

COA123 Web Programming

Dr Hossein Nevisi

Dr Gary Storey

Lab 2: Using JS conditional statements, iteration, and functions for problem solving

Objectives:

- Get more familiar with the JavaScript syntax
 - Use JavaScript to solve simple problems
 - Learn how to use JavaScript functions
 - Develop logic thinking & algorithm development skills alongside programming skills
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1. Download **factorial.html**, inspect the code and complete the requested task.
2. Download **bmi.html**, inspect the code and complete the requested tasks.
3. Create a new JS file **calculations.js** and define two functions in this file; One is a JS function which gets 3 numbers as its input parameters and returns the average of the numbers if none of them is less than 0; otherwise, returns “The entered numbers cannot be less than zero!”. The second one is a JS function which gets an input and returns the data type of the input. To make sure your functions work properly, create a new html file “**test-externaljs.html**” and call those functions by passing them some test values from your html file.
4. Download **scopes.html**.
 - Run the file on your browser. Check your browser’s console and try to fix the console error in the html file.
 - After fixing the above console error, in “funcB”, change `alert("num1: " + num1)` to `alert("num2: " + num2)`. Why this change gives you a console error again?
 - Instead of using `alert` to generate output, use “`console.log`” method to display the output in your browser’s console.

* Upload the above files to **sci-project server**. You can generate folders (e.g. lab2) under your “web” directory to manage your work for this module better. Please note the folder and file names are CASE sensitive on the sci-project server! When you put a web application (e.g. .php or .html) in the “web” directory, you can run it from a web browser using URL (Ref. “sci-project Server Connection”).