**Find the culprit**

fix.html

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

Fix:

<!DOCTYPE html>

<html>

  <body>

    <script>

      //  alert( “I’m JavaScript!’);

      alert("I'm Javascript!"); // corrected one

    </script>

    Whats the error in this ?

  </body>

</html>

fix.html

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

scripts.js

alert(“I’m invoked!”);

No error here

**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

First explain.html invokes script.js. The first alert is invoked “I’m Javascript!”. Then 2nd alert is invoked even when semicolon is not there. Then 3rd alert is invoked and similarly 4the alert is invoked.

**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"

Fix : - 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}' );

Fix: let fname = 10.5;

fname = 'Guvi';

lname = 'geek';

let 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);

fix: alert(parseInt(a) + parseInt(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")   
}

var a = 2 > 12; to get diffused

“2” & “12” signifies string values and “2”> “12” will always give true so it a = true and 1st condition of if statement gets executed

**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" );  
}

Fix: let a = (prompt('Enter a number?'), false);

**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");  
}

Fix:

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");

}

**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);

Fix:

let message =

  login == 'Employee'

    ? 'Welcome Employee'

    : 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 )  
{  
 let message = "welcome boss";  
}  
else  
{  
 let message = "Go away";  
}  
 console.log(message);

Fix:

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

Fix:

let message;

let lock = false;

//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 = 2;//Dont change any code below thisif (lock && " " || undefined )  
{  
 message = "Go away";  
}  
else  
{  
 message = "welcome";  
}  
console.log(message);

Fix:

let message;

let lock = false;

//Dont change any code below this

if ((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 );  
}

Fix:

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

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)

Fix:

let num = 1;

let num2 = num + 1;

let num3 = num2 + 1;

console.log(num, num2, num3);

let num4 = num3 + 1;

let num5 = num4 + 1;

let num6 = num5 + 1;

console.log(num4, num5, num6);

let num7 = num6 + 1;

let num8 = num7 + 1;

console.log(num7, num8);

let num9 = num8 + 1;

let num10 = num9 + 1;

console.log(num9, num10);

**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)  
}

Fix:

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

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

Solution:

let countdown = 100;

while (countdown > 1) {

  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);

Answer: It’ll print “hi” because value of lemein is true and lemeout is false.