

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

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

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);
```

output:

hi

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");
  }
}
```

Fixed

```
let countdown = 100;

while (countdown > 0) {

  countdown--;

  if(countdown === 0)

  {

    console.log("bomb triggered");

  }

}
```

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!');
```

Fixed

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

for (let i = 0; i < 3; i++) {

  console.log(`Wrapped ${gifts[i]} and added a bow!`);

}
```

GUVI: Zen Class — Part 2 : Find the culprits and nail them — debugging javascript loops

Write a code to print the numbers in the array

Output: 1234567891011

```
var numsArr = [ 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11];var
new_string = "";

for (var i = 1; i < 11; i--) {
  new_string += numsArr[i]
}console.log(new_string);
```

Fixed

```
var numsArr = [ 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11];
```

```
var new_string = "";
```

```
for (var i = 1; i < 11; i++) {  
  
    new_string += numsArr[i];  
  
}
```

```
console.log(new_string);
```

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)  
}
```

Fixed

```
for (let num = 2; num <= 20; num += 1) {
```

```
    if(num%2===0)
```

```
        console.log(num)
```

```
}
```

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)
```

Fixed

```
for (let num = 1; num <= 10; num += 1) {

  console.log(num)

}
```

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 );
}
```

Fixed

```
let i = 3;

while (i>0) {

  console.log( i );

  i--
}
```

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 (lock && " " || undefined) {
  message = "Go away";
}
else {
  message = "welcome";
}
console.log(message);
```

Fixed

```
let message;
```

```
let lock
```

```
//Dont change any code below this
```

```
if (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 this if (null || lock
|| undefined )
{
  message = "Go away";
}
else
{
  message = "welcome";
}
console.log(message);
```

Fixed

```
let message;
```

```
let lock = 2;
```

```
//Dont change any code below this
```

```
if (null || lock || undefined )
```

```
{
```

```
  message = "Go away";
```

```
}
```

```
else
```

```
{
```

```
  message = "welcome";
```



```
}  
  
console.log(message);
```

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");  
}
```

Fixed

```
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");  
  
}
```