

CSCI 341 : HANDS ON

UNIT: Iffy Programming

Activities

- Practice with conditionals and branching
- Play around with if statements
- Explore if else statements
- Read and complete the assignment
- Check your work!

Activity One

Branching is one of the three control structures supported by all programming languages. A branch construct allows the programmer to create mutually exclusive sections of code. Depending on the value of some variable at run time, a block of code will either run, or be skipped. In this week's assignments, we will see how branching constructs work within JavaScript.

The most simple branch is the If statement. Consider a long lecture, right in the middle of which your professor says: If I'm going to fast, just let me know. And then the professor goes right on with lecture. In programming, this conversational digression would be encoded as an if statement:

```
// **** a bunch of lines of code; ****
if (lectureSpeed > acceptableRate) {
    slowDown();
}
// **** a bunch more lines of code; ****
```

The format of a single **if** in JavaScript goes like this:

```
if (conditional) {
    doStuff();
} // end if
```

Activity Two

A more complex form of the branch is the If-Else. In this structure, the world divides into two parts... code curtain number one and code curtain number two. Based on the value of the conditional, the program will either pass through one door or the other, but not both.

```
if (conditional) {
    doStuff();
} // end if
else {
    doDifferentStuff();
} // end else
```

For more branching examples, see pages 148 - 161 of the textbook.

Assignment

- Prompt user to determine if they arrived to port on time (yes/no)
- Perform convert to upper on answer
- If the user answers "Yes", tell them that they have earned extra doubloons
- If the user answers "No", give them the consequences, for example "Argh, walk the plank!"
- Send all output to a page element using `textContent`.
- Post assignments as link from class index page
- Check the rubric and submit a link in Canvas for grading.

Important Procedures for All Labs

Here are some general notes for perfection that you should follow for every assignment:

1. Please produce all web content to HTML5 standards.
2. Please **validate** all your files.
3. Be sure to update the header block comments for each file.
4. Be sure to check your browser's console / developer tools for error free code.
5. Test your code in Chrome and Edge at a minimum.
6. Use only your own original code for all labs.
7. Be sure to put your CSS and JavaScript in a separate files from your html.
8. Be sure to read through the lab rubric in Canvas.
9. Submit your lab in Canvas for grading.

Holler if you have any questions!

Mission Accomplished!

Great job. Here is your reward: My captain said, "Argh, go to the harbour and buy an anchor and if they have apples, get six.". I came back with 6 anchors. My captain said, "you lilly brain, why in the hell did you buy six anchors?". To which I replied, "They had apples".

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