

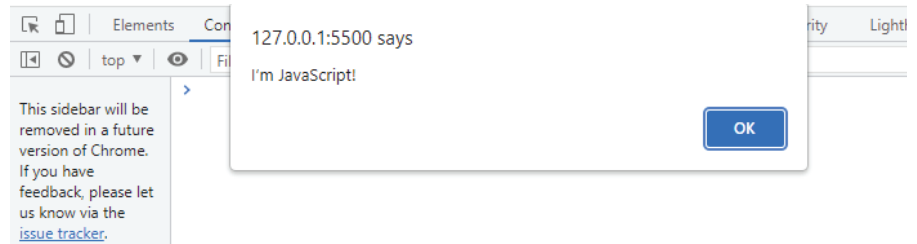
MERN STACK DEVELOPMENT

ES5 vs ES6 – Task 6

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>
```



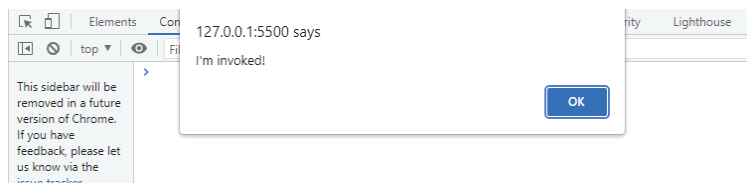
Find the culprit and invoke the alert

fix.html

```
<!DOCTYPE html>
<html>
<body>
<script src="script.js"></script>
</body>
</html>
```

scripts.js

```
alert("I'm invoked!");
```



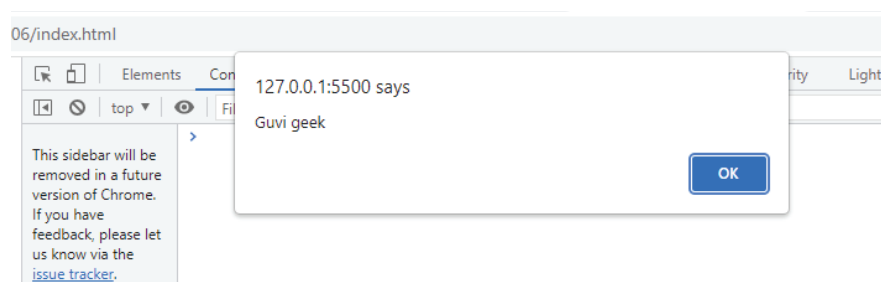
Fix the below to alert Guvi geek

fix.html

```
<!DOCTYPE html>
<html>
<body>
<script src="script.js"></script>
</body>
</html>
```

scripts.js

```
let admin=9, fname=10.5;
fname = "Guvi";
lname = "geek"
admin = fname + " " +lname;
alert( admin ); // "Guvi geek"
```



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ES5 vs ES6 – Task 6

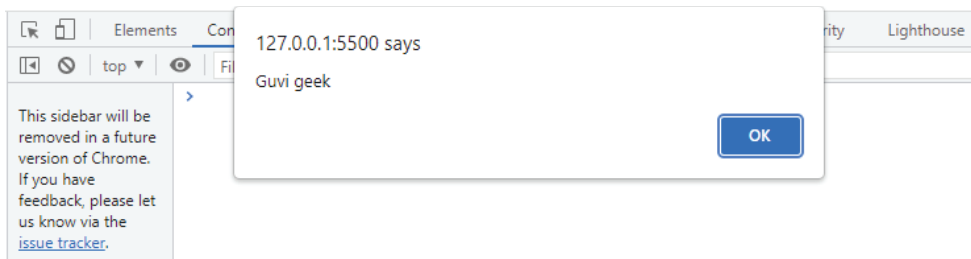
Fix the below to alert hello Guvi geek

fix.html

```
<!DOCTYPE html>
<html>
<body>
<script src="script.js"></script>
</body>
</html>
```

scripts.js

```
let fname=10.5;
fname = "Guvi";
lname = "geek"
let name = fname + " " + lname;
alert( `hello ${name}` );
```



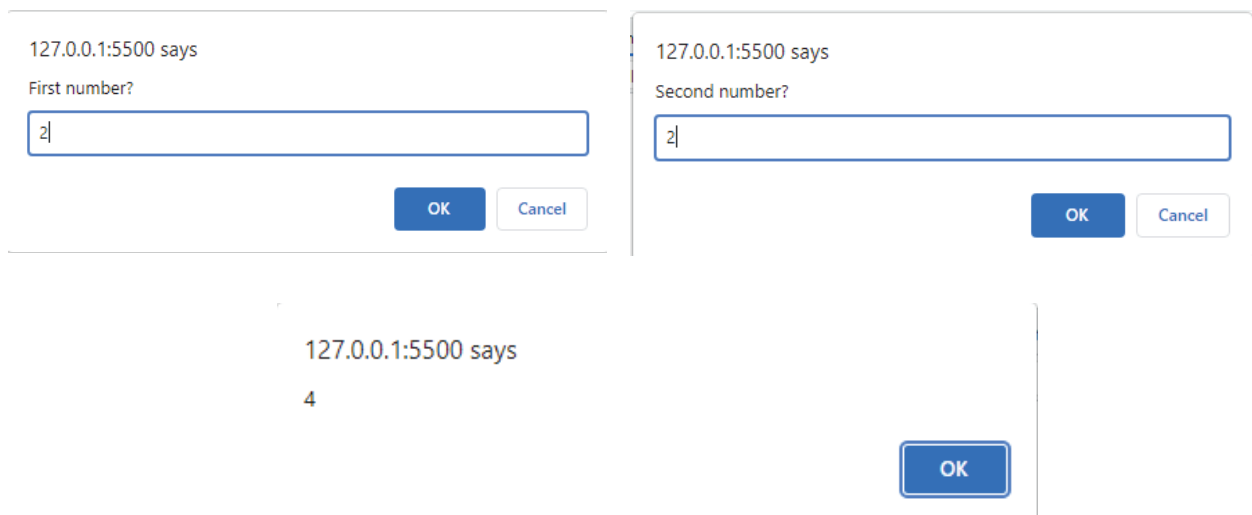
Fix the below to alert sum of two numbers

fix.html

```
<!DOCTYPE html>
<html>
<body>
<script src="script.js"></script>
</body>
</html>
```

scripts.js

```
let a = parseInt(prompt("First number?"));
let b = parseInt(prompt("Second number?"));
alert(a + b);
```



MERN STACK DEVELOPMENT

ES5 vs ES6 – Task 6

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>
```

scripts.js

```
var a = "2" > "12";
//Don't touch below this
if (a){
  console.log("Code is Blasted")
}
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**”

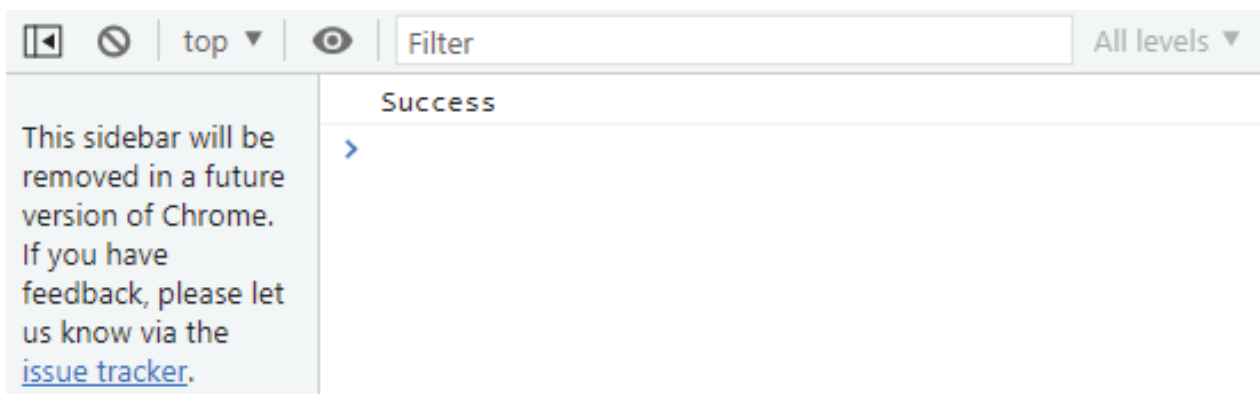
How to get the success in console.

fix.html

```
<!DOCTYPE html>
<html>
<body>
<script src="script.js"></script>
</body>
</html>
```

scripts.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" );
}
```



MERN STACK DEVELOPMENT

ES5 vs ES6 – Task 6

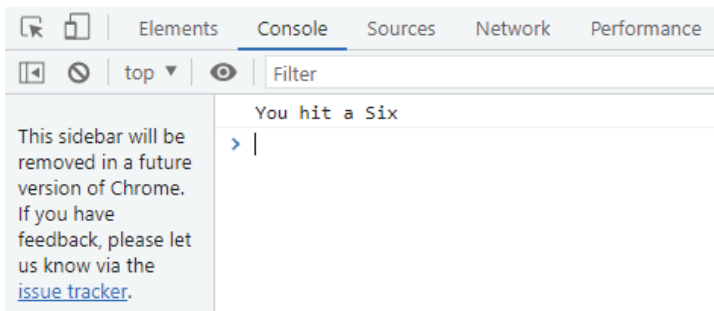
How to get the correct score in console.

fix.html

```
<!DOCTYPE html>
<html>
<body>
<script src="script.js"></script>
</body>
</html>
```

scripts.js

```
let value = parseInt(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");
}
```



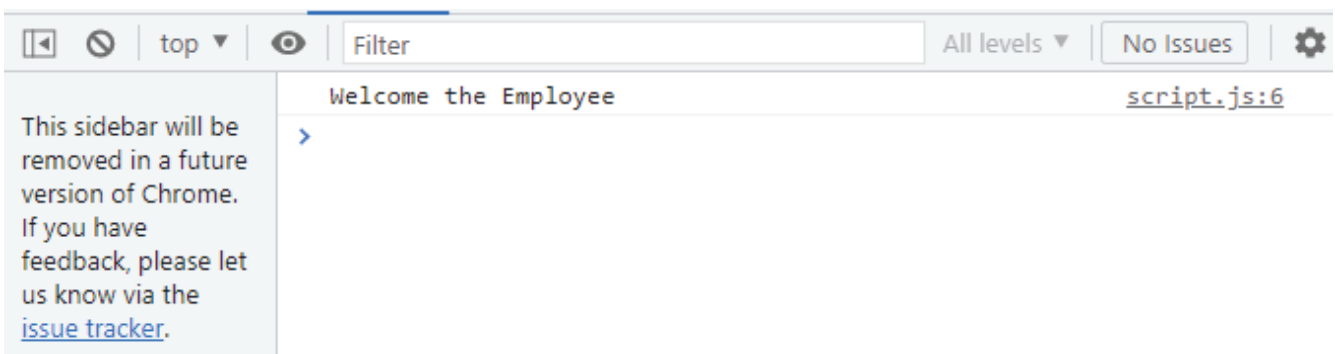
Fix the code to welcome the Employee

fix.html

```
<!DOCTYPE html>
<html>
<body>
<script src="script.js"></script>
</body>
</html>
```

scripts.js

```
let login = 'Employee';
let message = (login == 'Employee') ? "Welcome the Employee":
(login == 'Director') ? 'Greetings' :
(login == "") ? 'No login' :
"";
console.log(message);
```



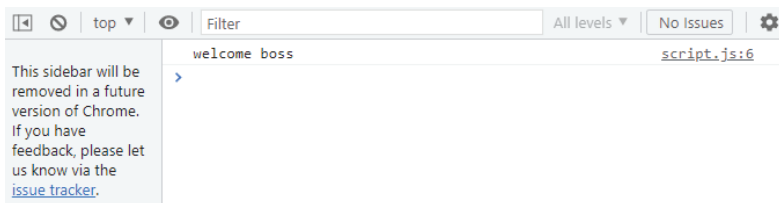
MERN STACK DEVELOPMENT

ES5 vs ES6 – Task 6

Fix the code to welcome the boss

fix.html

```
<!DOCTYPE html>
<html>
<body>
  <script src="script.js"></script>
</body>
</html>
```



scripts.js

```
// You cant change the value of the msg
let message;
if (null || 2 || undefined )
{
  let message = "welcome boss";
  console.log(message);
}
else
{
  let message = "Go away";
  console.log(message);
}
```

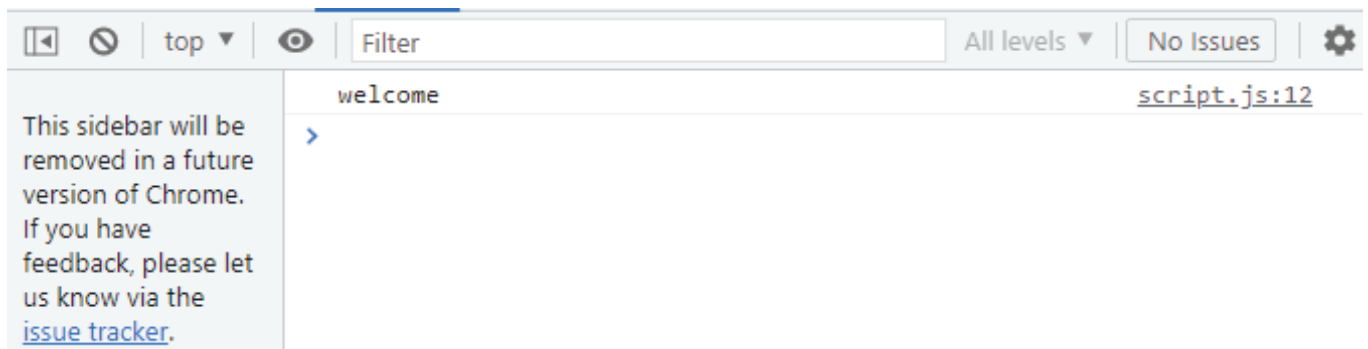
Fix the code to welcome the Employee

fix.html

```
<!DOCTYPE html>
<html>
<body>
  <script src="script.js"></script>
</body>
</html>
```

scripts.js

```
let message;
let lock;
//Dont change any code below this
if (null || lock || undefined )
{ message = "Go away";}
else
{ message = "welcome";}
console.log(message);
```



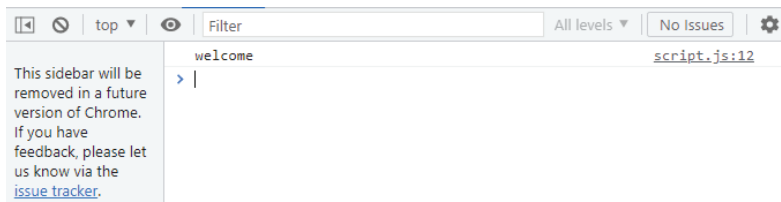
MERN STACK DEVELOPMENT

ES5 vs ES6 – Task 6

Fix the code to welcome the boss

fix.html

```
<!DOCTYPE html>
<html>
<body>
  <script src="script.js"></script>
</body>
</html>
```



scripts.js

```
let message;
let lock;
//Dont change any code below this
if (lock && "" || undefined )
{
  message = "Go away";
}
else
{
  message = "welcome";
}
console.log(message);
```

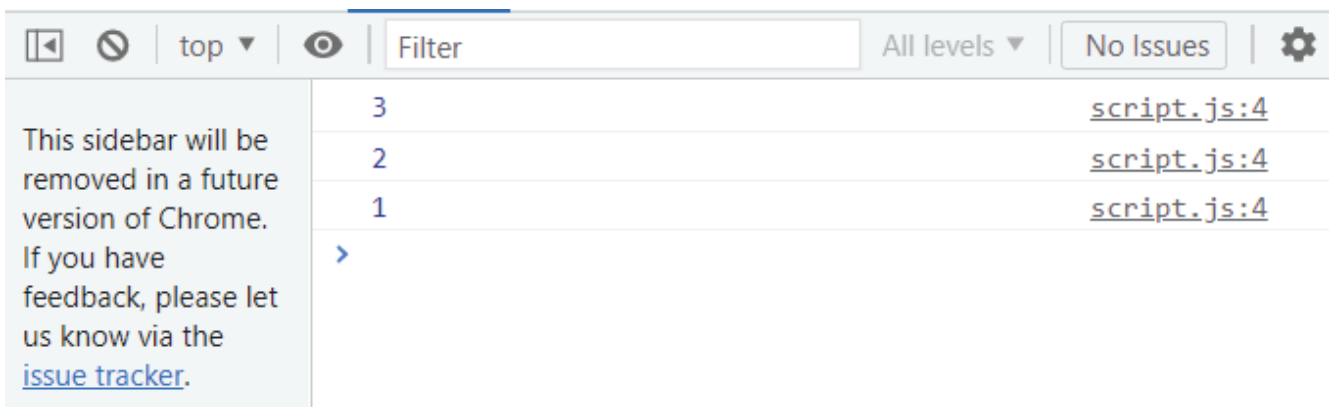
Change the code to print

fix.html

```
<!DOCTYPE html>
<html>
<body>
  <script src="script.js"></script>
</body>
</html>
```

scripts.js

```
//You can change only 2 characters
let i = 3;
while(i){
  console.log( i- );
}
```



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ES5 vs ES6 – Task 6

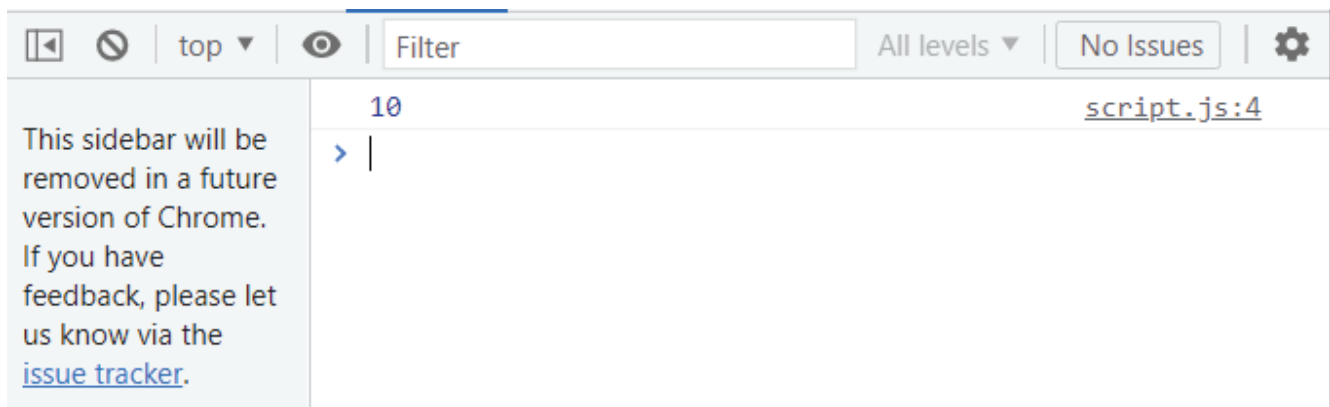
Change the code to print 1 to 10 in 4 lines

fix.html

```
<!DOCTYPE html>
<html>
<body>
  <script src="script.js"></script>
</body>
</html>
```

scripts.js

```
let num = 1
for(i=num; i<10; i++){
  num += 1};
console.log(num)
```



Change the code to print even numbers

fix.html

```
<!DOCTYPE html>
<html>
<body>
  <script src="script.js"></script>
</body>
</html>
```

scripts.js

```
for (let num = 2; num <= 20; num += 2){
  console.log(num)
}
```



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ES5 vs ES6 – Task 6

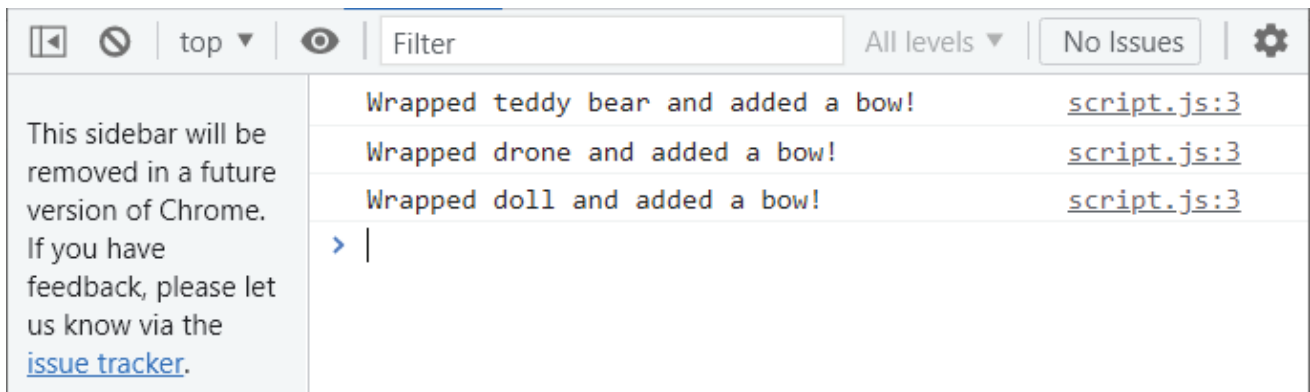
Change the code to print all the gifts

fix.html

```
<!DOCTYPE html>
<html>
<body>
  <script src="script.js"></script>
</body>
</html>
```

scripts.js

```
let gifts = ["teddy bear", "drone", "doll"];
for (let i = 0; i < 3; i++) {
  console.log(`Wrapped ${gifts[i]} and added a bow!`);
}
```



Whats the msg printed and why?

fix.html

```
<!DOCTYPE html>
<html>
<body>
  <script src="script.js"></script>
</body>
</html>
```

scripts.js

```
var lemein = "0";
var lemeout = 0;
var msg = "";
if (lemein) {msg += "hi";}
if (lemeout) {msg += "Hello";}
console.log(msg);
```

