## FC-MS1 JavaScript Exam:

- Q1) Generate the following series using for loops.
  - a. Counting: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15
  - b. Reverse counting: 10, 9, 8, 7, 6, 5, 4, 3, 2, 1
  - c. Even: 0, 2, 4, 6, 8, 10, 12, 14, 16, 18, 20
  - d. Odd: 1, 3, 5, 7, 9, 11, 13, 15, 17, 19
  - e. Series: 2k, 4k, 6k, 8k, 10k, 12k, 14k, 16k, 18k, 20k
- Q2) Write a program to sum the first 100 numbers. **Expected Output:** 5050
- Q3) Write a program to store 3 student names in an array. Take another array to store score of these three students. Assume that total marks are 500 for each student, display the scores & percentages of students like:

## **Expected Output:**

- \* Score of Hammad is 320. Percentage is 64%
- \* Score of Adil is 230. Percentage is 46%
- \* Score of Javed is 480. Percentage is 96%
- Q4) Write a program to check whether a triangle is valid or not, when the three angles of the the triangle are entered through the keyboard. A triangle is valid if the sum of all three angles is equal to 180 degrees.
- Q5) Write a program to check whether number is even or odd, When number is entered through the keyboard.
- Q6) Write a program to calculate total marks and print Marksheet with using switch case.
- Q7) Write a program for street fighter game.

fighters = ['Ken', 'Ryo', 'Ehonda', 'Dhalsim', 'M Bison', 'Jack', 'Akuma']

- \* Prompt User to write the name of the fighter and store in a variable
- \* Select any random fighter as opponent and store in a variable
- \* Create an object for both players with their health = 100
- \* Create an object for the moves. There are 4 moves and each move will decrease the following amount of health of the opponent.

Punch: 10 Kick: 15

Jump: 0 (When a fighter jumps, it won't be effected by any of the opponent's move i.e. no health decrease) Special Move: 30 (this can be performed once in a fight).

- \* Start the game with console with Player names like "Ryo vs Ken". Add some delays
- \* The fight should everlast until any of the health becomes 0
- \* Ask the user about the move.
- \* Let javascript randomly choose any of the move for the opponent. \* Console about the winner
- Q8) Write a program to create following pattern in your browser.

Q9) Write its output on paper. (without using laptop).

```
var a = 5;
var b = 6;
var c = ++a + ++b + a++;
Console.log(c) c = ?
Console.log(b) b = ?
Console.log(a) a = ?
```