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**COURSE: Front-End Assignment**

**QUESTIONS**

1. State the general sections that make up an HTML table.
2. The input tag in HTML is defined as

<input type=” \_\_\_\_\_\_\_\_\_\_” … >

State at least 10 types that could replace the dash in the line above.

1. What are forms in HTML?
2. Create the HTML form below and style it to look like what is shown.

Graphical user interface, application, email

Description automatically generated

Also, add a “text area” and a button of type “submit” to the form as shown below.

Graphical user interface, text, application, chat or text message

Description automatically generated

1. Table

   Description automatically generatedCreate the HTML table shown below.
2. In your own words (not Google’s), explain the role of JavaScript in front end web development.
3. How can one link one’s JavaScript file to one’s HTML file?
4. What are variables and how can one define a variable in in JavaScript?
5. What are the data types in JavaScript?
6. How can one log to the browser’s console in JavaScript?
7. Explain what JavaScript terms “undefined” when one tries to “log” a variable to the browser’s console.
8. What are the keywords “var”, “let” and “const” used for?
9. Ada wants to create an immutable (unchangeable) collection of special numbers to her; how can she do that with JavaScript?

**SOLUTIONS**

**SOLUTION 1:**

A table in html have these major sections:

1. A head
2. A body
3. A foot

**SOLUTION 2:**

10 different input types are:

1. Button
2. Checkbox
3. Color
4. Date
5. Email
6. Hidden
7. Image
8. Month
9. Number
10. Password

**SOLUTION 3:**

Forms in HTML are created to collect user inputs which are often sent to a server for processing.

**SOLUTION 4 &5:**

They are in the folder “javascript assignment”.

**SOLUTION 6:**

JavaScript is programming language that is built primarily to allow web to communicate with the user that is making web pages interactive. JavaScript adds functionality to the web page.

**SOLUTION 7:**

JavaScript can be linked to an HTML in two ways via:

1. The head section, here it’s essential to add **defer** to delay the running of JavaScript code to be the last thing to be ran because it takes a lot of time.



1. The body section, here also its essential to put this at the end of the body section.



**SOLUTION 8:**

Variables are containers used to store values, whose values can be altered if need arises. Variables are stored in the system’s memory. Variable can be defined using these three keywords; var, let and const

**SOLUTION 9:**

1. String
2. Number
3. Integer
4. Float
5. Exponent
6. Arrays
7. Date
8. Object
9. Boolean

**SOLUTION 10:**

By rendering the file to the web, and right clicking on anywhere on the web page. Then clicking on inspect and then clicking the console tab.

**SOLUTION 11:**

A variable is referred to as undefined when it’s logged on the console, when the variable is just defined and not assigned in a JavaScript file.

**SOLUTION 12:**

Variables can be declared any of these keywords via:

1. var: var is the oldest keyword used to declare variables. It’s globally scoped that is variables defined outside the function can be accessed globally, and variables defined inside a particular function can be accessed within the function. It can be declared without initialization because its default value is “undefined”. Also, it can be updated and re-declared into the scope.
2. let: let is an improved version of var. The scope of a let variable is only block scoped. It can’t be accessible outside the particular block ({block}). It can be declared without initialization as it returns an error. Also, it can be updated and but cannot be re-declared into the scope.
3. const: Const has all the features of let except that when users declare a const variable, they need to initialize it, otherwise, it returns an error. The user cannot update the const variable once it is declared.

**SOLUTION 13:**

Ada should use a data type array for her collection and declare them using keyword “const”