

```
<html><head></head><body><pre style="word-wrap: break-word; white-space: pre-
wrap;">/*Adrienne Crawford
Expressions Wacky
WPF Week 2 Assignment
*/
```

```
alert("Welcome to silly trivia quiz! I am going to ask you some odd questions and you can
take a good guess!");
//Alerting user to purpose.Checks
```

```
var hoursLight = prompt("How many hours do you think the average person spends, in their
lifetime, waiting for the light to turn from red to green?");
console.log(hoursLight);
//variable to find out users guess.
```

```
var hoursLoff = (336 - hoursLight);
console.log(hoursLoff);
//Variable to find out how far off the user is so it can be returned.
```

```
alert("Well, you are off by about "+hoursLoff+" hours. The answer is 336 hours, or
approximately 2 weeks.");
//Return the result to user.checks
```

```
var hoursTvad = prompt("How many hours do you think the average person spends, in their
lifetime, watching commercials?");
console.log(hoursTvad);
//Variable to find out users guess.
```

```
var hoursToff = (13149 - hoursTvad);
console.log(hoursToff);
//Variable to find out how far off the user is so it can be returned.
```

```
alert("This time you are off by about "+hoursToff+" hours. The real answer is 13,149 or
about 1 and 1/2 years!");
//Return to the user. Checks
```

```
var workPhone = prompt("Let's end with a work question. We all have to work, right? How
many hours does the average person" +
" spend on the phone, at work, in his or her lifetime?");
console.log(workPhone);
//Variable to get users figure.
```

```
var wphoneOff = (35063 - workPhone);
console.log(wphoneOff);
//Variable to find out difference in user and real numbers. Checks.
```

```
alert("Actually, you missed by "+wphoneOff+" hours. Most people spend about 4 years or
35,063 hours on that phone! " +
" Yuck! Use your time wisely! Thanks for playing.");
//Return result to user. Check and end.
```

```
</pre></body></html>
```