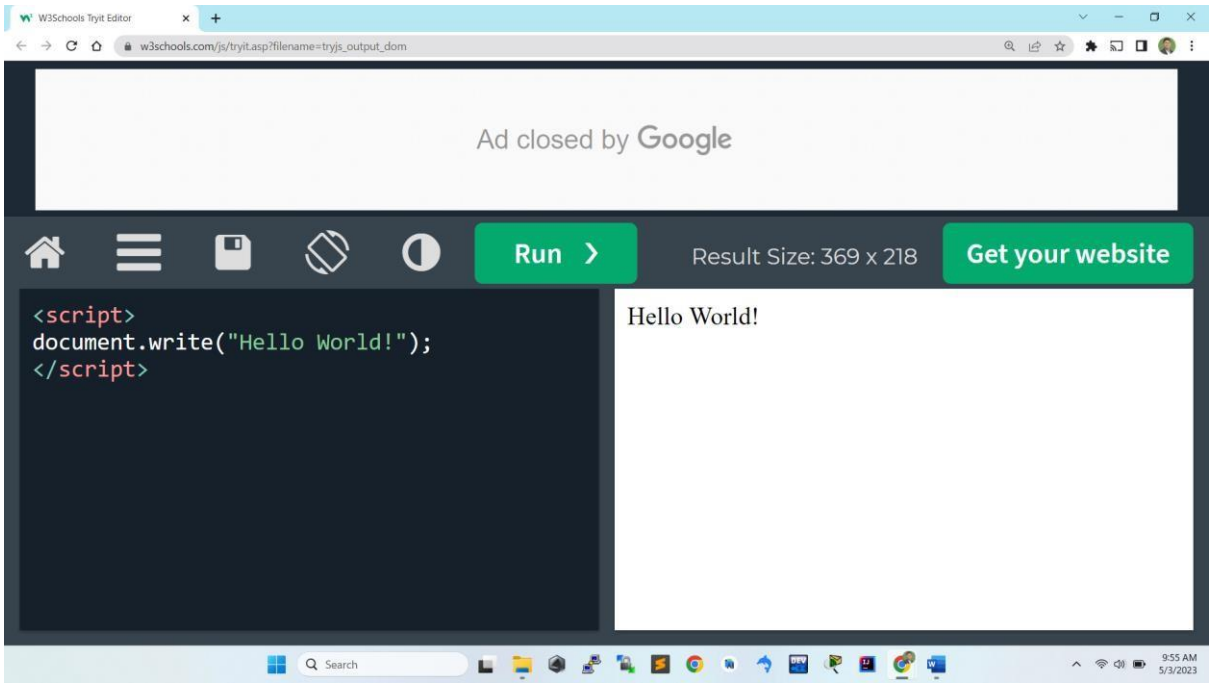
Coding Exercises in Javascript

Instruction: Read and follow the instructions per exercises. Take a SCREENSHOT of the actual code and the output of your answer. You may download and use any TEXT EDITOR (*sublime text, VSCode, notepad++, etc.*) available on the internet. (RECOMMENDED)
Save your document in PDF Format.

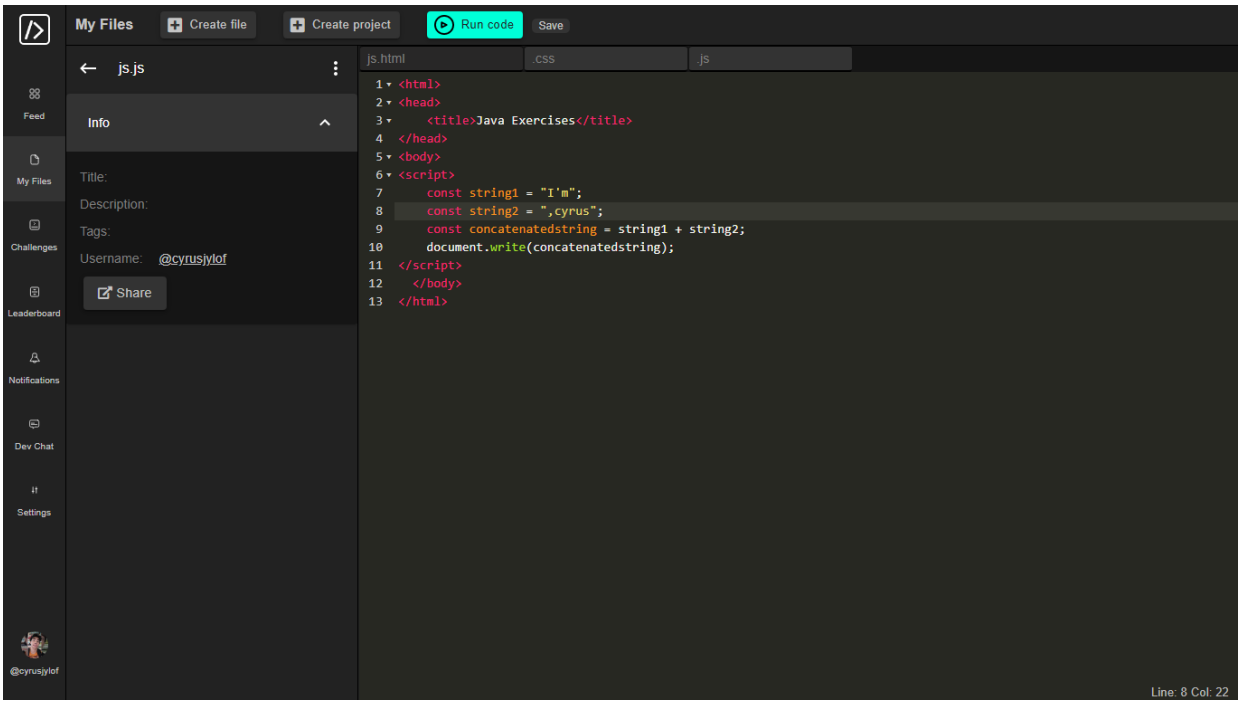
Date of Submission: May 26, 2023

Example:



Exer #1: Show way(s) to concatenate the following two strings together to get the string "I'm, <insert your name>."

Code:



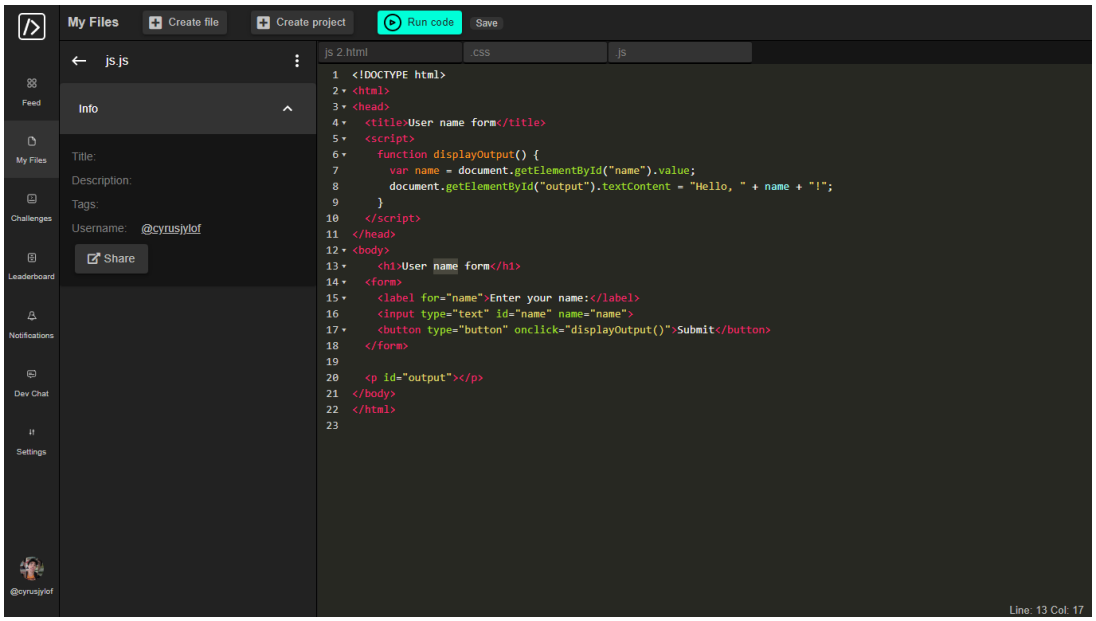
Output:

I'm,cyrus

Exer #2 create a simple HTML form and accept the user's name and display the name through any JS output statement.

Sample output of the HTML form :

Code:



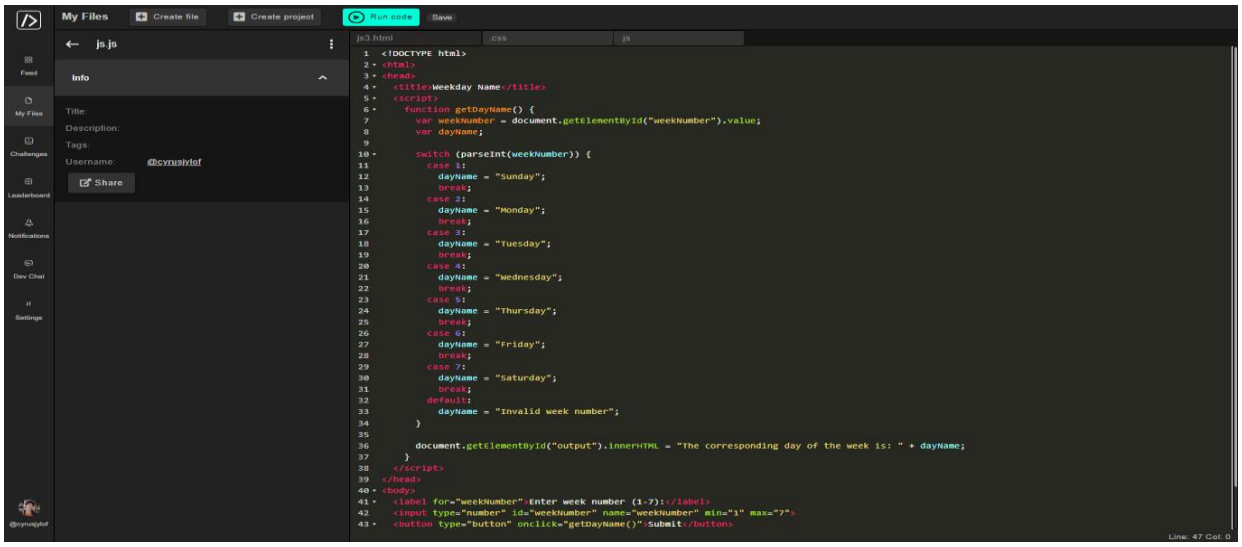
Output:

Exer #3: Create a JS program to input week number (1-7) and print the corresponding day of week name.

Example:
Input week number: 1

Output:
Monday

Code:



```
<!DOCTYPE html>
<html>
<head>
  <title>Weekday Name</title>
  <script>
    function getDayName() {
      var weekNumber = document.getElementById("weekNumber").value;
      var dayName;

      switch (parseInt(weekNumber)) {
        case 1:
          dayName = "Sunday";
          break;
        case 2:
          dayName = "Monday";
          break;
        case 3:
          dayName = "Tuesday";
          break;
        case 4:
          dayName = "Wednesday";
          break;
        case 5:
          dayName = "Thursday";
          break;
        case 6:
          dayName = "Friday";
          break;
        case 7:
          dayName = "Saturday";
          break;
        default:
          dayName = "Invalid week number";
      }

      document.getElementById("output").innerHTML = "The corresponding day of the week is: " + dayName;
    }
  </script>
</head>
<body>
  <label for="weekNumber">Enter week number (1-7):</label>
  <input type="number" id="weekNumber" name="weekNumber" min="1" max="7">
  <button type="button" onclick="getDayName()">Submit</button>
```

Output:

Exer #4: Create a JS program that will tell the user if the character they input is Vowel or Consonant.

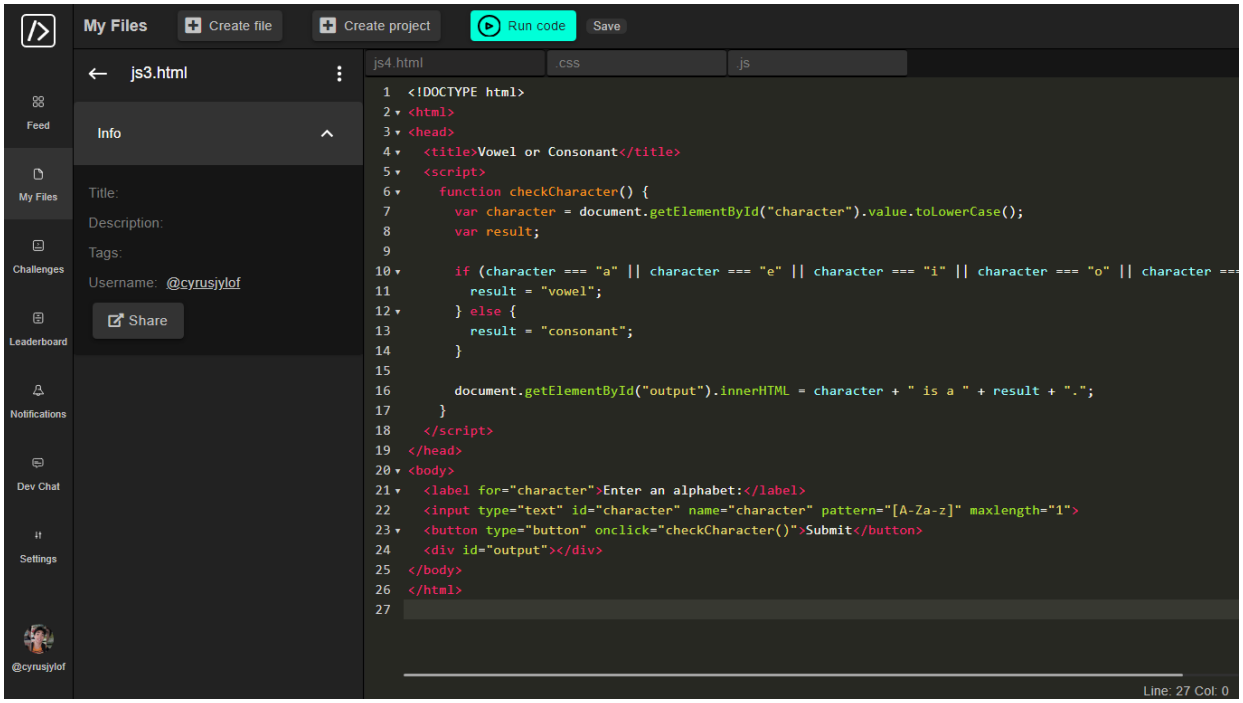
The five alphabets A, E, I, O and U are called vowels. All other alphabets except these 5 vowel letters are called consonants.

Assuming that the user will always enter an alphabet character.

Example:
Enter an alphabet: G
G is a consonant.

Enter an alphabet: g
g is a consonant.

Code:

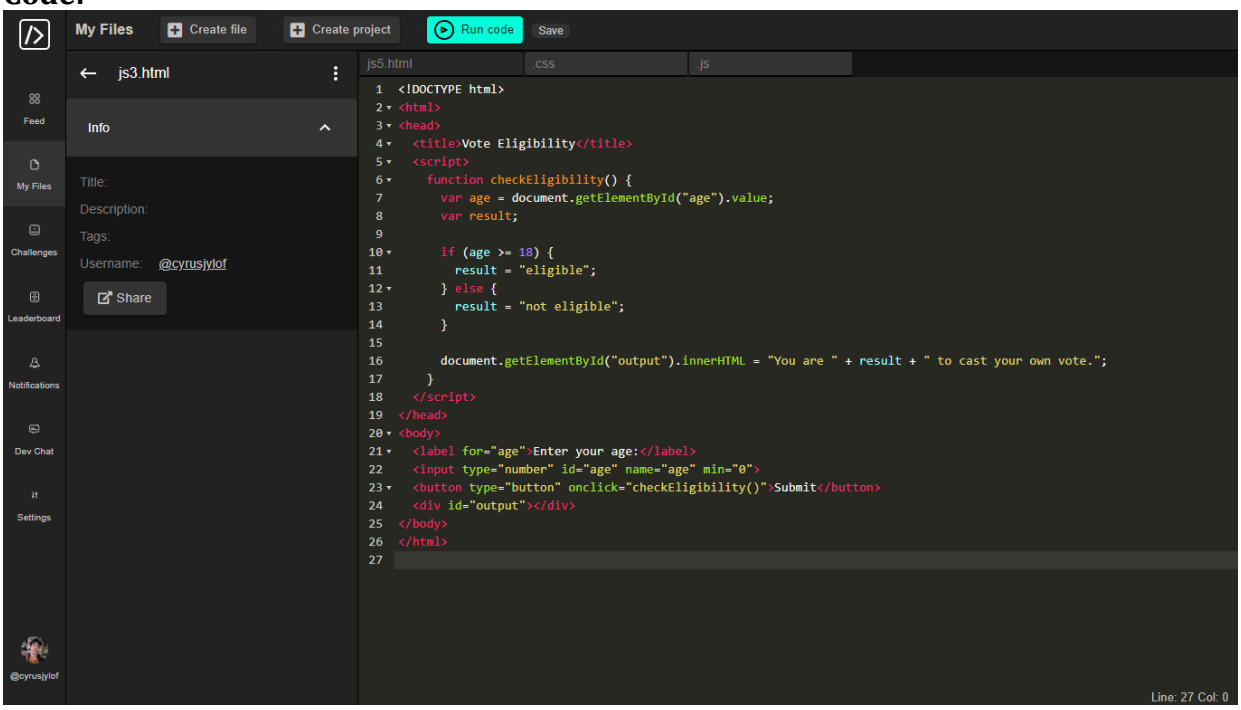


Output:

Exer #5: Create a JS program to read the age of a candidate and determine whether the user is eligible for casting his/her own vote.

Eligibility: 18 Years old and above

Code:



Output:

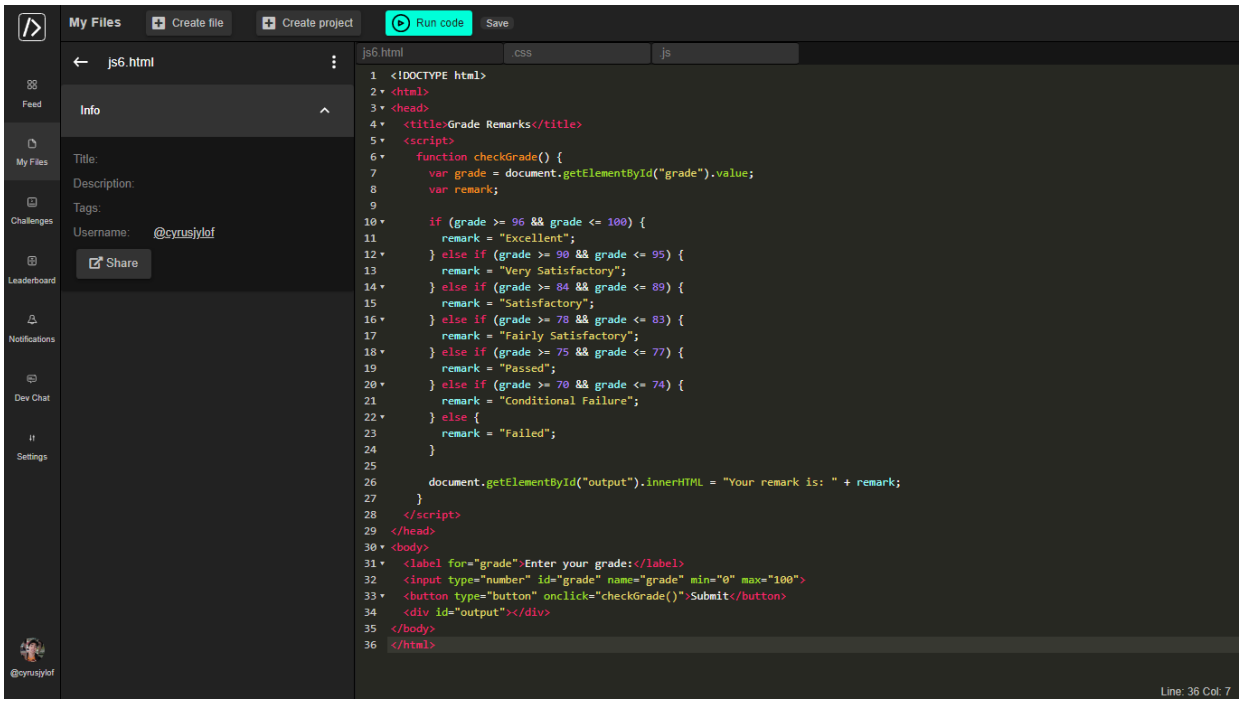
Exer #6: Create a JS program that identifies the proper remarks based on students' grade as an input.

Grading Scale

*Format
Scale: **Remarks**

96 – 100: **Excellent**
90 – 95: **Very Satisfactory**
84 – 89: **Satisfactory**
78 – 83: **Fairly Satisfactory**
75 – 77: **Passed**
70 – 74: **Conditional Failure**
69 and Below: **Failed**

Code:


My Files
Create file
Create project
Run code
Save
js6.html
Info
Title:
Description:
Tags:
Username: @cyrusjylof
Share
Feed
My Files
Challenges
Leaderboard
Notifications
Dev Chat
Settings
@cyrusjylof
js6.html
css
js
1 <!DOCTYPE html>
2 <html>
3 <head>
4 <title>Grade Remarks</title>
5 <script>
6 function checkGrade() {
7 var grade = document.getElementById("grade").value;
8 var remark;
9
10 if (grade >= 96 && grade <= 100) {
11 remark = "Excellent";
12 } else if (grade >= 90 && grade <= 95) {
13 remark = "Very Satisfactory";
14 } else if (grade >= 84 && grade <= 89) {
15 remark = "Satisfactory";
16 } else if (grade >= 78 && grade <= 83) {
17 remark = "Fairly Satisfactory";
18 } else if (grade >= 75 && grade <= 77) {
19 remark = "Passed";
20 } else if (grade >= 70 && grade <= 74) {
21 remark = "Conditional Failure";
22 } else {
23 remark = "Failed";
24 }
25
26 document.getElementById("output").innerHTML = "Your remark is: " + remark;
27 }
28 </script>
29 </head>
30 <body>
31 <label for="grade">Enter your grade:</label>
32 <input type="number" id="grade" name="grade" min="0" max="100">
33 <button type="button" onclick="checkGrade()">Submit</button>
34
35 </body>
36 </html>
Line: 36 Col: 7

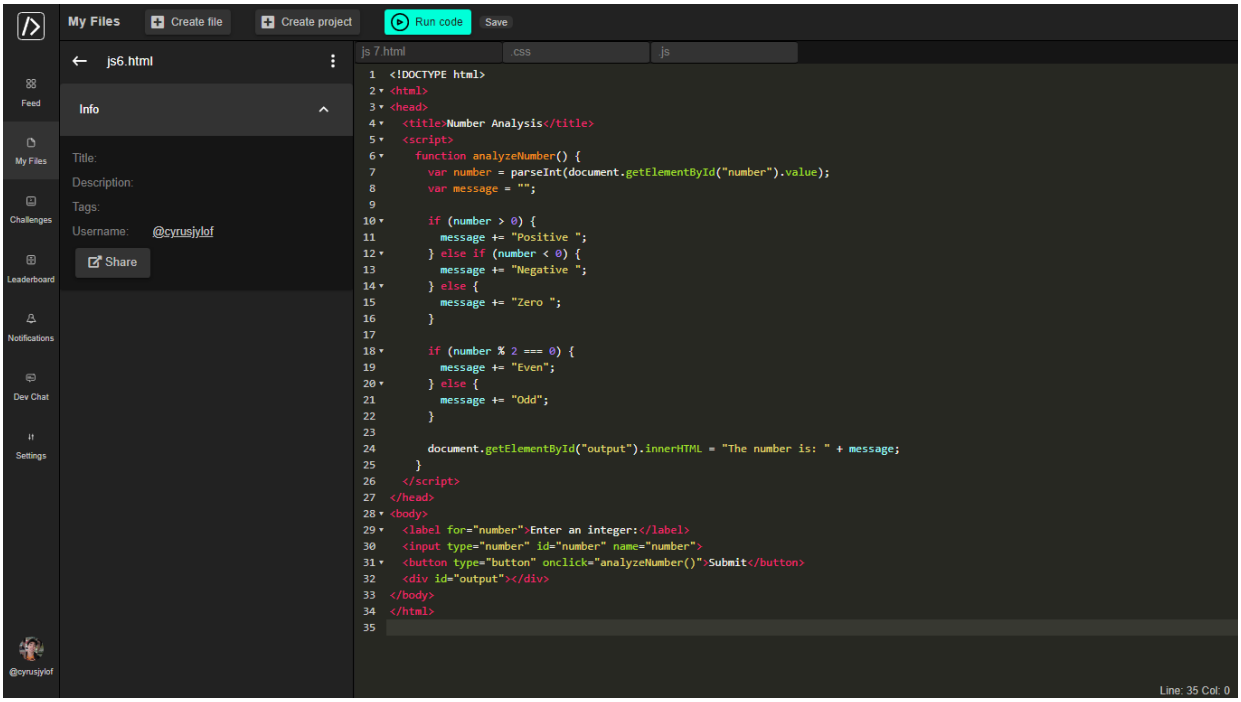
Output:


Output
Enter your grade: 90
Submit
Your remark is: Very Satisfactory

Exer #7: Create a JS Program that accepts input from the user. Display a message telling whether the integer is:

- Positive or Negative
- Odd or Even

Code:

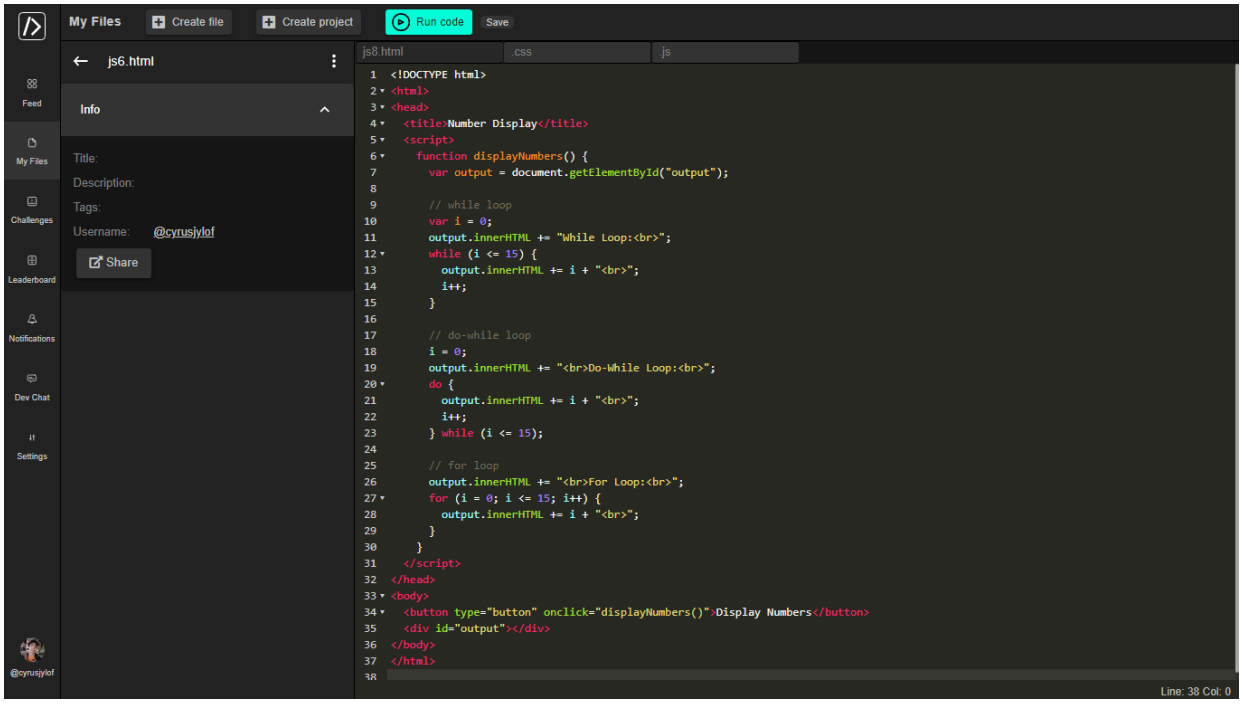


Output:

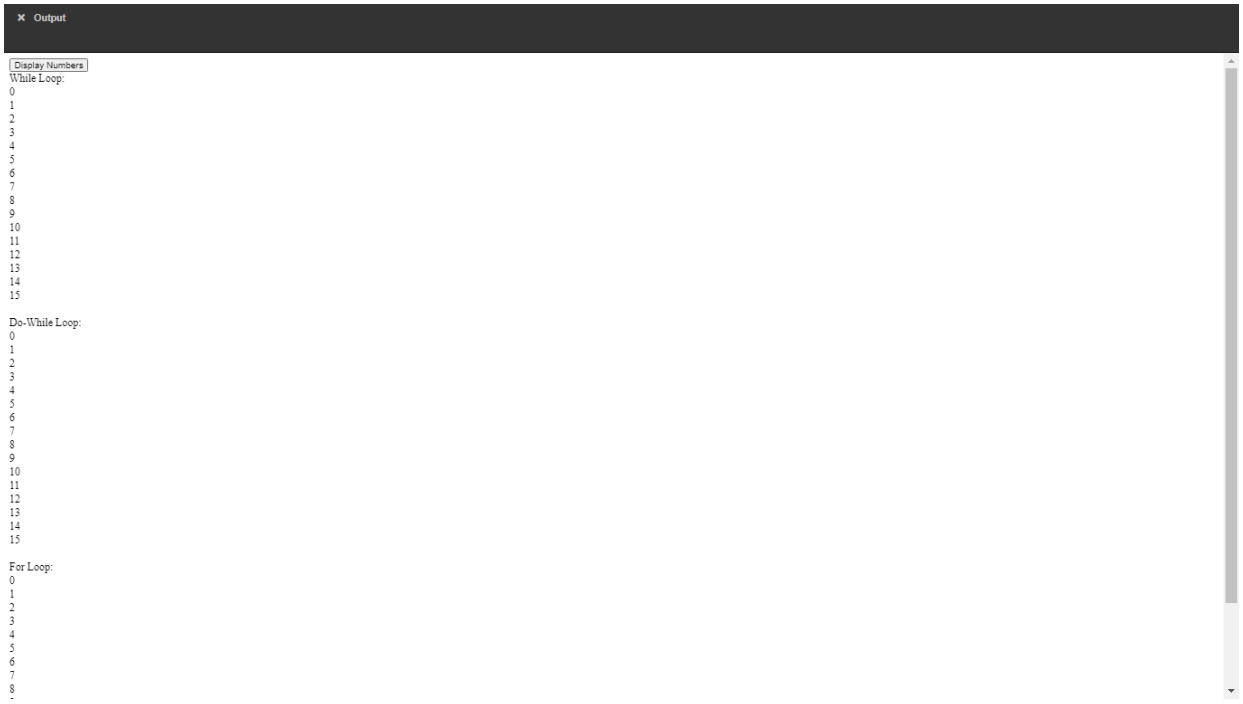
Exer #8: Create a JS Program that will display an integer from 0 to 15 using the following looping statements:

- while loop
- do-while loop
- for loop

code:

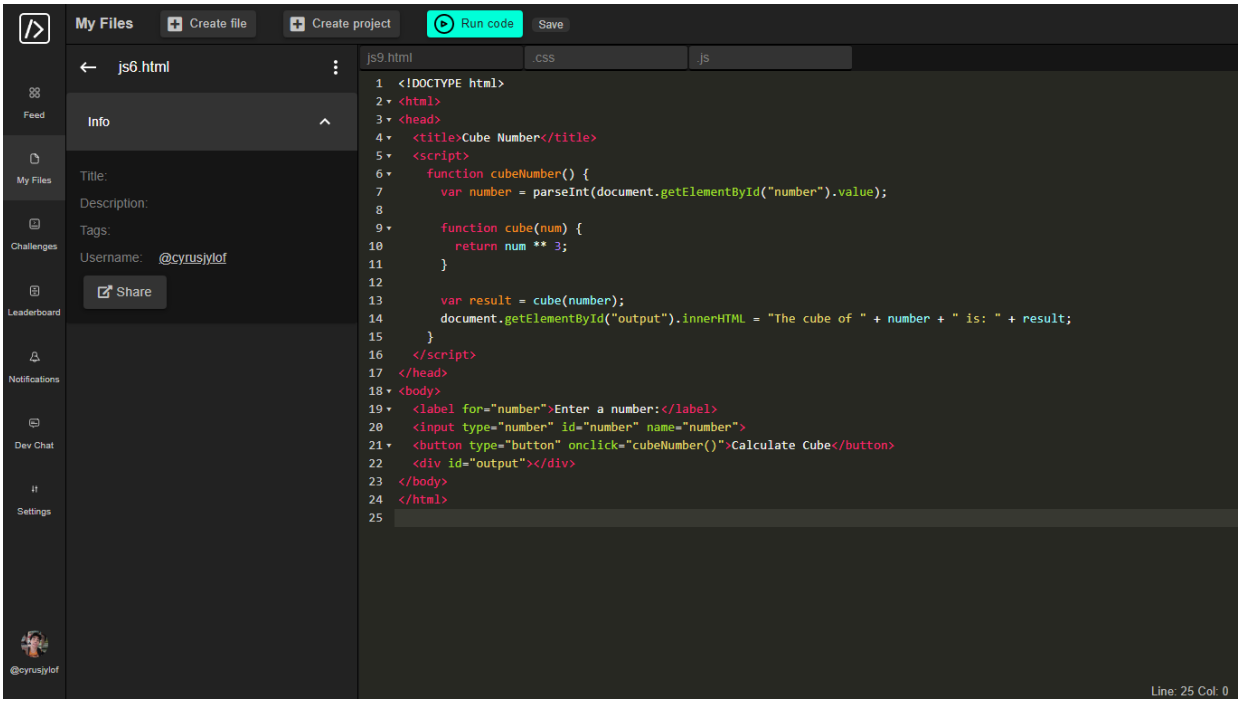


Result:



Exer #9: Create a JS program that displays the result of cubing a number coming from the user. Pass a number to a function that cubes a number and returns the result. The display should execute within the function that calls the cube method.

Code:

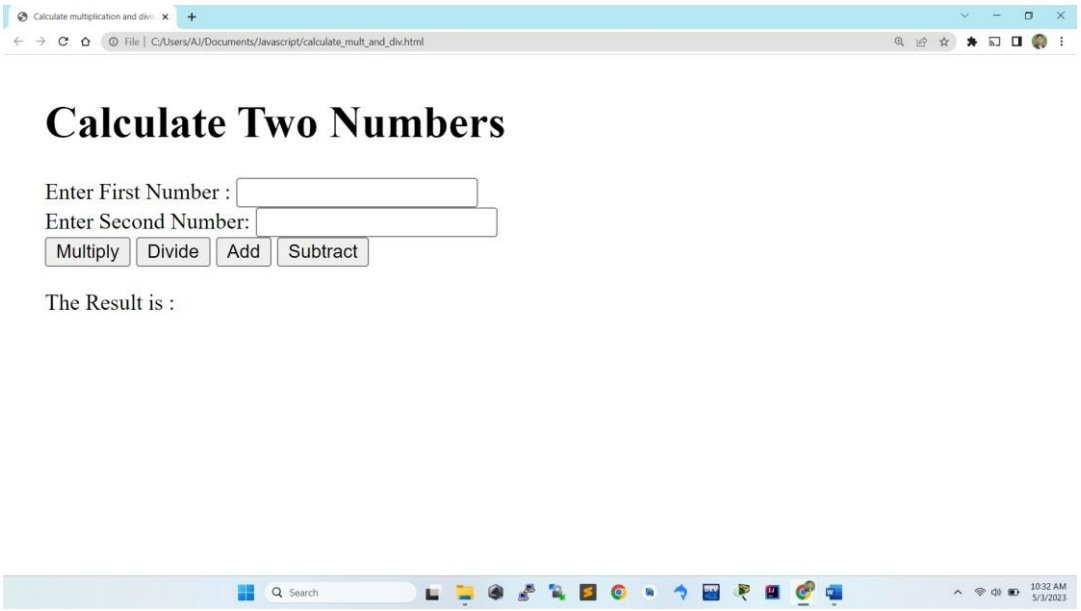


Output:

Exer #10: Create a JS program that calculates two (2) numbers input by the user. Perform the following math operations using the given inputs:

- Addition
- Subtraction
- Multiplication
- Division
- Modulus / Modulo

Sample output:



Code:

javaexercises.html

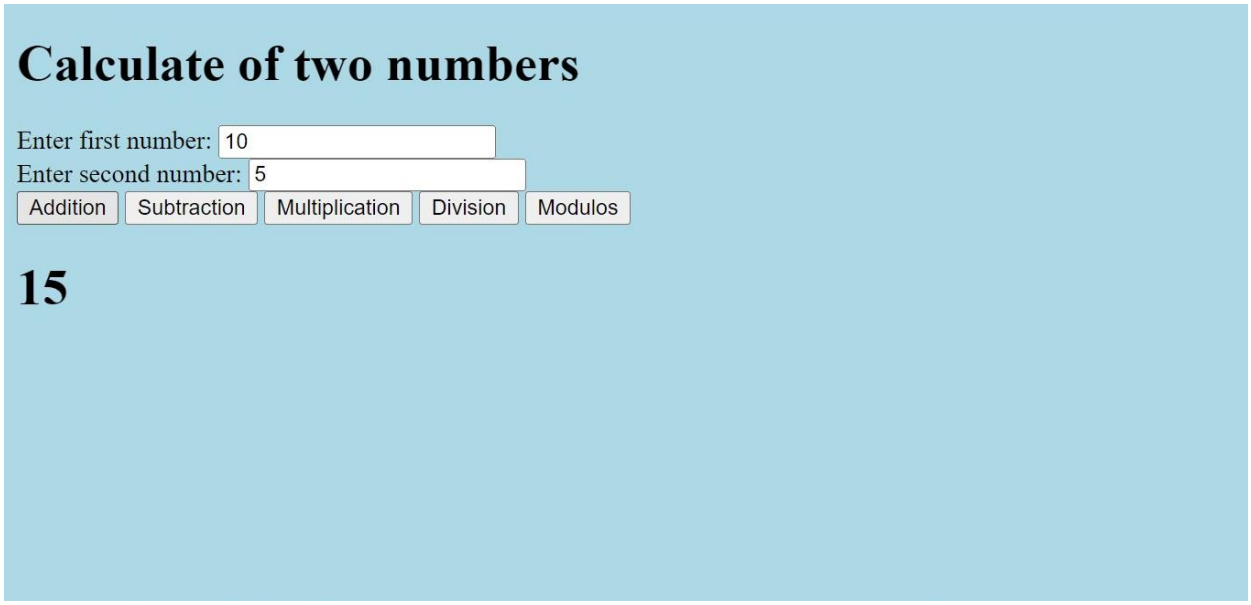
```
<!DOCTYPE html>
<html>
<head>
  <title>Java Exercise</title>
</head>
<style>
  body{
    background-color: lightblue;
  }
</style>
<body>
  <form>
  <h1>Calculate of two numbers</h1>
  <div>
    <div>
      <label for="numone">Enter first number: </label>
      <input type="text" placeholder="Enter a number" name="cube" id="num1" required><br>

      <label for="numbe2">Enter second number: </label>
      <input type="text" placeholder="Enter a number" name="cube" id="num2" required>
<br>
      <input type="button" name="" value="Addition" onclick="addNum()" id="submit">
      <input type="button" name="" value="Subtraction" onclick="subtractNum()" id="submit">
      <input type="button" name="" value="Multiplication" onclick="multiplyNum()" id="submit">
      <input type="button" name="" value="Division" onclick="divideNum()" id="submit">
      <input type="button" name="" value="Modulos" onclick="moduloNum()" id="submit">
    </div>
  </div>
</form>
<h1><span id="result"></span></h1>
<script>
function addNum() {
  firstnum = document.getElementById("num1").value;
  secondnum = document.getElementById("num2").value;
  document.getElementById("result").innerHTML = parseInt(firstnum) + parseInt(secondnum);
}
```

javaexercises.html

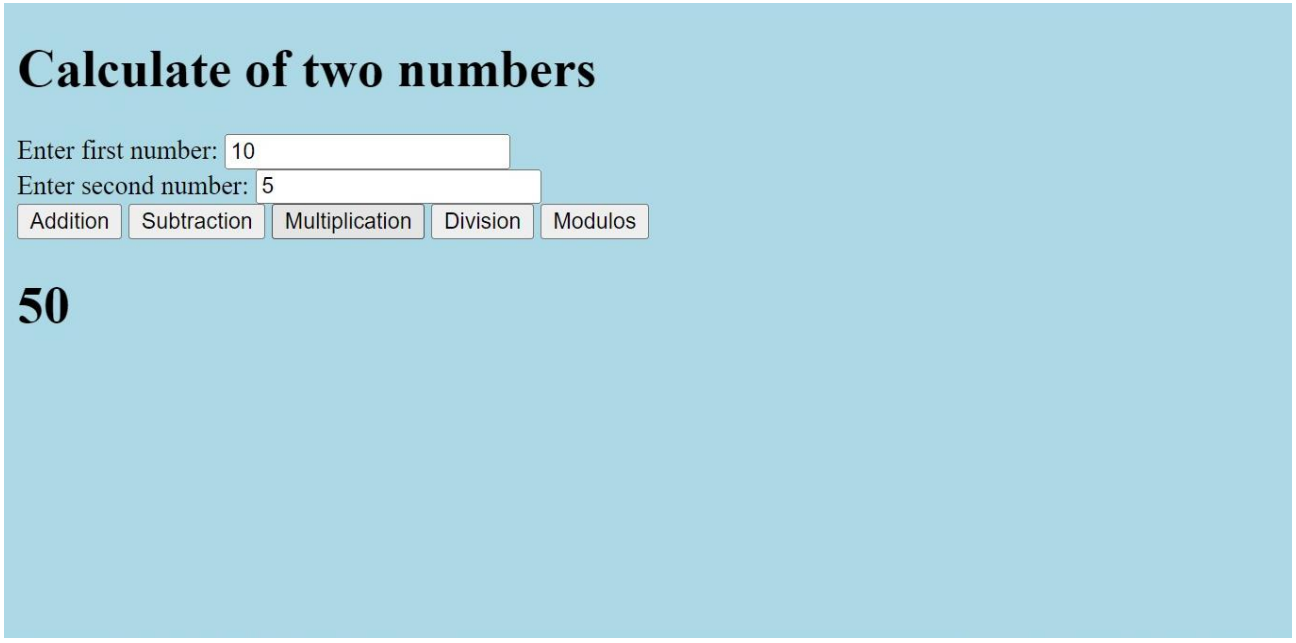
```
      <input type="button" name="" value="Modulos" onclick="moduloNum()" id="submit">
    </div>
  </div>
</form>
<h1><span id="result"></span></h1>
<script>
function addNum() {
  firstnum = document.getElementById("num1").value;
  secondnum = document.getElementById("num2").value;
  document.getElementById("result").innerHTML = parseInt(firstnum) + parseInt(secondnum);
}
function subtractNum() {
  firstnum = document.getElementById("num1").value;
  secondnum = document.getElementById("num2").value;
  document.getElementById("result").innerHTML = firstnum - secondnum;
}
function multiplyNum() {
  firstnum = document.getElementById("num1").value;
  secondnum = document.getElementById("num2").value;
  document.getElementById("result").innerHTML = firstnum * secondnum;
}
function divideNum() {
  firstnum = document.getElementById("num1").value;
  secondnum = document.getElementById("num2").value;
  document.getElementById("result").innerHTML = firstnum / secondnum;
}
function moduloNum() {
  firstnum = document.getElementById("num1").value;
  secondnum = document.getElementById("num2").value;
  document.getElementById("result").innerHTML = firstnum % secondnum;
}
</script>
</body>
</html>
```

Output:

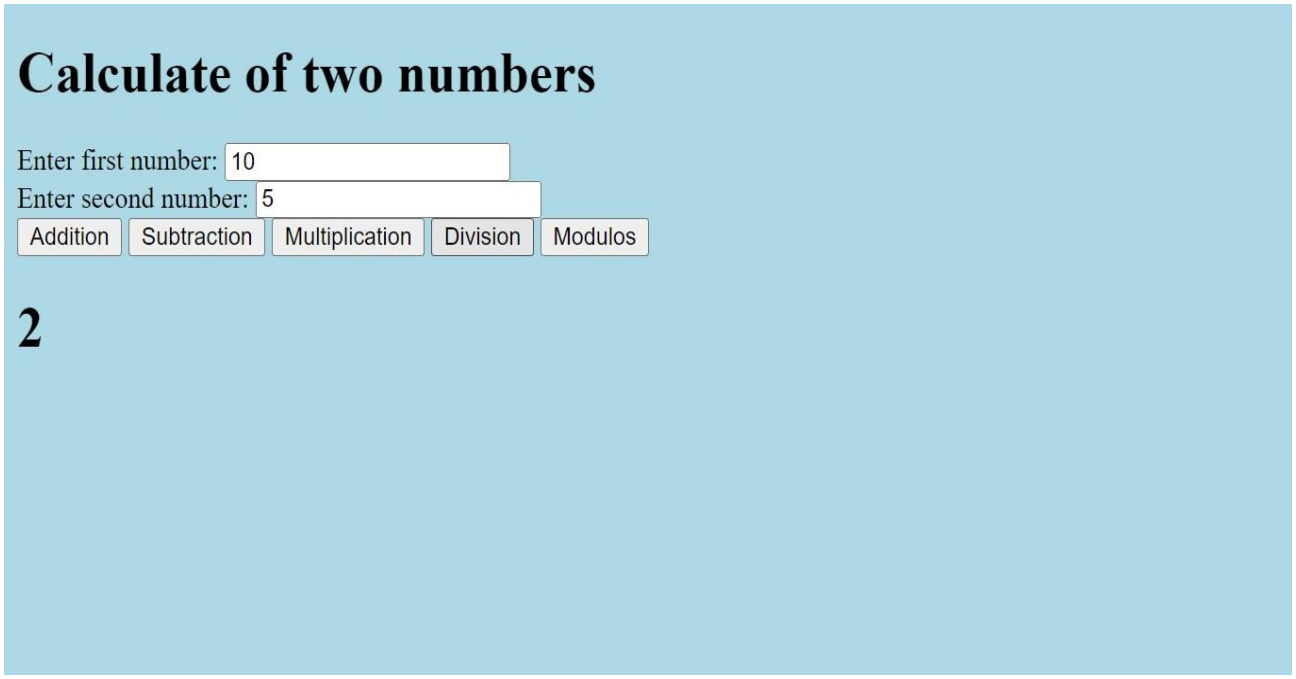
Addition



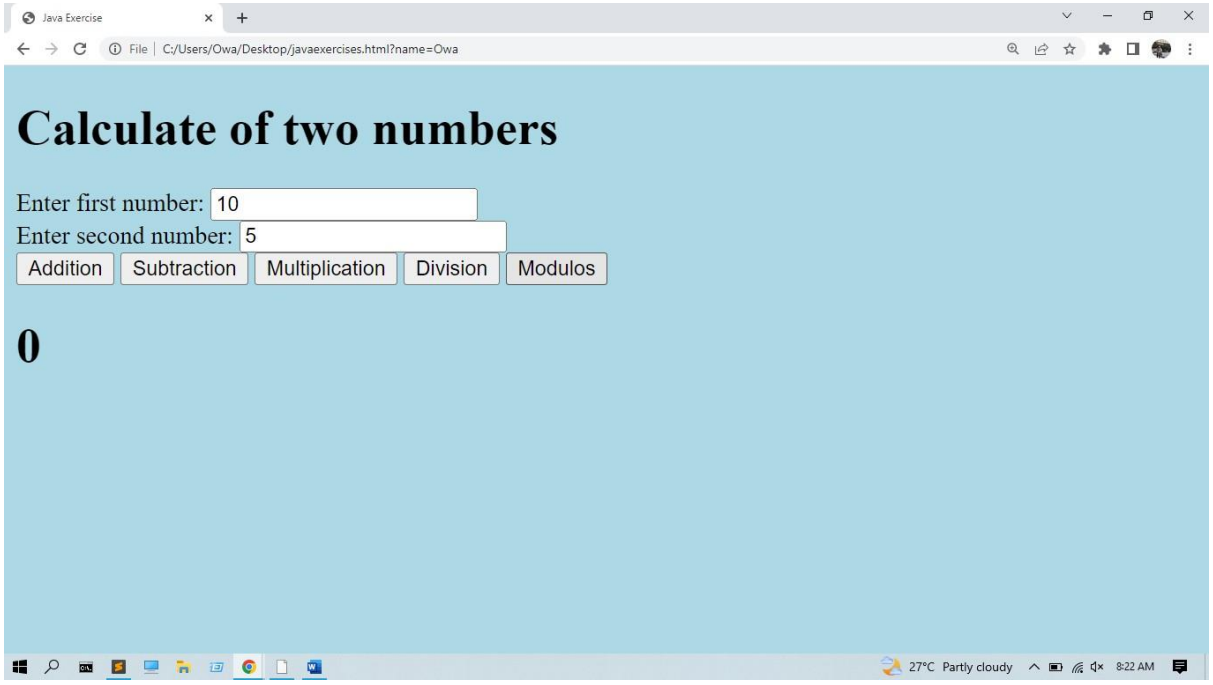
Multiplication



Division:

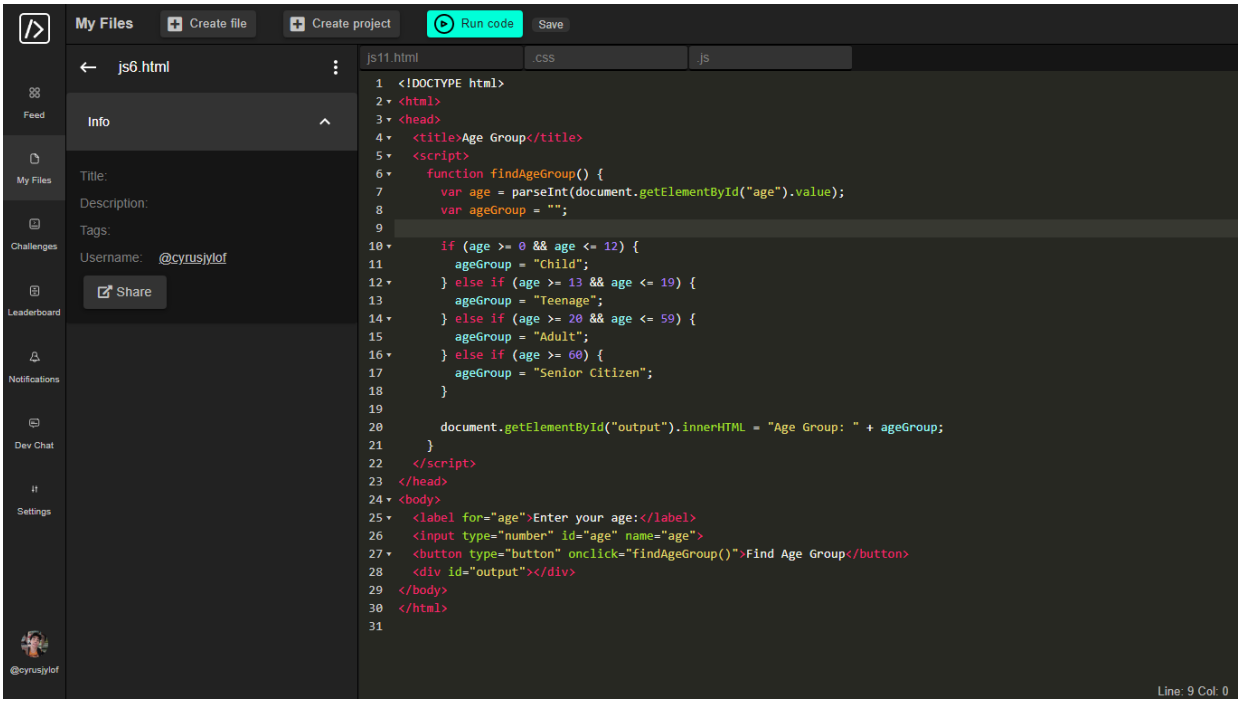


Modulus:



Exer #11: Create a JS program to find age group on the basis of age.

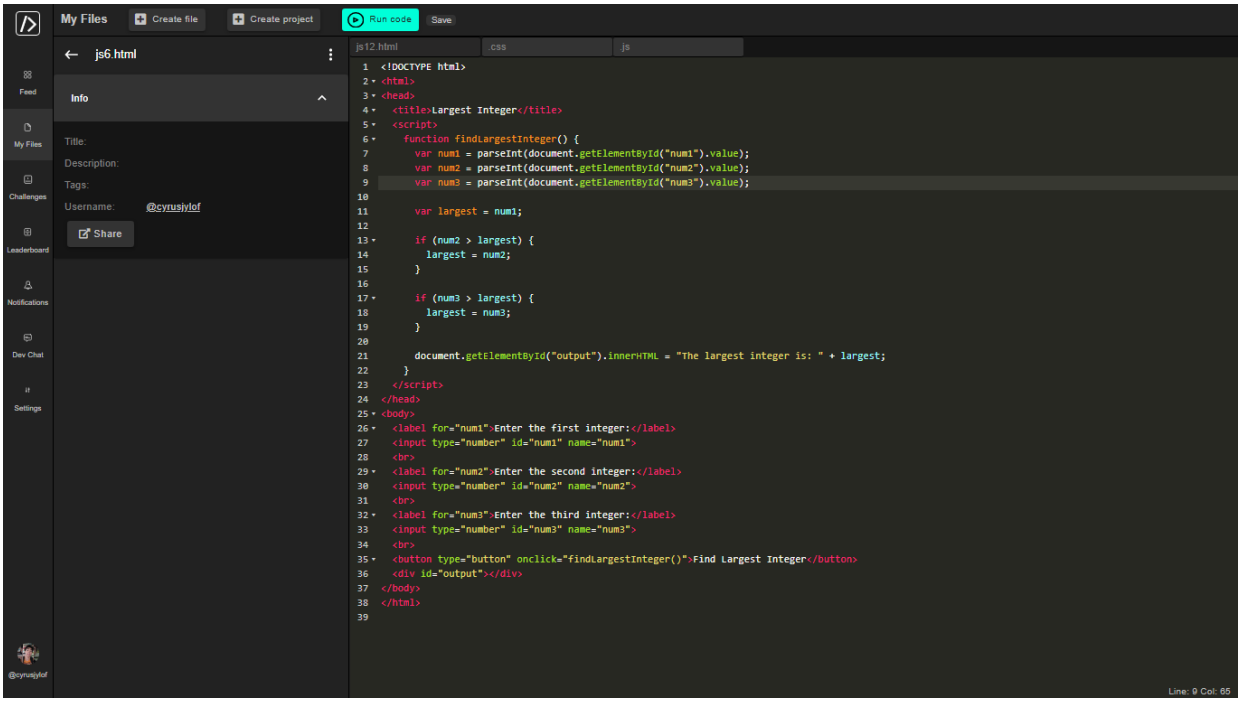
Age/Group:
0-12/Child
13-19/Teenage
20-59/Adult
60 and Above/Senior Citizen
Code:



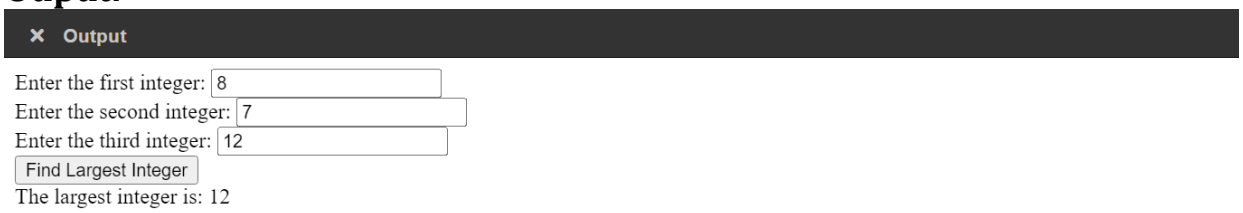
Output:

Exer #12: Create a JS program that accepts three (3) integers and tells which integer is the largest among the three inputs.

Code:

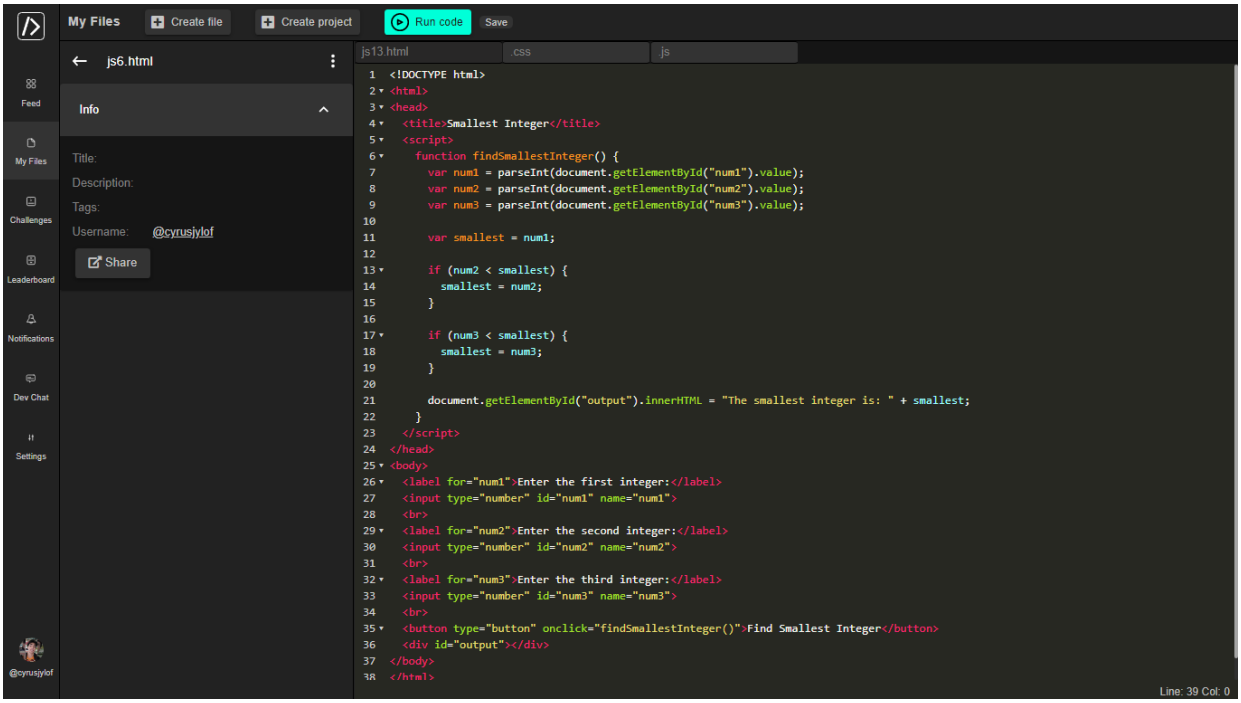


Ouput:

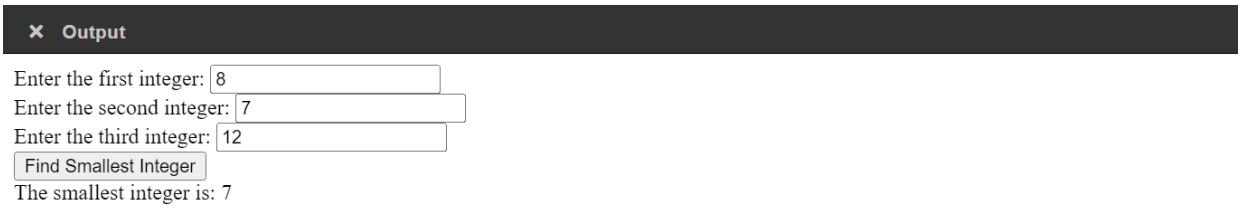


Exer #13: Create a JS program that accepts three (3) integers and tells which integer is the smallest among the three inputs.

Code:

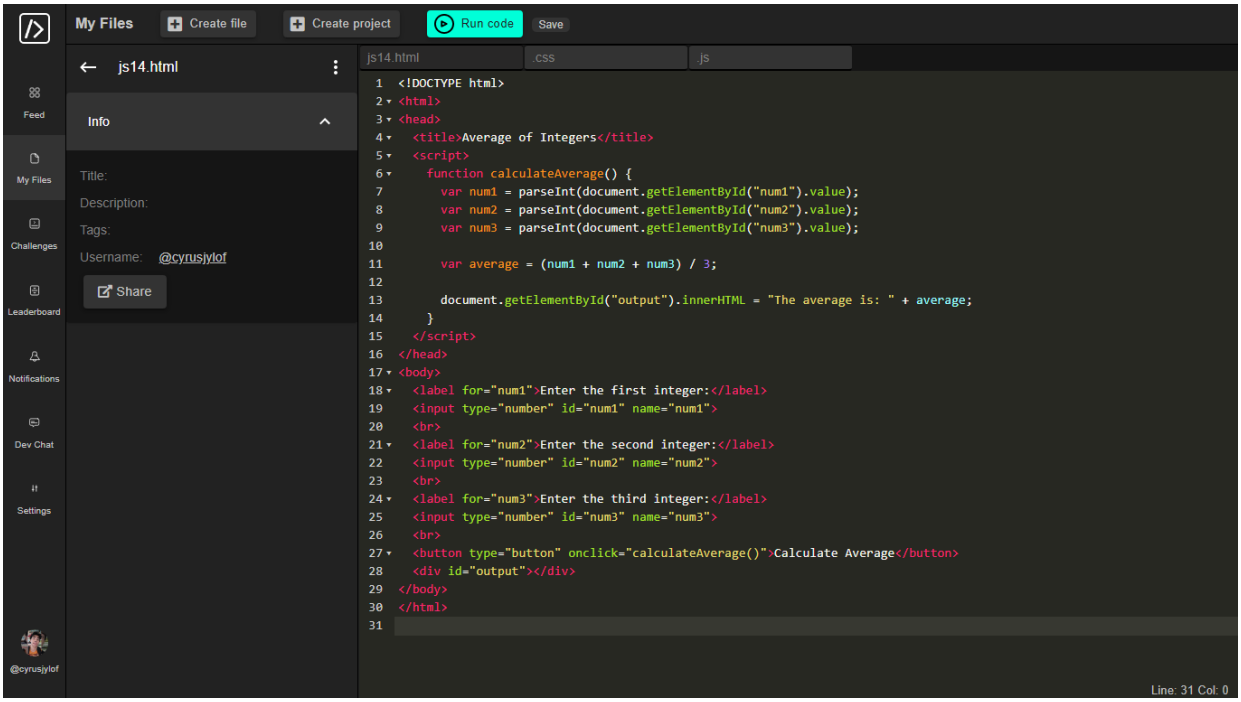


Output:

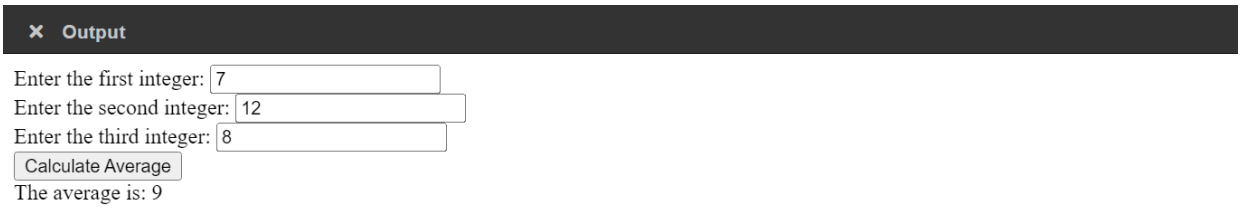


Exer #14: Create a JS program that accepts three (3) integers.
Find and display the average of the three (3) integers.

Code:



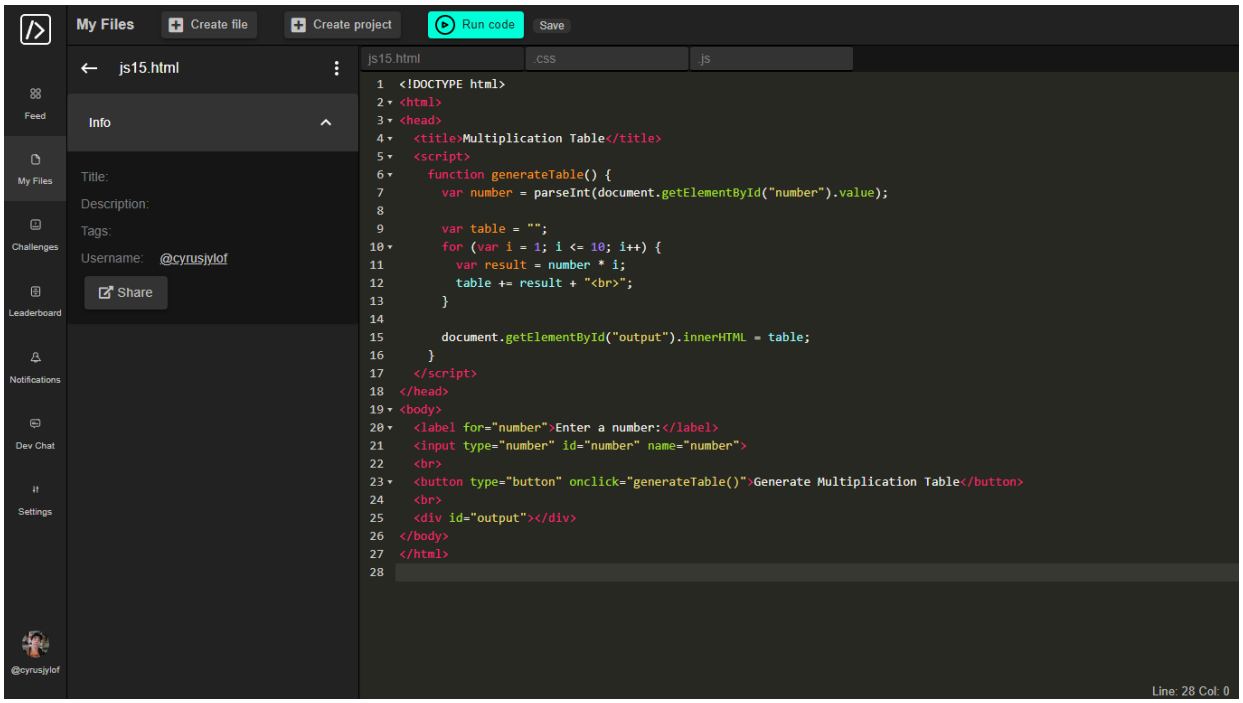
Output:



Exer #15: Create a JS program to generate a Multiplication Table Entered by the user. The output should display vertically.

Sample Output:

Code:



Output: