**Find the culprit**

1. fix.html

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

Solution:

<!DOCTYPE html>

<html>

<body>

    Whats the error in this ?

    <script>

        alert( "I'm JavaScript!");

    </script>

</body>

</html>

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:

<!DOCTYPE html>

<html>

<body>

 <script src="scripts.js"></script>

</body>

</html>

Scripts.js

alert("I'm invoked!");

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

<!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(`World`)  
alert(3 +  
1  
+ 2); // this is multiple line code and its working

Solution:

1. Its 1st display alert message for “I’am javaScript!” and we are click ok,
2. Then next on display via alert box “Hello” and we are click ok,
3. And also 3rd time display in alert box “world” and then,
4. Adding the values of 3+1+2=6,so “6” only display on alert box finally
5. **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:

let admin,fname,lname;

fname = "Guvi";

lname = "geek";

admin = fname+" "+lname;

alert(admin);

Output:

“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";

let lname = "geek";

let name = fname+" "+lname;

alert(`hello ${name}`);

Output:

Hello Guvi geek

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);

Solution:

let b = prompt(10,5);

function prompt(a,b){

    return (a + b);

}

alert(b);

Output:

15

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:

Because, The declared a values are string, so the string compare to the greater than using symbol to be we are getting outputs are single char in the string is greater than 2 char on the string.

Suppose we want the diffused value, and we are declared in the numerical values.

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 this

if (a) {  
 console.log( 'OMG it works for any number inc 0' );  
}  
else  
{  
 console.log( "Success" );  
}

Solution:

We are type any number inside the prompt, and we will get success only, because if condition is not checking the value, so we getting on else part output only.

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:

let value = 6;

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");

}

Output: You hit a Six