**1. Find the Culprit**

fix the html

<!DOCTYPE html>

<html>

<body>

<script>

alert( “I’m JavaScript!’);

</script>

</body>

</html>

**Ans:**

**The double quotes must be closed properly**

**-------------------------------------------------------------------------------------------------------------------**

**2. Find the culprit and invoke the alert**

fix the html

<!DOCTYPE html>

<html>

<body>

<script src=”script.js”></script>

</body>

</html>

script.js

alert(“I’m invoked!”);

**Ans :**

**Brackets are must be closed properly.**

**------------------------------------------------------------------------------------------------**

**3. Explain the below how it works explain the 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

**Ans :**

**alert("I'm JavaScript!"); Alerts I'am Javascript**

**alert('Hello') It will work even if the semicolon is not appear**

**alert(`Wor It displays 'wor' in one line and 'ld' in another line**

**ld`)**

**alert(3 +1**

**+ 2); This will display the total of the number in one single line**

**------------------------------------------------------------------------------------------------**

**4. 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"

**Ans :**

**Space should be added in the name between fname and Iname it should come like this**

**admin = fname+ " "+Iname;**

**------------------------------------------------------------------------------------------------**

**5. 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}' );

**Ans:**

**The back tick not used properly and space should be add in between the fame and Iname**

let fname=10.5;

fname = "Guvi";

lname = "geek"

let name = fname+ " " +ame;

alert( `hello ${name}` );

**------------------------------------------------------------------------------------------------**

**6. 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);

**Ans :**

**It can't be added when it is in the string formar the variable should be converted to number by parseInt method**

**let a = parseInt(prompt("First number?"));**

**let b = parseInt(prompt("Second number?"));**

**alert(a + b);**

**------------------------------------------------------------------------------------------------**

**7. 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")

}

**Ans :**

**The above code considers the values “2” and “12” as strings and compares them with their decimal ASCII value .**

**So the var becomes as a boolean value and here it takes true .**

**If we need “Diffused” as output we should alter the condition to**

**Var a = “2” < “12” ;**

**---------------------------------------------------------------------------------------**

**8. 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 this

if (a) {

console.log( 'OMG it works for any number inc 0' );

}

else

{

console.log( "Success" );

}

**Ans:**

**We should not enter any value on the promt box then the variable becomes false to obtain the value of "Success"**

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**9. 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");

}

**Ans :**

**It won't come trible equal(===) in the if condition it should come double equal (==) in the condition.**

**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");**

**}**

**----------------------------------------------------------------------------------------**

**10. 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);

**Ans :**

**let login = 'Employee';**

**let message = (login == 'Employee') ?**

**(login == 'Director') ? 'Greetings' :**

**(login == '') ? 'No login' : 'Welcome':''**

**console.log(message);**

**--------------------------------------------------------------------------------------------**

**11. 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);

**Ans:**

**The key word let can be modified but can't be reassigned**

**let message;**

**if (null || 2 || undefined )**

**{**

**message = "welcome boss";**

**}**

**else**

**{**

**message = "Go away";**

**}**

**console.log(message);**

**------------------------------------------------------------------------------------------------**

**12. 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);

**Ans :**

**If the lock is null then the condition will become fail so it will obtain the else condition.**

**let message;**

**let lock = null;**

**//Dont change any code below this**

**if (null || lock || undefined )**

**{**

**message = "Go away";**

**}**

**else**

**{**

**message = "welcome";**

**}**

**console.log(message);**

**----------------------------------------------------------------------------------------------**

**13. 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);

**Ans :**

**There are two possible way one is if we change the lock value as null the condition will be fail then the else condition will obtain or if we change the second condition of if statement as AND operator then else condition will obtain it.**

**let message;**

**let lock = 2;**

**if (lock && " " && undefined )**

**{**

**message = "Go away";**

**}**

**else**

**{**

**message = "welcome";**

**}**

**console.log(message);**

**-----------------------------------------------------------------------------------------------**

**14. 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 characters

i = 3;

while(i){

console.log( --i );

}

**Ans :**

**If we change the decrement minus into right side problem will be solve**

**let i = 3;**

**while (i)**

**{**

**console.log( i-- );**

**}**

**-------------------------------------------------------------------------------------------**

**15. 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)

**Ans:**

**We can you while loop for printing this numbers in 4 lines**

**let num=1;**

**while(num<=10){**

**console.log(num);**

**num++;**

**}**

**-----------------------------------------------------------------------------------------**

**16. 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)

}

**Ans :**

**If we change the increment value into 2 it will obtain the even number**

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

**console.log(num);**

**}**

**----------------------------------------------------------------------------------------------**

**17. 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!');

}

**Ans:**

**If we change the template literal in proper format the items of gifts will appear**

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

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

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

**}**

**----------------------------------------------------------------------------------------**

**18. 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");

}

}

**Ans:**

**let countdown = 100;**

**while (countdown >= 0) {**

**countdown--;**

**if(countdown == 0)**

**{**

**console.log("bomb triggered");**

**}**

**}**

**--------------------------------------------------------------------------------------------**

**19. 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);

**Ans;**

**The printed msg is hi why means actualy the var menein is string value so its become true one so the condition is met thats why the first if condition is rendered but the second variable is numirical 0 that becomes false one thats why the second if condition is not rendered.**

**var lemein = "0";**

**var lemeout = 0;**

**var msg = "";**

**if (lemein) {**

**msg += "hi";**

**}**

**if (lemeout) {**

**msg += 'Hello';**

**}**

**console.log(msg);**

**------------------------------------------------------------------------------------------**

**20. 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);

**Ans:**

**The printed msg is hi why means actualy the var menein is string value so its become true one so the condition is met thats why the first if condition is rendered but the second variable is numirical 0 that becomes false one thats why the second if condition is not rendered.**

**var lemein = "0";**

**var lemeout = 0;**

**var msg = "";**

**if (lemein) {**

**msg += "hi";**

**}**

**if (lemeout) {**

**msg += 'Hello';**

**}**

**console.log(msg);**

**-----------------------------------------------------------------------------------------------**

