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| --- | --- |
| <!DOCTYPE html> <html> <body> <script> alert( “I’m JavaScript!’); </script> Whats the error in this ? </body> </html> | <!DOCTYPE html>  <html>  <body>  <script>  alert("Im JavaScript!");  </script>  Whats the error in this ?  </body>  </html> |
| **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!”); | <!DOCTYPE html>  <html>  <body>  <script src="script.js"></script>  </body>  </html>  alert("Im invoked!"); |
| **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 | <!DOCTYPE html>  <html>  <body>  <script src="script.js"></script>  </body>  </html>  alert("I'm JavaScript!");  alert('Hello') // this line is not having semicolon  alert(`World`)  alert(3 +1+ 2); // this is multiple line code and its working |
| **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" | <!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 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}' ); | <!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 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); | <!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 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); | <!DOCTYPE html>  <html>  <body>  <script src="script.js"></script>  </body>  </html>  script.js  let a = parseInt(prompt("First number?"));  let b = parseInt(prompt("Second number?"));  alert(a + 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")  } | <!DOCTYPE html>  <html>  <body>  <script src="script.js"></script>  </body>  </html>  script.js  var a = "2" > "12";  // "2" and "12" are strings so it return true  // thats why we got "Code is Blasted" in the console  // use this to get the diffused  // 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  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" ); } | <!DOCTYPE html>  <html>  <body>  <script src="script.js"></script>  </body>  </html>  script.js  let a = prompt("Enter a number?");  a=false;  //Don't modify any code below this  if (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"); } | <!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 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); | <!DOCTYPE html>  <html>  <body>  <script src="script.js"></script>  </body>  </html>  script.js  let login = 'Employee';  let message = (login == 'Employee') ? 'Welcome':  (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); | <!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 )  {  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); | <!DOCTYPE html>  <html>  <body>  <script src="script.js"></script>  </body>  </html>  script.js  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); | <!DOCTYPE html>  <html>  <body>  <script src="script.js"></script>  </body>  </html>  script.js  L  et 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 );} | //You can change only 2 characters  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) | let i = 1;  while (i<=10) {  console.log( i++ );  } |
| **hange 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) } | //You are allowed to modify only one character  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!'); } | 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");  } } | let countdown = 100;  while (countdown > 0) {  if(countdown == 0)  {  console.log("bomb triggered");  }  countdown--;  } |
| 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); | var lemein = "0";  var lemeout = 0;  var msg = "";  //lemein is string 0 so the if condition is true so it executes the blog of code  if (lemein) {  msg += "hi";  }  //lemeout is number 0 so the if condition is false  if (lemeout) {  msg += 'Hello';  }  // it prints the message hi  console.log(msg); |