Lab 1 - Introduction to JavaScript Programming (2%)

Lab completed during in-class lab time (1%)

Part 1: Variables & Popups (0.5%)

1. Create an HTML page called ***lab1.html***
2. Using HTML, create a main heading.
3. Create 2 sub-headings, with a paragraph of text underneath each sub-heading.
4. Create a JavaScript page called lab1.js
5. Connect the HTML page to the external JavaScript file
6. Create a pop up box that says, “Hello World” when the page loads.
7. Now, use commenting to temporarily hide that code and prevent it from running without deleting it.
8. Create a variable to hold your age.
9. Create a variable to hold the number of days in a year.
10. Create a variable to hold the total of your age multiplied by the number of days in the year.
11. Create a pop-up box that displays the variable that holds your age multiplied by the number of days in the year.
12. Now, use commenting to keep that popup from running without deleting it.
13. Create a variable to hold the message, “I am”.
14. Create a variable to hold the text, “days old…more or less.”
15. Create a pop-up that displays a sentence created from the two text variables and your days old variable.

Part 2: Operators – *“Cheque please!”* (0.5%)

Using the provided ***lab1-2.html/js*** files:

Two diners at a table in your restaurant are ready for their bill – and have a five dollar discount coupon.

In the JavaScript file are all of the variables and values that you will need to program an alert box that shows how much each customer owes. (Don’t worry about the tip for this exercise!)

1. Do not edit the HTML page whatsoever.
2. Assign the total of the items to the subtotal.
3. Subtract the $5 discount coupon from the subtotal.
4. Multiply this new amount by the tax to get the total.
5. Divide this amount evenly for the two customers.
6. The alert() message should read: *"You each owe $xx.xx"* with the correct amount.

STRETCH GOAL:

Currency values (prices) only have two decimal places so your output message should as well. Find a JavaScript function that will limit your final output to two decimal places and implement it into your code. **You will need this function for later labs and assignments**. This method was not covered in class, and represents the first instance of challenging you to search for the tool that you need. As web developers, searching for and finding the tool that we need is a critical real-world skill necessary beyond your in-class requirements.