**

Just by replacing = = = to = =

1. **Fix the code to welcome the Employee**

**fix.html**

**<!DOCTYPE html>  
<html>  
<body>  
 <script src=”script.js”></script>  
</body>  
</html>**

**script.js**

**let login = 'Employee';  
let message = (login == 'Employee') ? :  
 (login == 'Director') ? 'Greetings' :  
 (login == '') ? 'No login' :  
 '';console.log(message);**

let login = "Employee";

let message = (login == "Employee") ? "Greetings" : "No login";

console.log(message);

1. **Fix the code to welcome the boss**

**fix.html**

**<!DOCTYPE html>  
<html>  
<body>  
 <script src=”script.js”></script>  
</body>  
</html>**

**script.js**

**// You cant change the value of the msg  
let message;if (null || 2 || undefined )  
{  
 let message = "welcome boss";  
}  
else  
{  
 let message = "Go away";  
}  
 console.log(message);**

let message;

if (null || 2 || undefined) {

  message = "welcome boss";

} else {

  message = "Go away";

}

console.log(message);

1. **Fix the code to welcome the boss**

**fix.html**

**<!DOCTYPE html>  
<html>  
<body>  
 <script src=”script.js”></script>  
</body>  
</html>**

**script.js**

**let message;  
let lock = 2;//Dont change any code below this if (null || lock || undefined )  
{  
 message = "Go away";  
}  
else  
{  
 message = "welcome";  
}  
 console.log(message);**

let message;

let lock; //Dont change any code below this

if (null || lock || undefined) {

  message = "Go away";

} else {

  message = "welcome";

}

console.log(message);

1. **Fix the code to welcome the boss**

**fix.html**

**<!DOCTYPE html>  
<html>  
<body>  
 <script src=”script.js”></script>  
</body>  
</html>**

**script.js**

**let message;  
let lock = 2;//Dont change any code below thisif (lock && " " || undefined )  
{  
 message = "Go away";  
}  
else  
{  
 message = "welcome";  
}  
console.log(message);**

// You cant change the value of the msg

let message;

let lock; //Dont change any code below this

if ((lock && " ") || undefined) {

  message = "Go away";

} else {

  message = "welcome";

}

console.log(message);

1. **Change the code to print**

**3**

**2**

**1**

**fix.html**

**<!DOCTYPE html>  
<html>  
<body>  
 <script src=”script.js”></script>  
</body>  
</html>**

**script.js**

**//You can change only 2 characterslet i = 3;while (i) {  
 console.log( --i );  
}**

let i = 4;

while (--i) {

  console.log(i);

}

1. **Change the code to print 1 to 10 in 4 lines**

**fix.html**

**<!DOCTYPE html>  
<html>  
<body>  
 <script src=”script.js”></script>  
</body>  
</html>**

**script.js**

**let num = 1  
console.log(num)  
num += 1  
console.log(num)  
num += 1  
console.log(num)  
num += 1  
console.log(num)  
num += 1  
console.log(num)  
num += 1  
console.log(num)  
num += 1  
console.log(num)  
num += 1  
console.log(num)  
num += 1  
console.log(num)  
num += 1  
console.log(num)**

let num = 1;

for (let i = 10; i > 0; i--) {

  console.log(num);

  num += 1;

}

1. **Change the code to print even numbers**

**fix.html**

**<!DOCTYPE html>  
<html>  
<body>  
 <script src=”script.js”></script>  
</body>  
</html>**

**script.js**

**//You are allowed to modify only one character for (let num = 2; num <= 20; num += 1) {  
 console.log(num)  
}**

for (let num = 2; num <= 20; num += 2) {

  console.log(num); }

**17 . Change the code to print all the gifts**

**fix.html**

**<!DOCTYPE html>  
<html>  
<body>  
 <script src=”script.js”></script>  
</body>  
</html>**

**script.js**

**let gifts = ["teddy bear", "drone", "doll"];for (let i = 0; i < 3; i++) {  
 console.log('Wrapped ${'gifts[i]'} and added a bow!');  
}**

//You are allowed to modify only one character

let gifts = ["teddy bear", "drone", "doll"];

for (let i = 0; i < 3; i++) {

  console.log(`Wrapped ${gifts[i]} and added a bow!`);

}

1. **. Fix the code to disarm the bomb.**

**fix.html**

**<!DOCTYPE html>  
<html>  
<body>  
 <script src=”script.js”></script>  
</body>  
</html>**

**script.js**

**let countdown = 100;while (countdown > 0) {  
 countdown--;  
 if(countdown == 0)  
 {  
 console.log("bomb triggered");  
 }  
}**

let countdown = 100;

while (countdown > 0) {

  countdown--;

  if (countdown == 0) {

    console.log("Bomb disarmed");

  }

}

**19 . Whats the msg printed and why?**

**var lemein = “0”;  
var lemeout = 0;  
var msg = “”;if (lemein) {  
 msg += “hi”;  
 }if (lemeout) {  
 msg += ‘Hello’;  
}console.log(msg);**

**Solution :**

The output will be : hi

Because lemein has a string value, so it satisfies the if loop. Whereas, lemeout has zero, which fails in if loop.