

JavaScript Lab1

(This lab is for deeply understand the language, try all code blocks and discuss the code with your lab instructor)

- 1- Create your first html file that contains any html tags.
- 2- Create an external JavaScript file and name it `External.js` ,then define the following variables in this file
 - a- Three number variables (`number1,number2,number3`) with different values (3,2.9,0xff)

Note: define numbers with `var` Your `firstName` ,`middleName` and `lastName` variables

Note: define `firstName` with `"` , `middleName` with `'` and `lastName` with ```(backtick).

- b- Define a `flag` variable with value true
 - c- Finally print on log "This is the External JavaScript file"

- 3- Try the following assignments and write your comment
 - a- On `External.js` ->print the value of `number1` on console before `number1` definition line ?!
 - b- Create another internal script before external script in html and print the value of `number1`?
 - c- Now add another internal script after `external.js` script in html file and print the same value?

NOTE: Try the same 3 steps for `number2` and `number3`

- d- **WHAT IF** you remove var keyword from number1 definition and repeat the previous 3 steps , does the result change?
 - e- Try to change the value of number1, number2 or number 3 on developer tool console? What will happen???
 - f- Try to change your firstName character at index 3
 ,firstName[3]='A'
 Then print firstName variable on console.
 - g- Print **typeof** all your variables
- 4- Now inside the html create an embedded script tag , then apply the following assignments and print the result on console (console.log function)
- a- number1+number2
 - b- flag+ number1
 - c- firstName+flag
 - d- number1+firstName
 - e- number1+number2+firstName
 - f- number1+firstName+number2
 - g- number1*flag
 - h- number1/lastName
 - i- Print your full Name with firstName , middleName and lastName variables with string template and backtick (**ES6**).
 - j- Display all array values on console as table

Review: Operators, loops and conditions on Day1 PDF file

- 5- write a script to check if a given number is odd or even
- 6- print number 1 to 10 using loops
- 7- check if number is -ve , +ve or zero
- 8- print multiplication table for any number in console
- 9- Write a program that takes a number from 1 to 7 and prints the corresponding day of the week (e.g., 1 -> "Sunday", 2 -> "Monday", etc.)
- 10- Write a program that takes a day number and prints whether it's a **weekend** or a **weekday**.

Searching:

- 1- in ES5 we can avoid define variable without var keyword by using 'use strict' mode !
- 2- all number variables have a method called toString
var number=30;
number.toString(16);
what does this method do ?