2. Part 1: Find the culprits and nail them - debugging javascript

Find the Culprit

<!DOCTYPE html>

<html>

<body>

<script>

alert("I'm JavaScript!");

</script>

Whats the error in this?

</body>

</html>



Find the culprit and invoke the alert

fix.html

<!DOCTYPE html>

<html>

<body>

<script src="script.js"></script>

</body>

</html>

scripts.js

alert("I'm invoked!");



Fix the below to alert Guvi geek

fix.html

<!DOCTYPE html>

<html>

<body>

<script src="script.js"></script>

</body>

</html>

scripts.js

let admin=9, fname=10.5;

fname = "Guvi";

Iname = "geek"

admin = fname + " " + Iname;

alert(admin); // "Guvi geek"



Fix the below to alert hello Guvi geek

fix.html scripts.js <!DOCTYPE html> let fname=10.5; fname = "Guvi": <html> <body> Iname = "geek" <script src="script.js"></script> let name = fname + " " + Iname; </body> alert('hello \${name}'); </html> Elements Con Lighthouse 127.0.0.1:5500 says Guvi geek This sidebar will be ОК removed in a future version of Chrome. If you have feedback, please let issue tracker.

Fix the below to alert sum of two numbers

fix.html scripts.js <!DOCTYPE html> let a = parseInt(prompt("First number?")); let b = parseInt(prompt("Second number?")); <html> alert(a + b); <body> <script src="script.js"></script> </body> </html> 127.0.0.1:5500 says 127.0.0.1:5500 says First number? Second number? 2 2 Cancel OK OK Cancel

OK

127.0.0.1:5500 says

Explain Why the Code is blasted and how to diffuse it and get "Diffused".

```
fix.html
                                           scripts.js
<!DOCTYPE html>
                                           var a = "2" > "12";
<html>
                                           //Don't touch below this
<body>
                                           if (a) {
<script src="script.js"></script>
                                            console.log("Code is Blasted")
</body>
                                           }
</html>
                                           else
                                           {
                                            console.log("Diffused")
```

Explanation:

We are getting output "Code is blasted" because, we assigned variable a is string 2 is greater than string 12. If we assign variable a is string 2 is less than string 12 will get output "Diffused"

How to get the success in console.

```
This sidebar will be removed in a future version of Chrome. If you have feedback, please let us know via the issue tracker.

All levels ▼

Success

>
```

How to get the correct score in console.

```
fix.html
                                                scripts.js
<!DOCTYPE html>
                                                let value = parseInt(prompt('How many runs you scored in this ball'));
                                                if (value === 4) {
<html>
                                                   console.log("You hit a Four");
<body>
                                                } else if (value === 6) {
<script src="script.js"></script>
                                                   console.log("You hit a Six");
</body>
                                                } else {
</html>
                                                   console.log("I couldn't figure out");
                                                }
 ☐ Elements
                     Console
                              Sources
                                       Network
                                                 Performance
 You hit a Six
 This sidebar will be
 removed in a future
 version of Chrome.
 If you have
 feedback, please let
 us know via the
 issue tracker.
```

Fix the code to welcome the Employee

<u>fix.html</u> <u>scripts.js</u>

```
<!DOCTYPE html>
| let login = 'Employee';
| chtml> | let message = (login == 'Employee')? "Welcome the Employee":
| clogin == 'Director')? 'Greetings':
| clogin == 'Director')? 'Greetings':
| clogin == ")? 'No login':
| console.log(message);
| co
```

```
This sidebar will be removed in a future version of Chrome. If you have feedback, please let us know via the issue tracker.

All levels ▼ No Issues

Welcome the Employee

script.js:6

No Issues

All levels ▼ No Issues

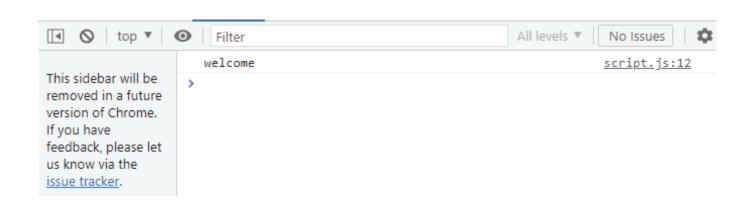
Script.js:6
```

Fix the code to welcome the boss

```
fix.html
                                                                     scripts.js
<!DOCTYPE html>
                                                                     // You cant change the value of the msg
<html>
                                                                     let message;
<body>
                                                                     if (null | 2 | undefined)
<script src="script.js"></script>
</body>
                                                                      let message = "welcome boss";
</html>
                                                                      console.log(message);
                                                                     }
All levels ▼ No Issues 🌣
                                                                     else
                                                      script.js:6
This sidebar will be
removed in a future
                                                                      let message = "Go away";
version of Chrome.
If you have
                                                                      console.log(message);
feedback, please let
us know via the
issue tracker.
```

Fix the code to welcome the Employee

```
fix.html
                                            scripts.js
<!DOCTYPE html>
                                            let message;
<html>
                                            let lock:
                                            //Dont change any code below this
<body>
                                            if (null | lock | undefined)
<script src="script.js"></script>
                                            { message = "Go away";}
</body>
                                            else
</html>
                                            { message = "welcome";}
                                             console.log(message);
```



Fix the code to welcome the boss

```
fix.html
                                                                       scripts.js
<!DOCTYPE html>
                                                                       let message;
<html>
                                                                       let lock:
                                                                       //Dont change any code below this
<body>
                                                                       if(lock && "" || undefined)
<script src="script.js"></script>
</body>
</html>
                                                                        message = "Go away";
                                                                       else
All levels ▼ No Issues 🕸
                welcome
                                                        script.js:12
 This sidebar will be
                                                                       message = "welcome";
removed in a future version of Chrome.
 feedback, please let
                                                                       console.log(message);
 us know via the
 issue tracker.
```

Change the code to print

```
Filter
                                                          All levels ▼
                                                                        No Issues
                       3
                                                                        script.js:4
This sidebar will be
                       2
                                                                        script.js:4
removed in a future
                       1
                                                                        script.js:4
version of Chrome.
If you have
feedback, please let
us know via the
issue tracker.
```

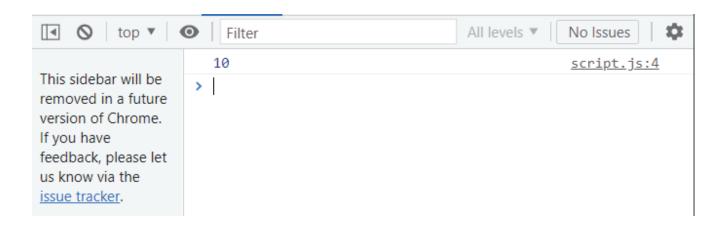
Change the code to print 1 to 10 in 4 lines

fix.html <!D0CTYPE html> <html> <body> <script src="script.js"></script> </body> </html>

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

console.log(num)

scripts.js



Change the code to print even numbers

scripts.js for(let num = 2; num <= 20; num += 2){ console.log(num)</pre>

I O top **▼ O** Filter All levels ▼ No Issues script.js:3 This sidebar will be 4 script.js:3 removed in a future 6 script.js:3 version of Chrome. If you have 8 script.js:3 feedback, please let 10 script.js:3 us know via the 12 script.js:3 issue tracker. 14 script.js:3 16 script.js:3 ▶ **≡** 10 messages 18 script.js:3 ▶ **8** 10 user mes... 20 script.js:3 No errors No warnings

Change the code to print all the gifts

```
fix.html
                                             scripts.js
                                             let gifts = ["teddy bear", "drone", "doll"];
<!DOCTYPE html>
                                             for (let i = 0; i < 3; i++) {
<html>
                                             console.log(`Wrapped ${qifts[i]} and added a bow!`);
<body>
<script src="script.js"></script>
                                             }
</body>
</html>
       O top ▼ O Filter
                                                                              No Issues
                                                                All levels ▼
                           Wrapped teddy bear and added a bow!
                                                                              script.js:3
  This sidebar will be
                           Wrapped drone and added a bow!
                                                                              script.js:3
  removed in a future
                           Wrapped doll and added a bow!
                                                                              script.js:3
  version of Chrome.
  If you have
  feedback, please let
  us know via the
  issue tracker.
```

Whats the msg printed and why?

removed in a future version of Chrome.

feedback, please let

us know via the issue tracker.

If you have

```
fix.html
                                            scripts.js
<!DOCTYPE html>
                                            var lemein = "0";
<html>
                                            var lemeout = 0;
                                            var msg = "";
<body>
                                            if (lemein) {msq += "hi";}
<script src="script.js"></script>
                                            if (lemeout) {msg += Hello;}
</body>
</html>
                                            console.log(msg);
 top ▼ O
                                                                All levels ▼
                                                                               No Issues
                            Filter
                          hi
                                                                               script.js:6
 This sidebar will be
```

The output message is hi. Because, in JavaScript number 0 is

considered as a false so, i won't print hello message.

Explanation: