

## Day 6 - Activity

### Task 2 : Find the culprit

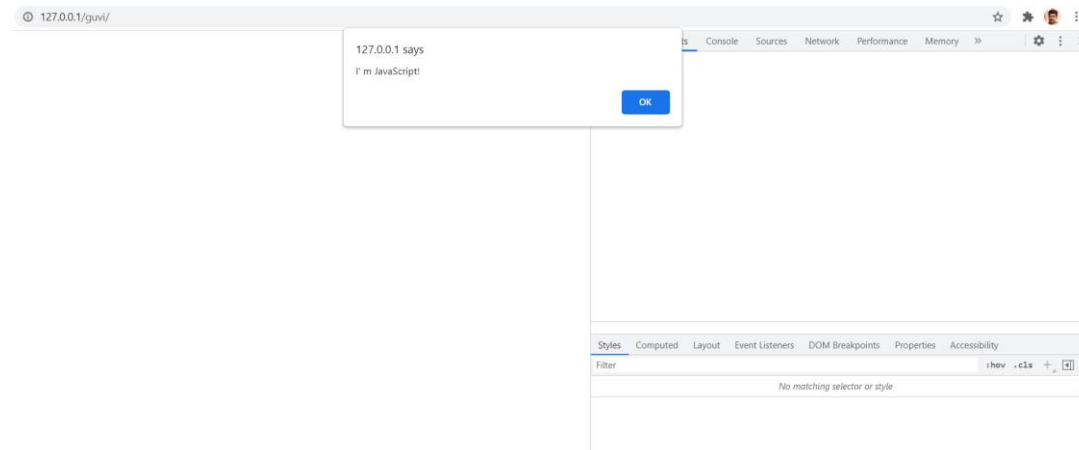
#### Fix.html (original code)

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

#### Fix.html (Fixed code)

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

### Output - Screenshot



## Day 6 - Activity

### Find the culprit and invoke the alert

#### Fix.html (Question)

Find the culprit and invoke the alert

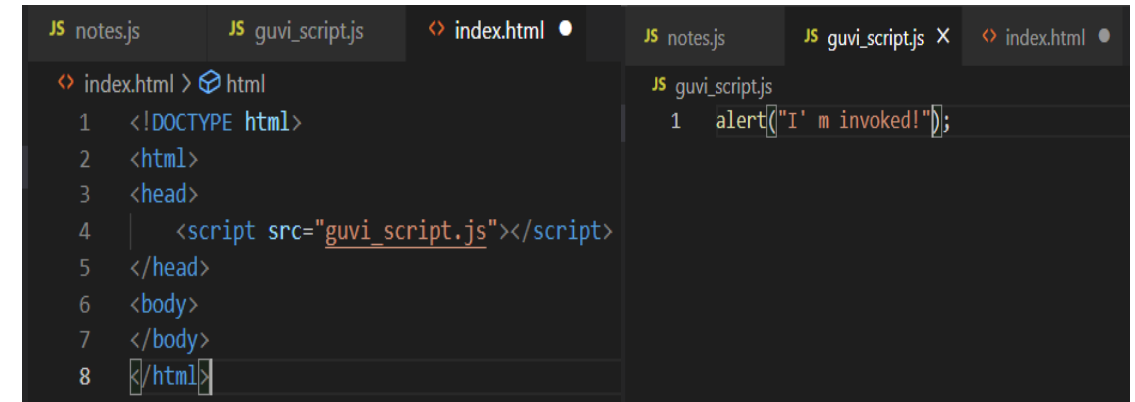
fix.html

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

scripts.js

```
alert("I'm invoked!");
```

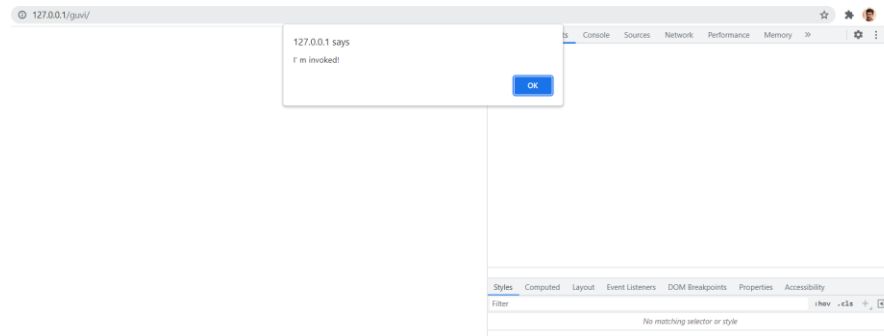
#### Fix.html (Answer)



```
JS notes.js JS guvi_script.js index.html
index.html > html
1 <!DOCTYPE html>
2 <html>
3 <head>
4 |   <script src="guvi_script.js"></script>
5 </head>
6 <body>
7 </body>
8 </html>

JS guvi_script.js
1 alert("I m invoked!");
```

### Output - Screenshot



# Day 6 - Activity

Explain the below how it works

## Question

Explain the below how it works

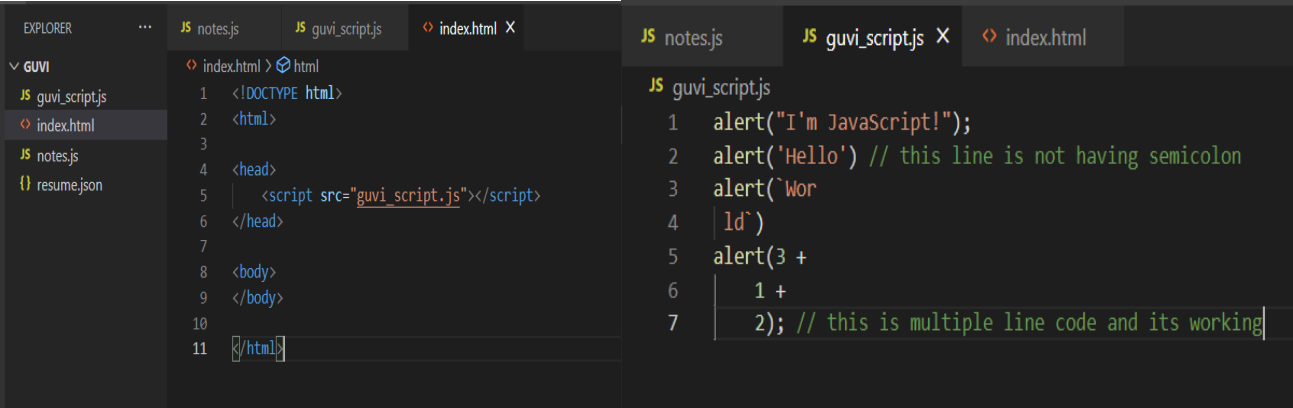
explain.html

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

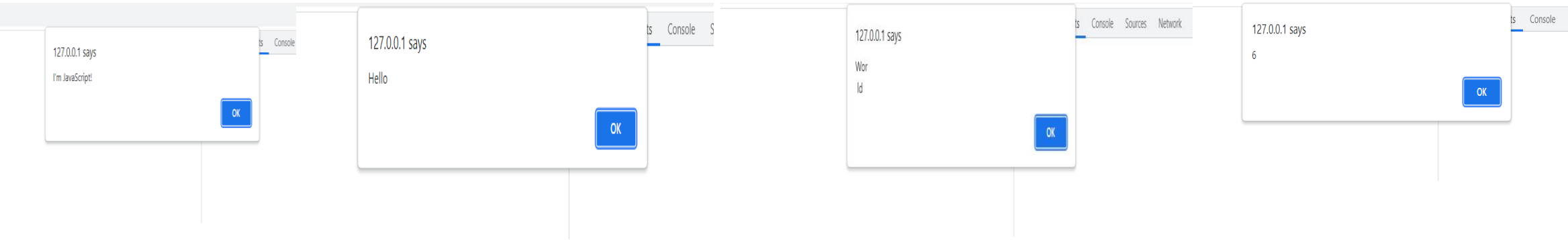
script.js

```
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
```

## Vs Code



## Output - Screenshot



## Day 6 - Activity

Find the culprit and invoke the alert

### Question

Fix the below to alert Guvi geek

fix.html

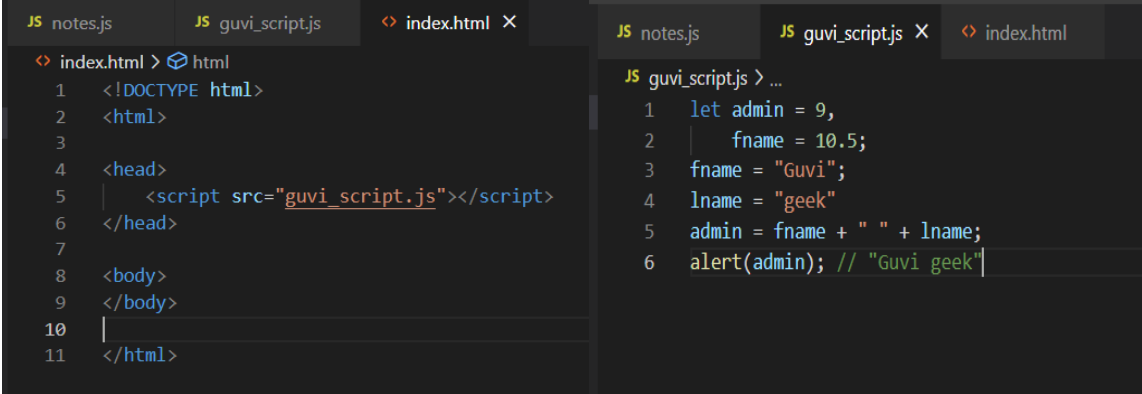
```
<!DOCTYPE html>
<html>
<body>
  <script src="script.js"></script>
</body>
</html>
```

script.js

```
let admin=9, fname=10.5;
fname = "Guvi";
lname = "geek"
admin = fname+lname;

alert( admin ); // "Guvi geek"
```

### Vs Code

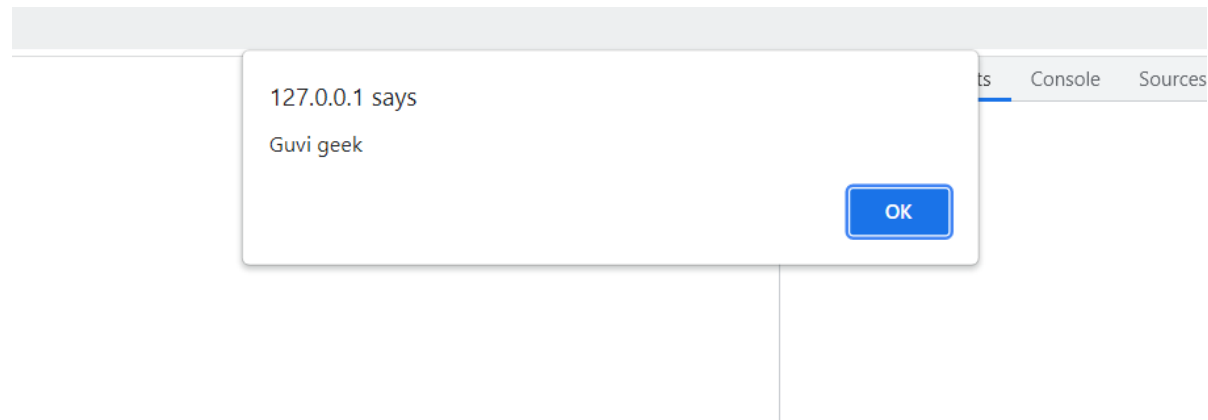
A screenshot of the Visual Studio Code editor interface. It shows three open files: 'index.html', 'guvi\_script.js', and 'notes.js'. The 'index.html' file is active and shows the following code:

```
1 <!DOCTYPE html>
2 <html>
3
4 <head>
5   <script src="guvi_script.js"></script>
6 </head>
7
8 <body>
9 </body>
10
11 </html>
```

The 'guvi\_script.js' file is also visible and contains the following code:

```
1 let admin = 9,
2   fname = 10.5;
3 fname = "Guvi";
4 lname = "geek"
5 admin = fname + " " + lname;
6 alert(admin); // "Guvi geek"
```

### Output - Screenshot



## Day 6 - Activity

Fix the below to alert hello Guvi geek

### Question

fix.html

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

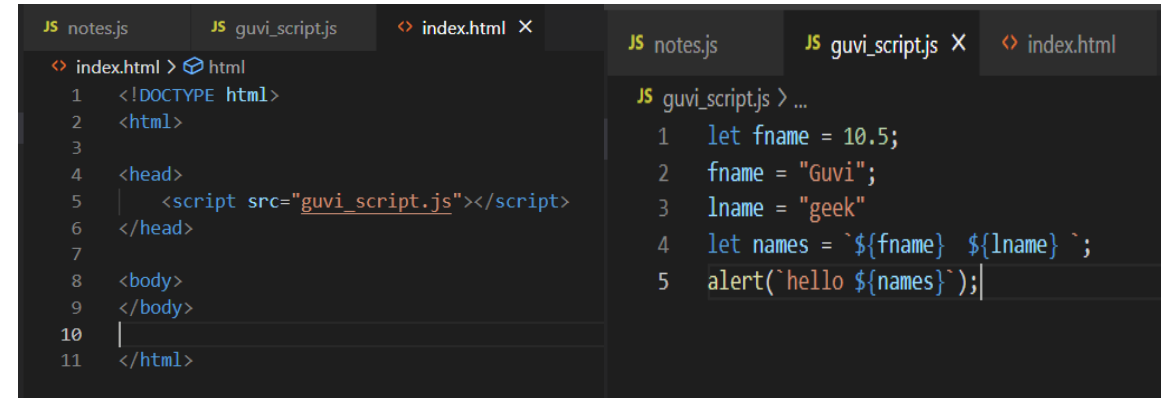
script.js

```
let fname=10.5;
fname = "Guvi";
lname = "geek"

let name = fname+lname;

alert( 'hello ${name}' );
```

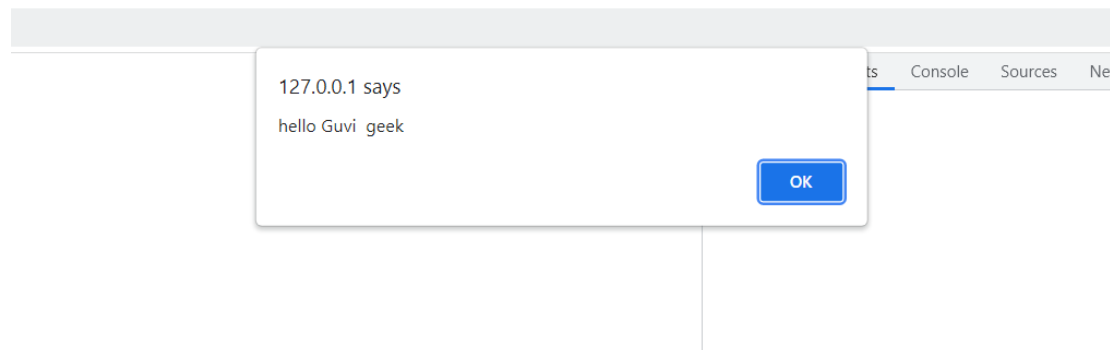
### Vs Code



```
JS notes.js JS guvi_script.js index.html X
index.html > html
1 <!DOCTYPE html>
2 <html>
3
4 <head>
5 | <script src="guvi_script.js"></script>
6 </head>
7
8 <body>
9 </body>
10 |
11 </html>

JS notes.js JS guvi_script.js X index.html
JS guvi_script.js > ...
1 let fname = 10.5;
2 fname = "Guvi";
3 lname = "geek"
4 let names = `${fname} ${lname}`;
5 alert(`hello ${names}`);
```

### Output - Screenshot



## Day 6 - Activity

Fix the code to get the largest of three.

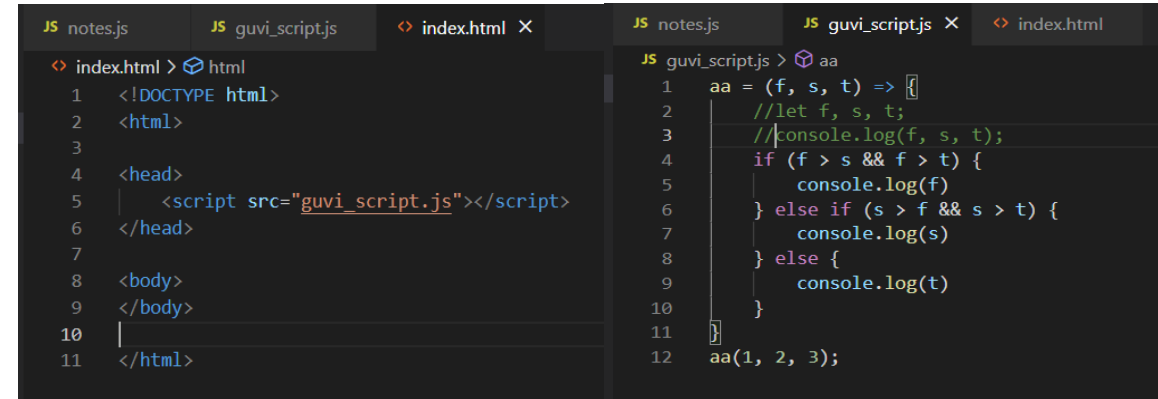
### Question

Fix the code to get the largest of three.

Code:

```
aa = (f,s,t) => {  
  let f,s,t;  
  console.log(f,s,t);  
  if(f>s &&f>t){  
    console.log(f)}  
  else if(s>f && s>t){  
    console.log(s)}  
  else{  
    console.log(t)}  
}  
  
aa(1,2,3);
```

### Vs Code



The screenshot shows two files in VS Code. The 'index.html' file contains a basic HTML structure with a script tag for 'guvi\_script.js'. The 'guvi\_script.js' file contains the JavaScript code for finding the largest of three numbers, with a red circle highlighting the function definition and its call.

```
JS notes.js JS guvi_script.js index.html X JS notes.js JS guvi_script.js X index.html  
index.html > html  
1 <!DOCTYPE html>  
2 <html>  
3  
4 <head>  
5   <script src="guvi_script.js"></script>  
6 </head>  
7  
8 <body>  
9 </body>  
10  
11 </html>  
  
JS guvi_script.js > aa  
1 aa = (f, s, t) => {  
2   //let f, s, t;  
3   //console.log(f, s, t);  
4   if (f > s && f > t) {  
5     console.log(f)  
6   } else if (s > f && s > t) {  
7     console.log(s)  
8   } else {  
9     console.log(t)  
10  }  
11 }  
12 aa(1, 2, 3);
```

### Output - Screenshot

