fix.html

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

ANS=<!DOCTYPE html>

<html>

<body>

 <script>

 alert( "I m JavaScript!");

 </script>

</body>

</html>

Find the culprit & invoke the alert

Script.js

alert(“I’m invoked!”);

HTML

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

ANS=<!DOCTYPE html>

<html>

<body>

 <script src=”script.js”>

  alert( "I m JavaScript!");

 </script>

</body>

</html>

**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

ANS= If we consider Human body as code then HTML is like bone of code, & js is like brain. For the above code css is not added which act like skin. First line of html file specifies document type. Second line indicates starting of HTML tag, 3rd line indicates opening of body tag, 4th line indicates script tag .rather than writing full java script code in HTML we write it in separate .js file to avoid complexity. & then with “scr” we can connect .js file to html file.6th &7th line indicates closing of HTML & Body tag

In script.js file on 1st line extra single quote is specified,2nd line semicolon is not specified thus it may not run,3rd &4th line runs because extra enter may not create an issue as string is in quote & within bracket,5th ,6th & 7th line will create alert message as 5 ;

**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"

ANS= //let admin=9, fname=10.5;

        fname = "Guvi";

        lname = "geek"

        admin = fname+lname;

        alert( admin ); // "Guvi geek"

**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}' );

//let fname=10.5;

fname = "Guvi";

lname = "geek"let name = fname+lname;

var f=console.log('hello'+""+'name');

alert( f );

    }

**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);

ANS=script.js

    let a = prompt("First number?"," ");

    let b = prompt("Second number?"," ");

    alert(a + b);

**If you run the below script 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")   
}

**How to get the success in console.**

fix.html

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

script.js

**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" );  
}

ANS= let a = prompt("Enter a number?"," 3");//Don't modify any code below thisif (a) {

 console.log( 'OMG it works for any number inc 0' );

}

else

{

 console.log( "Success" );

}

**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");  
}

ANS=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 if {(value===1)

      console.log("You took single");

}else if{(value===2)

    console.log("You took double");

} else if {(value===0)

    console.log("Dot ball")

}

**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') ? :  
 (login == 'Director') ? 'Greetings' :  
 (login == '') ? 'No login' :  
 '';console.log(message);

ANS=let login = 'Employee';

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

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

      (login == '') ? 'No login' :

      if (value === 'Employee') {

        console.log("Welocme");

  } else if (value==='Director') {

      console.log("");

**Fix the code to welcome the boss**

fix.html

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

script.js

// You can’t change the value of the msg  
let message; if (null || 2 ||undefined )  
{  
 let message = "welcome boss";  
}  
else  
{  
 let message = "Go away";  
}  
 console.log(message);

 ANS= // You can’t change the value of the msg

let message; if (null || 2 ||undefined )

{

 let message = "welcome boss";

 console.log(message

}

else

{

 let 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 = 2;//Dont change any code below this if (null || lock || undefined )  
{  
 message = "Go away";  
}  
else  
{  
 message = "welcome";  
}  
 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 characterslet i = 3;while (i) {  
 console.log( --i );  
}

 Ans=let i=3,

  while (i>=1) {

   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

let num = 1  
console.log(num)  
num += 1  
console.log(num)  
num += 1  
console.log(num)  
num += 1  
console.log(num)  
num += 1  
console.log(num)  
num += 1  
console.log(num)  
num += 1  
console.log(num)  
num += 1  
console.log(num)  
num += 1  
console.log(num)  
num += 1

console.log(num)

ANS= let i=0;

  while (i<=9) {

   console.log( ++i);

  }

**Change the code to print even numbers**

fix.html

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

script.js

//You are allowed to modify only one character for (let num = 2; num <= 20; num += 1) {  
 console.log(num)  
}

let num = 2;

  while(num <= 20 ) {

      return num += 1

    console.log(num%2)

  }

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

**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!');  
}

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

  for (var 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 > 0) {  
 countdown--;  
 if(countdown == 0)  
 {  
 console.log("bomb triggered");  
 }  
}

let countdown = 100;while (countdown > 10) {

    countdown--;

    if(countdown == 10)

    {

     console.log("bomb Disarm");

    }

  }

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);

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);