



16 – 2 - 2025

YHA Computer Training Center

JAVASCRIPT Coding Challenge

Question 1.

Get total amount of values in array named **arr** by using Looping Statement and get average value of that array

```
var arr = [1,2,3,4,5,6,7,8,9]
```

Requirement

1. Total amount
2. Average value
3. Count number
4. Console.log for both result

Question 2.

Create a number guessing game with JAVASCRIPT

Requirements

1. Use **Math.random()** method to generate **random number between 1-10**
2. Use **input element** to enter the guessed Number, with **DOM**
3. Use **if-else statement** to check if the guessed number is correct or less than or greater than random number
4. If guessed number is correct, alert -> “Congratulations, You guessed the correct number”
5. If guessed number is smaller than random number, alert -> “Try Bigger Number”
6. If guessed number is bigger than random number, alert -> “Try Smaller Number”

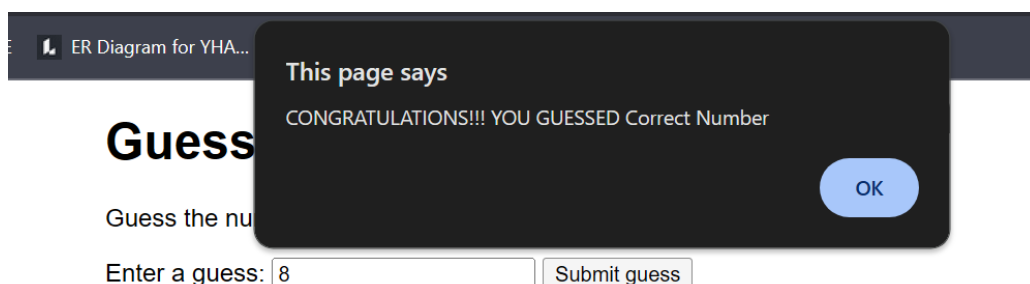
Ui Design Output will be like this

Guess The Number

Guess the number between 1-10

Enter a guess:

If the number is guessed correctly



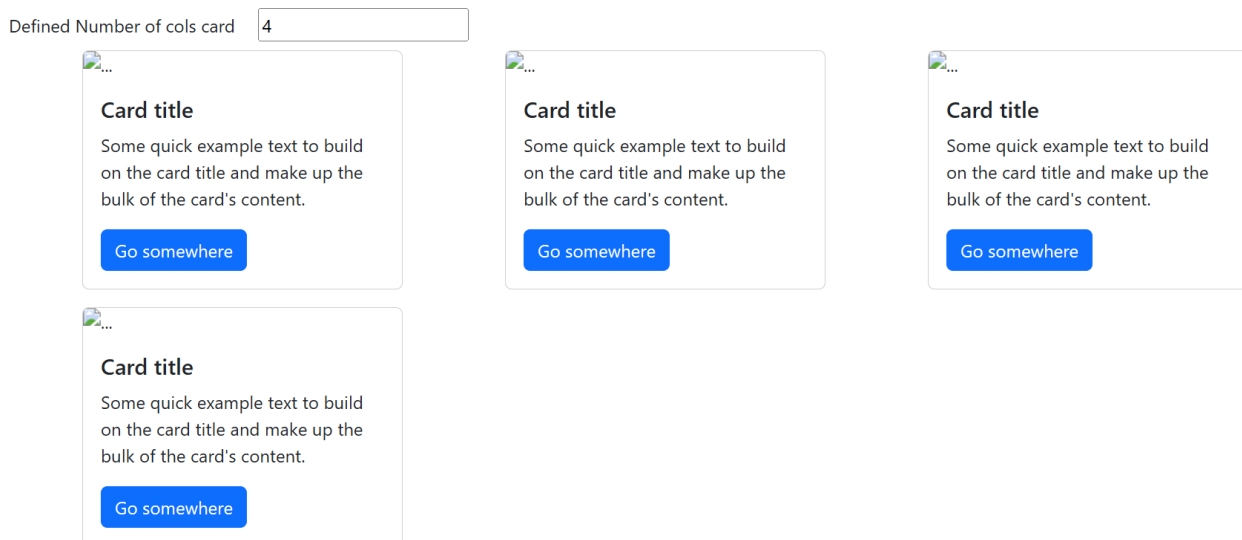
Question 3.

Generate cards depends on value of an input element

Requirements

1. Use **bootstrap** for card Ui, **container -> row -> col -> card**
2. There will be an input element to insert number or quantity of **col cards**
3. Use **for loop statement** to generate card elements depends on value of input element
4. Use **change** event Listener method to generate cards every time value inside input element is changed
5. User innerHTML methods to insert or output col cards inside **row**.

Output display Ui will be like this



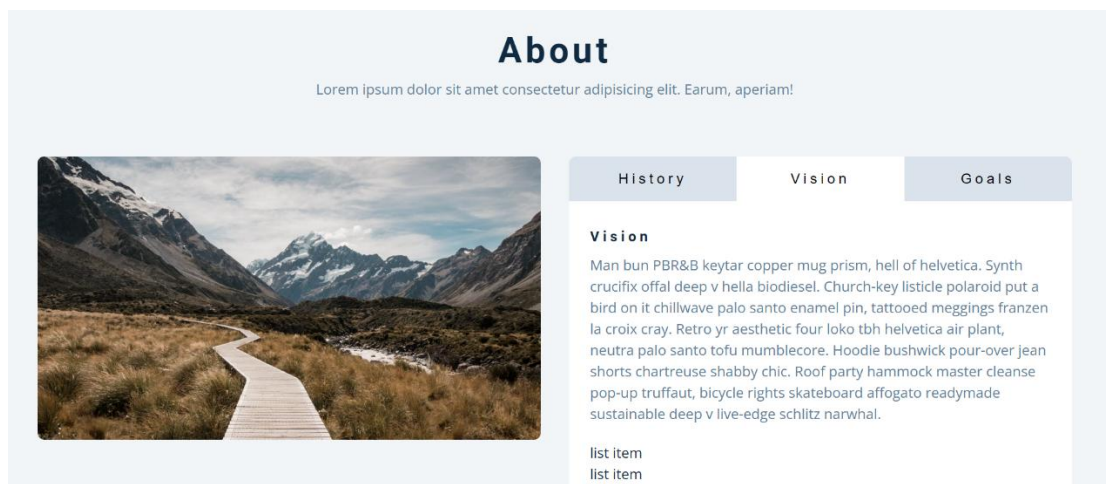
Question 4.

Create a menu tab where content of each menu tab will be display and update without refreshing the page.

Requirements

1. Use button and DOM AddEventListener Method
2. Use data-target attribute to check the id we want to display
3. Use looping statement for every button to be able to click
4. Use CSS to display block and display none for the content

Ui output will be like this



Question 5.

Create a YHA Note App with jQuery

Requirements

1. Note Creation : Use a **text input and button** to add notes, with validation to prevent invalid inputs (e.g., empty notes). **Clear the input after submission.**
2. Note Display and Styling : Display notes in a well-organized, responsive list, with distinct styling for **important notes** (e.g., different background color).
3. Note Persistence : Save notes to **localStorage** and load them on page refresh.
4. Note Management : Allow users to mark notes as **important and delete notes**.
5. UI/UX and Code Quality : Provide **a responsive, accessible UI** (e.g., using **Bootstrap**) and write clean.

Ui output will be like this

YHA Note App

Add Note

YHA Coding Test	Mark Important	Delete
Jquery Exam	Mark Important	Delete

Local Storage output will be like this

```
▼ [{text: "YHA Coding Test", important: false}, {text: "Jquery Exam", important: false}]
  ▼ 0: {text: "YHA Coding Test", important: false}
    important: false
    text: "YHA Coding Test"
  ▼ 1: {text: "Jquery Exam", important: false}
    important: false
    text: "Jquery Exam"
```