Day 6\_prblm2

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

1. Find the culprit

// fix.html

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

alert("I'am Javascript"); //this line was incorrect , it ahould be closed with doublequotes ( ") beacause it’s a string .

// explain how it works

// 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

//they are working because the code is corret , there is no error

// Fix the below to alert Guvi geek

// let admin=9, fname=10.5;

// fname = "Guvi";

// lname = "geek"

// admin = fname+lname;

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

let admin = 9,

fname = 10.5;

fname = "Guvi";

let lname = "geek";

admin = fname + lname;

alert(admin); // "Guvi geek"

//fix below to alert Guvi geek

// let fname=10.5;

// fname = "Guvi";

// lname = "geek"

// let name = fname+lname;

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

let fname1 = 10.5;

fname1 = "Guvi";

let lname1 = "geek";

let name = fname1 + lname1;

alert(`hello ${name}`);

// fix code to alert sum of two numbers

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

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

//alert(a + b);

//Explain Why the Code is blasted and how to diffuse it and get “Diffused”.

var a = "2" > "12"; // here we are comparing strings we should compare numbers then we will get diffused

//Don't touch below this

if (a) {

console.log("Code is Blasted");

} else {

console.log("Diffused");

}

//fix the code

// 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");

// } // here the closing '}' (curly bracket) was missing

//Fix the code to welcome the Employee

let login = "Employee";

let message =

login == "Employee"

? "Welcome Employee"

: login == "Director"

? "Greetings"

: login == ""

? "No login"

: "";

console.log(message);

//Fix the code to welcome the boss

// You cant change the value of the msg

let message1;

if (null || 2 || undefined) {

message1 = "welcome boss";

} else {

message1 = "Go away";

}

console.log(message1);

//Fix the code to welcome the boss

let message2;

let lock = false; //changed lock value to false

//Dont change any code below this

if (null || lock || undefined) {

message2 = "Go away";

} else {

message2 = "welcome";

}

console.log(message2);

//Fix the code to welcome the boss

let message3;

let lock1 = false; //changed lock value to false

//Dont change any code below this

if ((lock1 && " ") || undefined) {

message3 = "Go away";

} else {

message3 = "welcome";

}

console.log(message3);

//Change the code to print

// 3

// 2

// 1

//You can change only 2 characters

let i = 3;

while (i > 0) {

// changed to condition to fix the loop

console.log(i--); //i-- done to print i then reduce it

}

// Change the code to print 1 to 10 in 4 lines

for (let i = 1; i <= 10; i++) {

// used for loop to print numbers 1 to 10

console.log(i);

}

//Change the code to print even numbers

//You are allowed to modify only one character

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

if (num % 2 === 0) {

// using if condition to get even numbers

console.log(num);

}

}

//Change the code to print all the gifts

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

for (let i = 0; i < gifts.length; i++) {

console.log(`Wrapped ${gifts[i]} and added a bow!`); //used back ticks and removed inverted commas inside ${} to fix code

}

//Fix the code to disarm the bomb.

let countdown = 100;

while (countdown > 0) {

if (countdown == 0) {

console.log("bomb triggered");

}

countdown--; // reducing the value of countdown after checking condition so the ocuntdown never reaches 0, moved countrdown-- below

}

//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); // it will print hi only because the first condition is met , it will not check for second condition

//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); //it will print hi only because the first condition is met , it will not check for second condition

// 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 (let i = 0; i < 11; i++) {

//fixed the condition to give the result

new\_string += numsArr[i];

}

console.log(new\_string);

//Write a code to print from last to first with spaces (Make sure there is no space after the last element 1)

//Output: 11 10 9 8 7 6 5 4 3 2 1

var new\_string1 = "";

for (let i = 10; i >= 0; i--) {

if (i === 0) {

new\_string1 += numsArr[i];

} else {

new\_string1 += numsArr[i] + " ";

}

}

console.log(new\_string1);

//Write a code to replace the array value — If the number is even, replace it with ‘even’.

//Output:[ 1, “even”, 3, “even”, 5, “even”, 7, “even”, 9, “even”, … ]

var numsArr2 = [1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11];

for (let i = 0; i <= 10; i++) {

if (numsArr2[i] % 2 == 0) {

numsArr2[i] = "even";

}

}

console.log(numsArr2);

//Write a code to add all the numbers in the array

//Output: 66

let sum3 = 0;

var numsArr3 = [1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11];

for (let i = 0; i < 11; i++) {

sum3 += numsArr[i];

}

console.log(sum3);

//Write a code to add the even numbers only

//Output: 30

var numsArr4 = [1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11];

let res2 = 0;

for (let i = 0; i <= 10; i++) {

if (numsArr4[i] % 2 === 0) {

res2 += numsArr4[i];

}

}

console.log(res2);

//Write a code to add the even numbers and subract the odd numbers

//Output: 94

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

var result = 100;

for (let i = 0; i <= 10; i++) {

if (num[i] % 2 === 0) {

result += num[i];

} else {

result -= numsArr[i];

}

}

console.log(result);

//Write a code to print inner arrays

// Output:

// Array(5) [ 1, 2, 3, 4, 5 ]

// Array(6) [ 6, 7, 8, 9, 10, 11 ]

var num1 = [

[1, 2, 3, 4, 5],

[6, 7, 8, 9, 10, 11],

];

for (let i = 0; i < num1.length; i++) {

console.log(num1[i]);

}

//Write a code to print elements in the inner arrays

//Output: 1234567891011

let num2 = [

[1, 2, 3, 4, 5],

[6, 7, 8, 9, 10, 11],

];

let newArr = [];

for (let i in num2) {

for (let j in num2[i]) {

newArr.push(num2[i][j]);

}

}

console.log(newArr.join(""));

// Write a code to replace the array value — If the index is even, replace it with ‘even’.

// Output: [ [“even”, 2, “even”, 4, “even”], [6, “even”, 8, “even”, 10, …] ]

var numbers = [

[1, 2, 3, 4, 5],

[6, 7, 8, 9, 10, 11],

];

let str\_all = 0;

for (let i = 0; i < numbers.length; i++) {

for (let j = 0; j < numbers[i].length; j++)

if (j % 2 == 0) {

numbers[i][j] = "even";

}

}

console.log(numbers);

//Write a code to print elements in the inner arrays in reverse

//Output: 11 10 9 8 7 6 5 4 3 2 1

var numbers1 = [

[1, 2, 3, 4, 5],

[6, 7, 8, 9, 10, 11],

];

let array1 = [];

for (let i = numbers1.length - 1; i >= 0; i--) {

let inner\_array = numbers1[i];

for (let j = inner\_array.length - 1; j >= 0; j--) {

array1.push(inner\_array[j]);

}

}

console.log(array1.join(" "));

//Write a code to add elements in the inner arrays based on odd or even values

// Output:

// 36

// 30

var numbers3 = [

[1, 2, 3, 4, 5],

[6, 7, 8, 9, 10, 11],

];

var sum\_odd = 0;

var sum\_even = 0;

for (let i = 0; i < numbers3.length; i++) {

let inner\_array1 = numbers3[i];

for (let j = 0; j < inner\_array1.length; j++) {

if (numbers3[i][j] % 2 != 0) {

sum\_odd += numbers3[i][j];

} else {

sum\_even += numbers3[i][j];

}

}

}

console.log(sum\_odd);

console.log(sum\_even);

// Part 3: Find the culprits and nail them — debugging javascript

//Fix the code to get the largest of three.

let aa = (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);

//Fix the code to Sum of the digits present in the number

function add(n) {

let sum = 0;

let str = n.toString();

let arr = str.split("");

for (let i in arr) {

arr[i] = +arr[i];

}

for (let i = 0; i < arr.length; i++) {

sum += arr[i];

}

return sum;

}

let n2 = 123;

console.log(add(n2));

//Fix the code to Sum of all numbers using IIFE function

const arr = [9, 8, 5, 6, 4, 3, 2, 1];

(function (array) {

let sum5 = 0;

for (let i = 0; i < array.length; i++) {

console.log(array[i]);

sum5 += array[i];

}

console.log(sum5);

})(arr);

//Fix the code to gen Title caps.

let arr1 = ["guvi", "geek", "zen", "fullstack"];

let ano = function (arro) {

for (let i = 0; i < arro.length; i++) {

console.log(arro[i][0].toUpperCase() + arro[i].slice(1));

}

};

ano(arr1);

//Fix the code to return the Prime numbers

const numbers2 = [1, 3, 2, 5, 10];

const myPrime = numbers2.filter((num) => {

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

if (num % i === 0) {

return false;

}

}

return num > 1;

});

console.log(myPrime);

//Fix the code to sum the number in that array

const num9 = [10, 20, 30, 40, 50, 60, 70, 80, 90, 100];

let total = num9.reduce((sum, e) => {

return sum + e;

}, 0);

console.log(total);

// Fix the code to rotate an array by k times and return rotated array using IIFE function

var numb1 = [1, 2, 3, 6, 8, 6, 1, 9, 10, 12, 13];

(function (arr) {

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

arr.unshift(arr.pop());

}

console.log(arr);

})(numb1);

// var arr = [1, 2, 3, 6, 8, 6, 1, 9, 10, 12, 13];

// var k = 3;

// k = arr.length % k;

// (function() {

// arr = {};

// out = arr.slice(k + 1, arr.length);

// var count = out.length;

// for (var i = 0; i < k + 1; i++) {

// out[count] = arr[i];

// count += 1;

// }

// console.log(out);})();

// Fix the code to gen Title caps.

let names = ["guvi", "geek", "zen", "fullstack"];

(function () {

for (let i = 0; i < names.length; i++) {

console.log(names[i][0].toUpperCase() + names[i].substr(1));

}

})();

//print all odd numbers in an array using IIFE function

var numb = [1, 2, 3, 5, 7, 79, 7, 2, 6, 9, 4];

(function () {

for (let i = 0; i < numb.length; i++) {

if (numb[i] % 2 !== 0) {

console.log(numb[i]);

}

}

})();

//Fix the code to reverse.

(function (str) {

let str1 = str.split("").reverse().join("");

console.log(str1);

})("abcd");

//Fix the code to remove duplicates.

let new1 = function (arr) {

let resu = [];

for (let i = 0; i < arr.length; i++) {

if (resu.indexOf(arr[i]) === -1) {

resu.push(arr[i]);

}

}

console.log(resu);

};

new1(["guvi", "geek", "guvi", "duplicate", "geeK"]);

//Fix the code to give the below output:

//Sum of odd numbers in an array

var as = [12, 34, 5, 6, 2, 56, 6, 2, 1];

var s = as.reduce(function (a, c) {

if (c % 2 !== 0) {

return a + c;

}

return a;

}, 0);

console.log(s);

//Fix the code to give the below output:

//Swap the odd and even digits

function swap(str) {

let arr = str.split("");

let res = [];

for (let i = 0; i < arr.length; i++) {

if (i % 2 === 0) {

res.push(arr[i + 1]);

} else {

res.push(arr[i - 1]);

}

}

return res.join("");

}

console.log(swap("1234"));

// let aa = (data)=>{

// let a=data;

// for(i=0;i<a.length;i++){

// let l=""

// let s=a[i+1]

// let b=a[i]

// l+=s

// l+=b

// i=i+1

// }

// if((a.length%2)!=0){

// l+=a[a.length-1]

// }

// console.log(1)

// aa("1234");

//Fix the code to give the below output:

//Expected Output:

[

{ firstName: "Vasanth", lastName: "Raja", age: 24, role: "JSWizard" },

{ firstName: "Sri", lastName: "Devi", age: 28, role: "Coder" },

];

var arrays = [

[

["firstname", "vasanth"],

["lastname", "Raje"],

["age", 24],

["role", "JSWizard"],

],

[

["firstname", "Sri"],

["lastname", "Devi"],

["age", 28],

["role", "Coder"],

],

];

var final = [];

while (arrays.length != 0) {

var outer\_remove = arrays.shift();

let new\_object = {};

while (outer\_remove.length != 0) {

var inner\_remove = outer\_remove.shift();

var key = inner\_remove[0];

var value = inner\_remove[1];

new\_object[key] = value;

}

final.push(new\_object);

}

console.log(final);