```
<style>
.maintext {
  font-size: 32px;
  text-align: center;
  margin-top: 50px;
}

#second {
  border: 1px solid black;
}
</style>
<script>
var output = document.getElementById('output');
var output2 = document.getElementById('output2');
var newbutton = document.getElementById('second')
newbutton.addEventListener("click", function() {
  var myrandom = Math.random();
  output2.innerHTML = myChoice(myrandom);
});

var blank = "";
var firstName = "John" + "last";
var lastName = "Smith";
var fullName = "wrong name"; // global fullName
var myArray = ['first item' + firstName, 'second', 3, 4, 5, 'six'];
var one = '1';
var two = 2;

var alpha = "ZHSGJEBCKMKFLWUIOPAUD";

function showResult() {
  var myrandom = Math.random();
  htmlOutput(myChoice(myrandom));
}

function myChoice(a) {
  var b = '';
  if (a > 0 && a <= 0.33) {
    b = 'rock';
  } else if (a > 0.33 && a <= 0.66) {
    b = 'paper';
  } else if (a > 0.66 && a <= 1) {
    b = 'scissors';
  }
  return b;
}

function splitString(a) {
  var e = a.split('').sort().join('');
  return e;
}

htmlOutput(splitString(firstName + firstName + alpha))
```

```javascript
var person = {
  age: 25,
  firstName: "John",
  lastName: "Smith",
  fullName: function() {
    return this.firstName + " " + this.lastName;
  }
};

var newOutput = "Array List";

for (var x = 0; x < myArray.length; x++) {
  newOutput = newOutput + '<BR>' + (x + 1) + ' ' + myArray[x];
}

function pickArray(a) {
  return myArray[a];
}

function myName(a, b) {
  var fullName = a + ' ' + b; // local fullName
  return fullName;
}

function htmlOutput(myOutput) {
  output.innerHTML = myOutput;
}

/*
var myrandom = Math.random();
htmlOutput(myrandom + '<BR>' + myChoice(myrandom));
*/
</script>
<div class="maintext" id="output"></div>
<span class="maintext">vs</span>
<div class="maintext" id="output2"></div>
<button onclick="showResult()">Click to get a new value</button>
<div id="second">Click here to do another choice</div>
```