

Exercise 1: Application Project

Complete the Application Project in the Lesson Summary for Lesson 2. Experiment as suggested, and submit your files for review.

From: Lesson Summary Section 2

Application project

These projects will challenge you to use what you have learned in this lesson.

Create an XHTML page with a JavaScript block in the `<head>` section of the document and another JavaScript block in the `<body>` section. In the first JavaScript block, create four variables named `string1`, `string2`, `string3` and `string4`. Assign the value start to `string1`. Assign the return value of a `prompt()` method as the value for `string2`. Assign the return value of a `confirm()` method as the value for `string3`. Assign the value end to `string4`.

In the second JavaScript block, create a `document.write()` statement that outputs the text *Hello, World*. Make this text Heading Level 3 (`<h3>`). Create a second `document.write()` that outputs the values of each of the four variables created in the first JavaScript block. Experiment with different methods of ensuring that a space exists between each value. After the code is working properly, determine a way to output the four variable values on separate lines of the XHTML page.

As you experiment with the page, observe the values that are returned in various situations. For instance, note the value that is returned if the user selects the Cancel button on a prompt dialog box.

Create a second XHTML page with a JavaScript block in the `<head>` section of the document and another JavaScript block in the `<body>` section. In the first JavaScript block, create two variables named `number1` and `number2`. Assign different numerical values to each variable. In the second JavaScript block, experiment with the various arithmetic and comparison operators shown in Table 2-4. Create a `document.write()` statement that outputs the results of the operations.

