```html
<!DOCTYPE html>
<html>
    <head>
        <meta charset="utf-8">
        <meta http-equiv="X-UA-Compatible" content="IE=edge">
        <title></title>
        <meta name="description" content="">
        <meta name="viewport" content="width=device-width, initial-
scale=1">
        <link rel="stylesheet" href="">
    </head>
    <body>
        <p
            <h3>This is how we do a pop-up box</h3>
            <!-- Create a button tag, and define its name. -->
            <button onclick="oneclick()">Hey, let's go!</button>
            <!-- Then, define the function by calling back to the name
you gave to onclick. -->
            <script>
                function oneclick(){
                    alert("Stream Alcohol-Free! One in a million,
annyeong haseyo. TWICE imnida!");
                }
            </script>
        </p>
        <p id="Pop-ups">
            <h3>This is how we do a confirm box</h3>
            Confirm boxes are useful for checking what the user wants
to do.<br>
            In other words, it helps them check their actions, because
if not then they might do something dumb ^__^ <br>
            <!-- Let's create a button tag first. -->
            <button onclick="confeerm()">Be careful, matey</button>
            <script>
                /* The confirm boxes involve an if-else conditional.
                Its effects take place after clicking an option.*/
                function confeerm() {
                    var confirm_pop;
                    if (confirm("Press a button!")) {
                        confirm_pop = "Down to the pipes!!!"
                    } else {
                        confirm_pop = "Uh-oh, mate..."
                    }
                    document.getElementById("Pop-ups").innerHTML =
confirm_pop;
                }
            </script>
        </p>
        <p id="Prompts">
            <h3>This is how we make a prompt box</h3>
            <button onclick="Proompt()">Press for boopies</button>
            <script>
                function Proompt() {
                    var hey;
                    var bias1 = prompt("First value", "Nayeon");
                    var bias2 = prompt("Second value")
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                    var bias3 = prompt("Third value")
                    if (bias1 == null || bias1 == "" || bias2 == null
|| bias2 == "" || bias3 == null || bias3 == "") {
                        hey = "You'll have your own bias soon, we know
it.";
                    } else {
                        hey = bias1 + bias2 + bias3 + "<br>" + bias1 *
bias2 * bias3;
                    }
                    document.getElementById("Prompts").innerHTML =
hey;
                }
        </script>
    <!-- This is the first item for the last activity. -->
    </p>
    <p id="alertbox1">
        <button onclick="myFunction()">Who are you?</button>
            <script>
                function myFunction() {
                let text;
                let person = prompt("Please enter your name:",
"Harry Potter");
                if (person == null || person == "") {
                text = "User cancelled the prompt.";
                } else {
                text = person;
                }
                document.getElementById("alertbox1").innerHTML =
text;
                }
            </script>
    </p>
    <!-- Second item: addition and multiplication -->
    <button onclick="vars()">Press for boopies</button>
    <p id="Prompts">
        <script>
            function vars() {
                var hey;
                var num1 = prompt("First value");
                var num2 = prompt("Second value");
                var num3 = prompt("Third value");
                var num1_p = parseInt(num1);
                var num2_p = parseInt(num2);
                var num3_p = parseInt(num3);
                let sum_nums = num1_p + num2_p + num3_p;
                let prod_nums = num1_p * num2_p * num3_p;
                if (num1 == null || num1 == "" || num2 == null ||
num2 == "" || num3 == null || num3 == "") {
                    hey = "I think you forgot something...";
                } else {
                    hey = sum_nums + "<br>" + prod_nums;
                }
                document.getElementById("Prompts").innerHTML =
hey;
            }
        </script>
    </p>
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        <!-- Third item: Football standings -->
        <p id="footscores">
            <script>
                function football() {
                    var foot;
                    var wins = prompt("How many wins?");
                    var losses = prompt("How many losses?");
                    var draws = prompt("How many draws?")
                    var wins_p = parseInt(wins);
                    var losses_p = parseInt(losses);
                    var draws_p = parseInt(draws);
                    var winpoints = wins_p * 3;
                    var drawpoints = draws_p * 1;
                    var losspoints = losses_p * 0;
                    var totalpoints = winpoints + drawpoints;
                    document.getElementById("footscores").innerHTML =
totalpoints;
                }
            </script>
            </p>
            <button onclick="football()">Calculating for
Standings</button>
    </body>
</html>
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