

1. Sun Microsystems introduced Java around the time, where their stocks became much more valuable. LiveScript changed their name to JavaScript to capitalize on that success.
2. `var dog(name: "Fido", weight: 22);`
3. `<!DOCTYPE HTML>`

```
<html>

<head>

<title> Chapter 1</title>

<script>

</script>

</head>

<body>

</body>

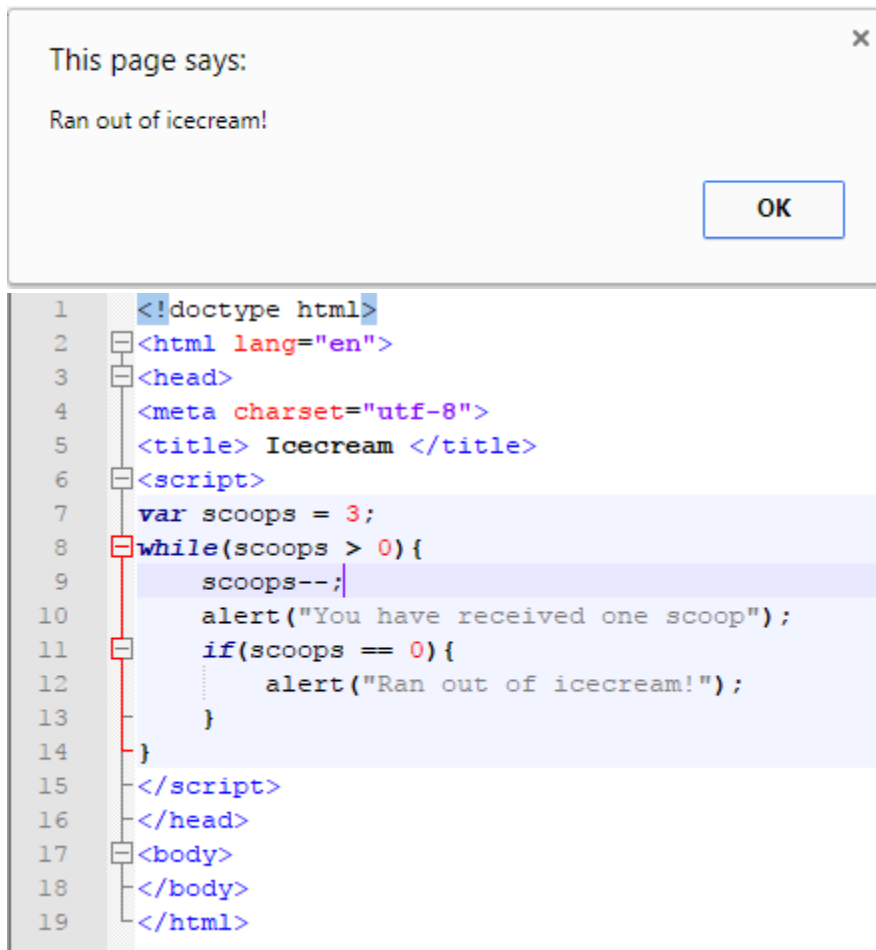
</html>
```

4.

```
1  <!doctype html>
2  <html lang="en">
3  <head>
4    <meta charset="utf-8">
5    <title> Icecream </title>
6  <script>
7    var scoops = 3;
8    while(scoops > 0){
9      scoops--;
10     document.write("You have received one scoop<br>");
11   }
12 }
13 </script>
14 </head>
15 <body>
16 </body>
17 </html>
```

```
You have received one scoop
You have received one scoop
You have received one scoop
```

5.



6. Output to browser lets the user see what is intended for them to see. An alert window is like a pop up, where the user must press ok to continue. Console is commonly used for the developer for debugging purposes.

```
document.write("hi");
console.log("hi");
alert("hi");
```

7. The Document Object Model is one of the best ways to communicate with the user. It can read and change the contents, including structure and style.
8. Set time out is a function that calls a specified function after a certain amount of milliseconds. In this case, the setTimeout will call wakeUpUser after 4000 milliseconds which will alert the user.
9. `var area = Math.PI*radius*radius;`
10. JavaScript allows you to communicate with the users, create graphics for them, and find new behaviors for them. JavaScript is basically just for users, which is why it would excel in a web page ecosystem.