**Find the culprit**

fix.html

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

Solution :

Inside alert one is single quote and another one is double quote

**Find the culprit and invoke the alert**

fix.html

<!DOCTYPE html>  
<html>  
<body>  
 <script src=”script.js”></script>  
</body>  
</html>

scripts.js

alert(“I’m invoked!”);

Solution :

File name of javascript is “scripts.js” but inside that script tag they mention missed that s

“script.js” 🡺 **file name is wrong**

**Explain the below how it works**

explain.html

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

Solution :

Javscript is user friendly . That doesn’t take care of semicolon It will considered as closed.

Multiple line coding doesn’t matters in javascript.

**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 :

admin = fname + “ “ + lname;

**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 :

Name = fname + “ “ + lname;

Alert (`hello ${name});

**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 a = Number(prompt(“First number?”));

let a = Number(prompt(“Second number?”));

alert(a +b);

or

alert (+a + +b);

**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 of var “a” is having string .

I we check the condition if(a) => it will check if value is there It will return true or it will return false.

How to get “diffused” ?

If we change => var a = 2 > 12 ;

Then we will get “diffused”

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

solution:

let a = Number(prompt("Enter a number?"));

if we give = 0 or false as input --🡪 “Success” will print

**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 = 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(value);  
}

**Fix the code to welcome the Employee**

fix.html

<!DOCTYPE html>  
<html>  
<body>  
 <script src=”script.js”></script>  
</body>  
</html>

script.js

let login = 'Employee';

let message = (login == 'Employee') ? 'Welcome':

(login == 'Director') ? 'Greetings' :

  (login == '') ? 'No login' ;

console.log(message);

— — — — — — — — — — — — — — — — — — — — — — — — — — — — — — -

**Fix the code to welcome the boss**

fix.html

<!DOCTYPE html>  
<html>  
<body>  
 <script src=”script.js”></script>  
</body>  
</html>

script.js

// You cant change the value of the msg

let message;

if (null || 2 || undefined)

{

  message = "welcome boss";

}

else

{

  message = "Go away";

}

  console.log(message);

— — — — — — — — — — — — — — — — — — — — — — — — — — — — — — -

**Fix the code to welcome the boss**

fix.html

<!DOCTYPE html>  
<html>  
<body>  
 <script src=”script.js”></script>  
</body>  
</html>

script.js

let message = "";

let lock = 0;

//Dont change any code below this

if (null || lock || undefined )

{

  message = "Go away";

}

else

{

 message = "welcome";

}

  console.log(message);

— — — — — — — — — — — — — — — — — — — — — — — — — — — — — — -

**Fix the code to welcome the boss**

fix.html

<!DOCTYPE html>  
<html>  
<body>  
 <script src=”script.js”></script>  
</body>  
</html>

script.js

let message;

let lock = 0;

//Dont change any code below this

if (lock && " " || undefined )

{

  message = "Go away";

}

else

{

 message = "welcome";

}

console.log(message);

}  
console.log(message);

— — — — — — — — — — — — — — — — — — — — — — — — — — — — — — -

**Change the code to print**

3

2

1

fix.html

<!DOCTYPE html>  
<html>  
<body>  
 <script src=”script.js”></script>  
</body>  
</html>

script.js

//You can change only 2 characters

let i = 3;

while (i) {

  console.log( i-- );

}

— — — — — — — — — — — — — — — — — — — — — — — — — — — — — — -

**Change the code to print 1 to 10 in 4 lines**

fix.html

<!DOCTYPE html>  
<html>  
<body>  
 <script src=”script.js”></script>  
</body>  
</html>

script.js

for(let num=1; num<=10;num++) {

  console.log(num);

}

— — — — — — — — — — — — — — — — — — — — — — — — — — — — — — -

**Change the code to print even numbers**

fix.html

<!DOCTYPE html>  
<html>  
<body>  
 <script src=”script.js”></script>  
</body>  
</html>

script.js

for (let num = 2; num <= 20; num += 1) {

  if(num%2 == 0)

   console.log(num)

}

— — — — — — — — — — — — — — — — — — — — — — — — — — — — — — -

**Change the code to print all the gifts**

fix.html

<!DOCTYPE html>  
<html>  
<body>  
 <script src=”script.js”></script>  
</body>  
</html>

script.js

let gifts = ["teddy bear", "drone", "doll"];

for (let i = 0; i < 3; i++) {

  console.log(`Wrapped ${gifts[i]} and added a bow!`);

}

— — — — — — — — — — — — — — — — — — — — — — — — — — — — — — -

**Fix the code to disarm the bomb.**

fix.html

<!DOCTYPE html>  
<html>  
<body>  
 <script src=”script.js”></script>  
</body>  
</html>

script.js

let countdown = 100;

while (countdown > 1) {

  countdown--;

  // console.log(countdown);

  if(countdown == 0)

  {

   console.log("bomb triggered");

  }

}

— — — — — — — — — — — — — — — — — — — — — — — — — — — — — — -

Whats the msg printed and why?

var lemein = “0”;  
var lemeout = 0;  
var msg = “”;

if (lemein) {  
 msg += “hi”;  
 }if (lemeout) {  
 msg += ‘Hello’;  
}console.log(msg);

output:

hi

Reason:

**why because value of lemein is passes as string , then it goes to the if condition as true. So the output will be “hi”.**

Whats the msg printed and why? Guess you answer before running it.

var lemein = “0”;  
var lemeout = 0;  
var msg = “”;if (lemein) {  
 msg += “hi”;  
 }if (lemeout) {  
 msg += ‘Hello’;  
}console.log(msg);

output : **hi**

Reason : **lemein is passes as string , then it goes to the if condition as true. So the output will be “hi”.**