# GUVI: Zen Class — Part 1:****Find the culprits and nail them — debugging javascript****

Once you are familiar with basic syntax you can reinforce your understanding by solving these simple snippets

****Find the culprit****

fix.html

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

The above code the quotes around ‘I`m JavaScript!’ were not the right symbols.

****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!”);

Invalid characters for the Double quotes used. Also around the script.js the same issue with the double quotes being of a different unicode.

****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

Take care of the double quotes around script.js though.

It works because the first line is perfectly fine in the script.js

Next line the semicolon at the end of the line isnt important for JS.

Thirdline the ` is not as same as ‘ but it is allowed for multiline strings in JS

The fourth line has 3 + 1 \_+ 2 in multiple lines since its all considered int addition is done and 6 is printed as output.

****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"

Just fix the quotes around script.js and then introduce a space between fname and lname.

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}' );

Well take care of the ` is the one expected when using template String methods.

also if geek and guvi need spearation use + “ “ + concatenation.

Reference:

<https://medium.com/dailyjs/5-ways-to-convert-a-value-to-string-in-javascript-6b334b2fc778>

****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);

parsing as int for the values entered resolves it. Default it treats the inputs as string.

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

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

****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);

Parsing inputs as int resolves the issue.

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

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