

```

1  alert("Hello");
2  // 2+5;
3  var tweet=prompt("Enter tweet (0-140)");
4  var tweetLength=tweet.length;
5  alert("The length of your tweet: "+ tweetLength);
6  var tweetUnder140=tweet.slice(0,140);
7  alert(tweetUnder140);
8  alert(tweetUnder140.toUpperCase());
9  var name=prompt("Enter Your Name: ");
10 var firstLetterOfName=name.slice(0,1);
11 var upperCaseFirstLetter=firstLetterOfName.toUpperCase();
12 // var restOfName=name.slice(1);
13 alert("Hello " + upperCaseFirstLetter+name.slice(1).toLowerCase());
14 var dogAge=prompt("Enter Your Dog's Age ");
15 alert("The human Age of your dog is "+((dogAge-2)*4+21))
16 var a=3;
17 var b=a++;
18 b;
19 alert(b);
20
21 function add() {
22     return 5+5;
23 }
24
25 console.log(add()) ;
26
27 function getMilk() {
28     console.log("LeaveHouse");
29     console.log("moveRight");
30     console.log("moveRight");
31     console.log("moveUp");
32     console.log("moveUp");
33     console.log("moveUp");
34     console.log("moveUp");
35     console.log("moveRight");
36     console.log("moveRight");
37     console.log("moveLeft");
38     console.log("moveLeft");
39     console.log("moveDown");
40     console.log("moveDown");
41     console.log("moveDown");
42     console.log("moveDown");
43     console.log("moveLeft");
44     console.log("moveLeft");
45     console.log("enterHouse");
46 }
47
48 getMilk();
49
50
51 function sum(a,b) {
52     return a+b;
53 }
54
55 console.log(sum(10000000,20000000));
56
57
58 function howManyBottles(money){
59     return Math.floor(money/1.5);
60 }
61 console.log(howManyBottles(100));
62
63 function lifeInWeeks(age) {
64
65     /*****Don't change the code above*****/
66
67     var remainingAge=90-age;
68     var months=remainingAge*12;
69     var weeks=remainingAge*52;
70     var days=remainingAge*365;
71     console.log("You have "+days+" days, "+weeks+" weeks, and "+months+" months
72 left.");
73
74
75
76
77

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78
79 /*****Don't change the code below*****/
80 }
81
82 lifeInWeeks(51);
83
84 var n =Math.floor((Math.random()*6)+1);
85 console.log(n);
86
87 var name1=prompt("Enter Your Name: ");
88 var name2=prompt("Enter Your Name: ");
89 var percentage=alert("Your Love sorce: "+Math.floor((Math.random()*100)+1)+"
%");
90
91 function isLeap(year) {
92     if (year%4===0) {
93         if (year%100===0) {
94             if (year%400===0) {
95                 return "Leap year.";
96             } else {
97                 return"Not Leap Year.";
98             }
99         } else {
100             return"Leap Year.";
101         }
102     } else {
103         return "Not Leap Year.";
104     }
105 }
106
107 }
108
109 }
110
111 }
112
113 // ARRAYS
114
115 var guestList=["DEBRAJ","DIYA","HIYA","RAMA","APPI","AMALA","MADHU"];
116 var name=prompt("Enter Your Name ");
117 if (guestList.includes(name.toUpperCase())) {
118     alert("Welcome");
119 } else {
120     alert("Sorry,You are Not invited");
121 }
122
123
124 var list=[];
125 var count=1;
126 function fizzBuzz() {
127     while (count≤10) {
128         if (count % 5===0 && count % 3===0) {
129             list.push("FizzBuzz");
130         }
131         else if (count % 5 ===0) {
132             list.push("Buzz");
133         }
134         else if (count%3 ===0) {
135             list.push("Fizz");
136         }
137         else{
138             list.push(count);
139         }
140         count++
141     }
142     // console.log(list);
143 }
144 console.log(list);
145
146 }
147
148 fizzBuzz();
149
150 // in the above if we take '%3' or '%5' first then it won't check the condition
of both '%3'and'%5'
151
152
153 function whosPaying(names) {
154

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155 /*****Don't change the code above*****/
156 var arr=["Angela", "Ben", "Jenny", "Michael", "Chloe"];
157 var number = arr.length;
158 var randomIndex=Math.floor(Math.random()*number);
159 var randomName=arr[randomIndex];
160 console.log(randomName+" is going to buy lunch today!");
161
162
163
164
165
166
167
168 /*****Don't change the code below*****/
169 }
170
171 whosPaying();
172
173
174
175 // for loop
176
177 for (var index = 0; index <7; index++) {
178     console.log(index);
179
180
181 }
182
183 var list=[];
184
185 function fizzBuzz() {
186     for (var count = 0; count < 100; count++) {
187         if (count % 5===0 && count % 3===0) {
188             list.push("FizzBuzz");
189         }
190         else if (count % 5 ===0) {
191             list.push("Buzz");
192         }
193         else if (count%3 ===0) {
194             list.push("Fizz");
195         }
196         else{
197             list.push(count);
198         }
199
200
201         // console.log(list);
202     }
203     console.log(list);
204 }
205
206
207 fizzBuzz();
208
209
210 function fibonacci(n) {
211     var arr=[];
212     if (n===1) {
213         arr=[0];
214     }
215     else if(n===2){
216         arr=[0, 1];
217     }else{
218         arr=[0, 1];
219         for (var i = 2; i < n; i++) {
220
221             arr.push[arr[arr.length-2]+arr[arr.length-1]];
222         }
223
224     }
225
226     console.log(arr);
227 }
228
229

```

```

for (var index = 0; index < document.querySelectorAll(".drum").length; index++) {
  document.querySelectorAll(".drum")[index].addEventListener("click", function () {

    makesound(this.innerHTML);
    buttonAnimation(this.innerHTML);
  });
}
// it tracks all the keys on the key board
// but the function specifies the property
//event list all the possible information related to keys
document.addEventListener("keydown",function(event) {
  makesound(event.key);
  buttonAnimation(event.key);
})
function makesound(key){
  switch (key) {
    case "w":
      var tom1 = new Audio("sounds/tom-1.mp3");
      tom1.play();
      break;
    case "a":
      var tom2 = new Audio("sounds/tom-2.mp3");
      tom2.play();
      break;
    case "s":
      var tom3 = new Audio("sounds/tom-3.mp3");
      tom3.play();
      break;
    case "d":
      var tom4 = new Audio("sounds/tom-4.mp3");
      tom4.play();
      break;
    case "j":
      var snare = new Audio("sounds/snare.mp3");
      snare.play();
      break;
    case "k":
      var crash = new Audio("sounds/crash.mp3");
      crash.play();
      break;
    case "l":
      var kick = new Audio("sounds/kick-bass.mp3");
      kick.play();
      break;

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      default:
        // alert("NOT SPECIFIED");
        break;
    }
  }
function buttonAnimation(currentkey){
  var activeButton=document.querySelector("." +currentkey);
  activeButton.classList.add("pressed");
  // After 100ms pressed class is removed
  setTimeout(function(){
    activeButton.classList.remove("pressed");
  },100);
}

```