# JavaScript Revision Questions Week 5
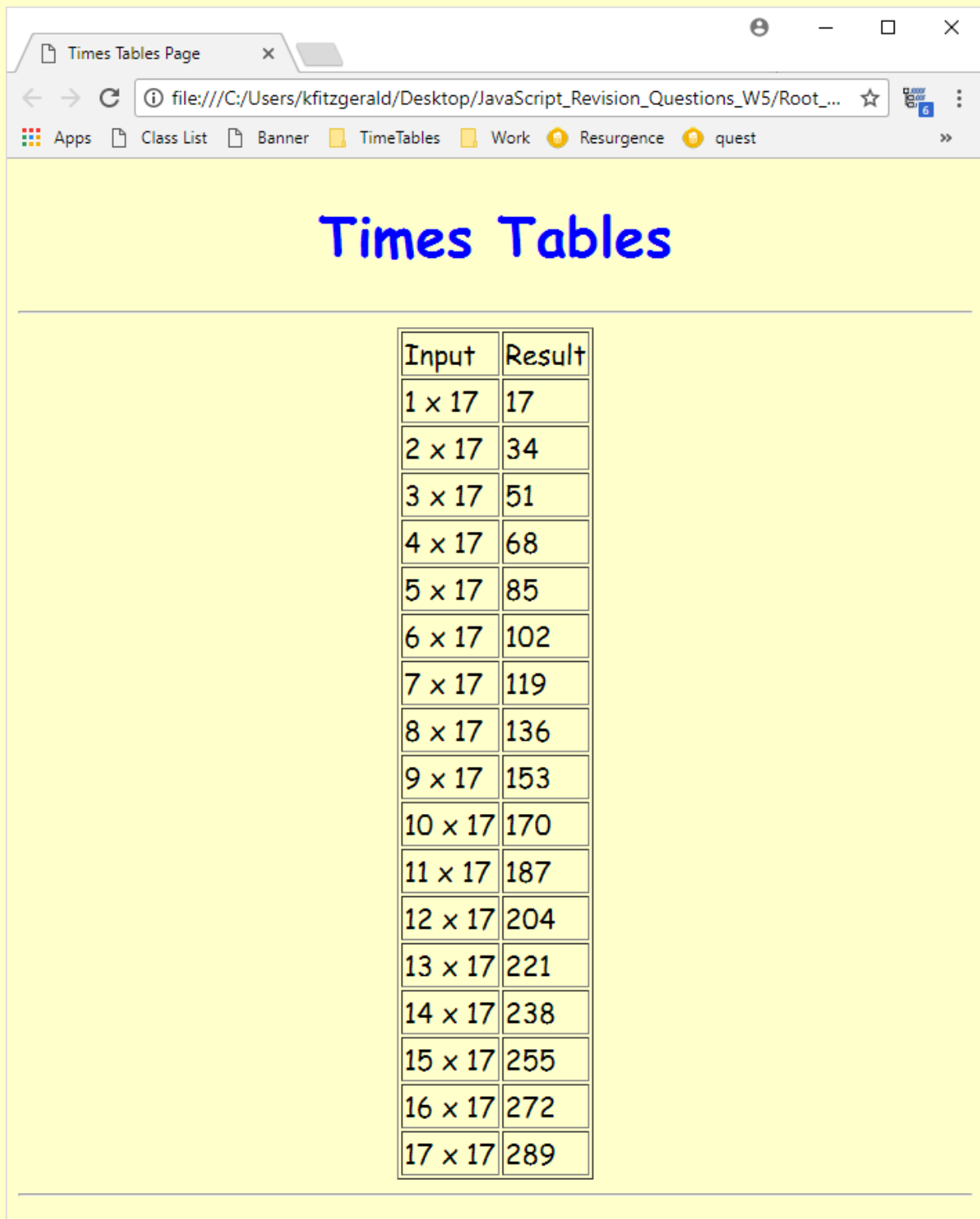
Question 1: Times Tables

Using the Template page available on Moodle generate a HTML page to meet the following criteria.

- You must use internal CSS and JavaScript
- There must be nothing in the body of the HTML page
- All/any HTML coded in this exercise must be from within the JavaScript
- Write a script that prompts the user for an integer value between 1 and 20
- Using a single if statement and multiple OR conditions, check to see if this entry is a number, is less than 1 or greater than 20.
    - If this condition is true display the following content onto the HTML page
    - Use appropriate headings and a ordered list
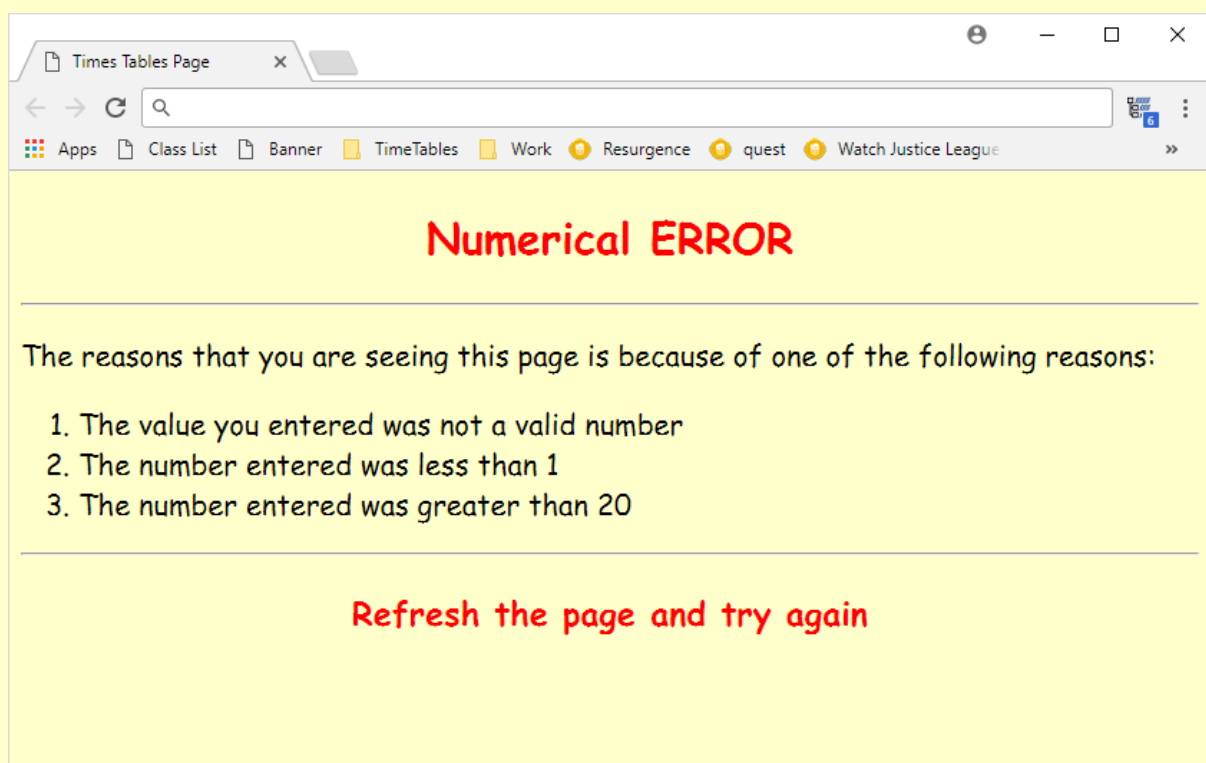
- If the user enters a correct numerical value then:
    - Create a variable called HTMLout to store the resulting html text
    - Create a table with two columns and headings called Input and Result

- Using a for loop create a new row in the table for each iteration with the input and result calculated as illustrated in the following image.

← → C ⓘ file:///C:/Users/kfitzgerald/Desktop/JavaScript_Revision_Questions_W5/Root_... ☆

:: Apps   Class List   Banner   TimeTables   Work   Resurgence   quest

Times Tables

Input	Result
1 x 17	17
2 x 17	34
3 x 17	51
4 x 17	68
5 x 17	85
6 x 17	102
7 x 17	119
8 x 17	136
9 x 17	153
10 x 17	170
11 x 17	187
12 x 17	204
13 x 17	221
14 x 17	238
15 x 17	255
16 x 17	272
17 x 17	289

Question 1: RandomNumberGenerator

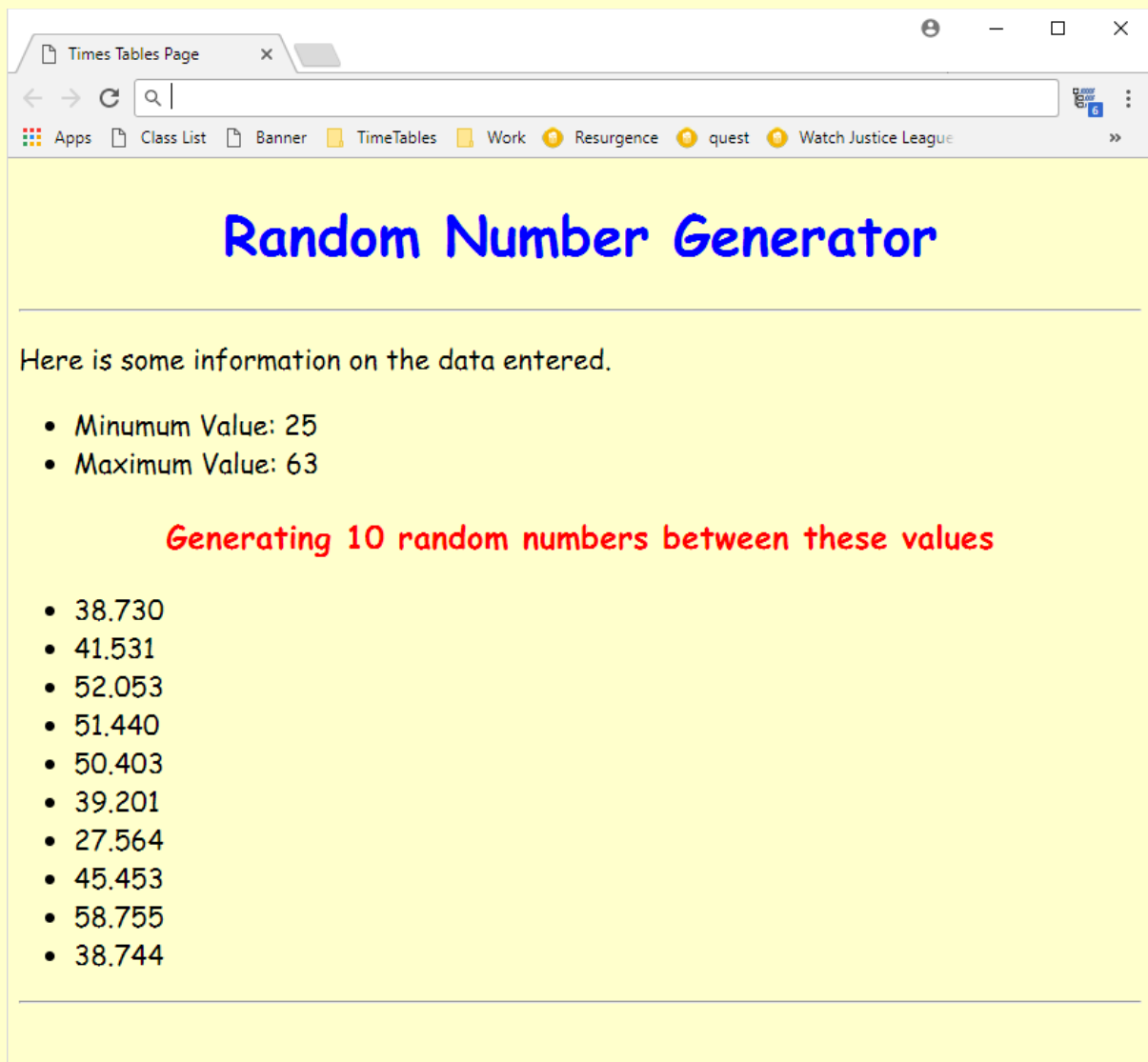Using the Template page available on Moodle generate a HTML page to meet the following criteria.

- You must use internal CSS and JavaScript
- There must be nothing in the body of the HTML page
- All/any HTML coded in this exercise must be from within the JavaScript
- Write a script that prompts the user for two numbers.
    - Store these numbers in variables called 1 and 2
    - Do not parse these values to integers or floats at this stage
- Check to see that these variables are numbers by using the isNaN method
    - if these variables are not numbers then display the following page
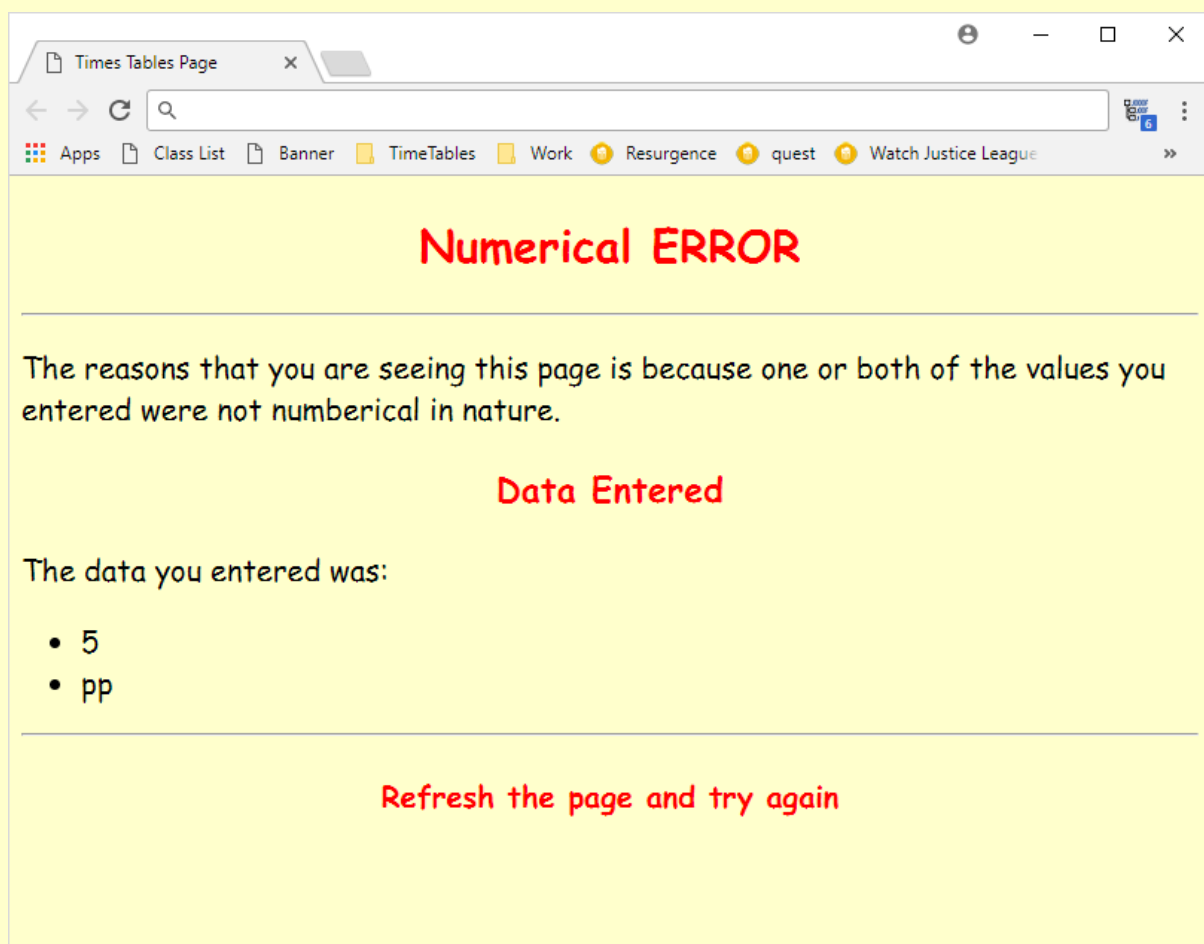
- If the data entered is correct:
    - Create a variable called HTMLout that will store the result
    - Parse the values to floats and store them in new variables called min and max respectively

- Using an if statement ensure that they are in the correct order, (covered this in last weeks lab)
- Using a for loop and the Math.random method, illustrated below, generate 10 random numbers between these two values;
- Fix the random numbers to 3 decimal places inside an unordered list

$$random = Math.random() * (max - min) + min;$$

Apps   Class List   Banner   TimeTables   Work   Resurgence   quest   Watch Justice League

Random Number Generator

Here is some information on the data entered.

- Minumum Value: 25
- Maximum Value: 63

Generating 10 random numbers between these values

- 38.730
- 41.531
- 52.053
- 51.440
- 50.403
- 39.201
- 27.564
- 45.453
- 58.755
- 38.744