Javascript Specialist Designation Program

Lab Exercise #5

You've been working with functions for the past 4 lessons and now that you reviewed what a function is, let's practice!

Lab Instructions

1) Run your Brackets development environment.

2) With Brackets running, create a new file and quickly save it under the file name **fifth_javascript_lab.html**

3) Key in the basic document structure and set **Lab #5** as the content for the title tag.

4) In the body of the document add a heading 1 tag with the content "Getting enough sleep?" Your code should look like this:

```
<h1>Getting enough sleep?</h1>
```

5) We're going to add one button and one input box. Using a button tag, add a "Check" message. Next, type the input tag and give it a type equal to number.

Afterwards, give the button an id of "hoursButton" and give the input an id of "hoursInput". Your code should look something like this:

```
<input id="hoursInput" type="number" />

<button id="hoursButton">Check</button>
```

6) Let's add some Javascript.

For best practice, we will go ahead and create a separate Javascript file and quickly save it as **main.js**.

7) Create a script tag right above the body tag and link it to the Javascript file.

```
<script src="main.js"><script>
```

8) We are going to write a function that checks how many hours of sleep a night you're getting and will let you know if you're getting enough sleep!

Open your **main.js** file and create the window.onload function.

Inside the window.onload function, you will create function which will search for an element with the id "hoursButton". The event listener will call a function named "startCheckHours".

Your code should look something like this:

```
window.onload = function() {
document.getElementById('hoursButton').ad
dEventListener('click', runCheckHours)
};
```

9) The "runCheckHours" function is used to call another function with will check the hours of sleep.

Inside the "runCheckHours" function start by declaring and initializing one variable. Inside the "runCheckHours" function start by declaring and initializing one variable. Call the variable "hoursSlept" and set it to hold the input box's value. Below the variable, call a function called "checkHours" and pass in the numHours variable as a parameter.

```
function runCheckHours() {
  var hoursSlept =
  document.getElementById('hoursInput').v
  alue
  checkHours(hoursSlept);
};
```

10) Now let's create the "checkHours" function. The checkHours function will take in a parameter, let's call that parameter "numHours".

Inside the function, write an if statement where if the number of hours of sleep is greater than or equal to 8, the computer will return an alert "You're getting plenty of sleep!". Otherwise, have the computer return an alert "Get some more sleep!"

Your code should look something like this:

```
function checkHours(numHours) {
  if (hoursSlept >= 8) {
    return alert("You're getting too much
sleep!")
    } else {
    return alert("Get some more sleep!")
  }
};
```

11) Click File Save to save the current version of your document. Navigate to the HTML document using your operating system and double click it. The document should open in your default browser.

In the input box, type a number from 1 – 10 then click Check and see if you're getting enough sleep!

Challenge Yourself

Enhance your skills by attempting the exercises below.

1) Try creating your own function that takes in 2 parameters, subtracts them and returns an answer to the console.

2) Put your site on the web. We've arranged a special deal with Blue Host. Visit **http://www.bluehost.com/track/learntoprogra m/** and click "Get Stated Now." You will be able to access web hosting plans as low as $3.49 a month. Once Blue Host takes you through the process of creating your domain and web server upload your lab and post the URL for the others in the class to see.