

**Name** \_\_\_\_\_

## **Intro to Programming Test Two**

Moar Javascript

- 1. Declare a well named variable that will store the how many seats are in a new brand of car.**
- 2. Declare a well named variable that will hold the make and model of our new brand of car. Then initialize it with a value of type that would be consistant with the make and model of a car.**
- 3. Write the identify function.**
- 4. Write a loop that has 5 iterations and begins at the variable "start".**

```
var start = 0
```

- 5. Hand Evaluate and simplify this code line by line. (Identify if values are numbers or**

## strings as you go)

```
var addAreaCode412 = function(phoneNumber){  
    return "412" + phoneNumber;  
};  
  
var numberWithAreaCode = addAreaCode412(5551212);  
var htmlOutput = "<div>"+numberWithAreaCode+"</div>";  
document.write(htmlOutput);
```

## 6. Write a Hi-Lo Game in JavaScript.

Assume that a function called `createRandomNumber(beginning, end)` exists that accepts as arguments the beginning and end of the range of values and returns a whole number between that range inclusively.

### Reqs

- The Hi-Lo game selects a random number and then continues to ask the player to enter a number.
  - If the user choice is higher than the random number chosen by the system it should tell the player "Too High".
  - If the user choice is lower than the random number chosen by the system it should tell the player "Too Low".
  - If the user choice is equal to the random number chosen by the system it should inform them they won and stop asking for new values.
  - As long as the user has not chosen the correct value the program should repeat.
-