JS If Else Exercises

What number's bigger?

- Write a function named greaterNum that:
 - takes 2 arguments, both numbers.
 - returns whichever number is the greater (higher) number.
- Call that function 2 times with different number pairs, and log the output to make sure it works (e.g. "The greater number is 5").

```
<!DOCTYPE html>
<html lang="en">
      <title></title>
      <meta charset="UTF-8">
      <meta name="viewport" content="width=device-width,</pre>
initial-scale=1">
      <link href="css/style.css" rel="stylesheet">
  <div class="text-center">
href="https://stackpath.bootstrapcdn.com/bootstrap/4.5.2/css/bootstr
ap.min.css" rel="stylesheet">
      Enter First Number:
      <input id="Num1" class="form-control" type="text"</pre>
placeholder="Enter first Number">
      Enter Second Number:
      <input id="Num2" class="form-control" type="text"</pre>
placeholder="Enter second Number">
      <button class="btn btn-primary mt-3" onclick="big()" >Click
to Find Big Number</button>
      function big(){
          x=Number(document.getElementById("Num1").value);
          y=Number (document.getElementById("Num2").value);
          var answer;
          if(x>y){
              answer=x;
```

The greater number is 20



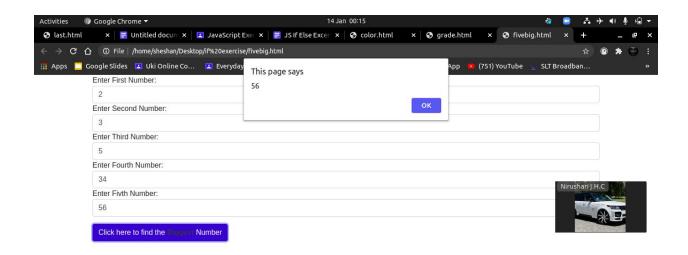


What number's biggest?

- Write a JavaScript conditional statement to find the largest of five numbers.
 - Display an alert box to show the result.

```
href="https://stackpath.bootstrapcdn.com/bootstrap/4.5.2/css/b
ootstrap.min.css" rel="stylesheet">
  <div class="container">
      <div class="text-left d-block">
          Enter First Number:
          <input type="number" id="num1" class="form-control</pre>
placeholder="Enter Number Here">
          Enter Second Number:
          <input type="number" id="num2" class="form-control"</pre>
placeholder="Enter Number Here">
          Enter Third Number:
          <input type="number" id="num3" class="form-control"</pre>
placeholder="Enter Number Here">
          Enter Fourth Number:
          <input type="number" id="num4" class="form-control"</pre>
placeholder="Enter Number Here">
          Enter Fivth Number:
          <input type="number" id="num5" class="form-control"</pre>
placeholder="Enter Number Here">
          <button class="btn btn-primary mt-3"</pre>
onclick="bigNumber()">Click here to find the <span
                  class="font-weight-bold text-dark
">Biggest</span>
              Number
      display-1">
          var a, b, c, d, x, y, z;
          x = Number(document.getElementById("num1").value);
          y = <u>Number</u> (document.getElementById("num2").value);
          z = Number(document.getElementById("num3").value);
          a = Number(document.getElementById("num4").value);
```

```
b = Number(document.getElementById("num5").value);
c = 0;
if (x > y, x > z, x > a, x > b) {
    c = x;
} else if (y > x, y > z, y > a, y > b) {
    c = y;
} else if (z > x, z > y, z > a, z > b) {
    c = z;
} else if (a > x, a > y, a > z, a > b) {
    c = a;
} else {
    c = b;
}
alert(c);
}
</body>
</html>
```





The Grade Assigner

- Write a function named assignGrade that:
 - o takes 1 argument, a number score.
 - o returns a grade for the score, either "A", "B", "C", or "F".
 - Marks >=75: A, Marks >=60: B, Marks >=45: C, Marks <45: F,
- Call that function for a few different scores and log the result to make sure it works.

```
<input type="number" class="form-control" id="marks"</pre>
placeholder="ENTER YOUR MARKS" min="0" max="100" required>
      <button onclick="results()" class="btn btn-primary</pre>
mt-3">Click here to See the results</button>
  <script>
  function results(){
      res = Number(document.getElementById("marks").value);
      var score;
      if(res >= 75){
         score = "A";
      else if( res >= 60){
         score = "B";
         score = "C";
         score = "F";
      document.getElementById("para1").innerHTML= "Your results is
"+ score;
</script>
```



Your results is A



The Color Assigner

- Write If Else statement that performs the following:
 - o takes 1 argument, a number score.
 - o If the number is between 0 and 10, write the word blue. If the number is between 10 and 20, write the word red. if the number is between 20 and 30, write the word green. If it is any other number, write that it is not a correct colour option.

```
<button onclick="color()" class="btn btn-primary</pre>
mt-3">Click</button>
  function color(){
         col = Number(document.getElementById("Num1").value);
         var out;
            out = "Blue";
         else if( 10 <= col, col < 20) {</pre>
             out = "Red";
            out = "Green";
             out = "It is not a correct colour option";
         document.getElementById("para1").innerHTML= "Your results is "+
out;
</html>
```



Your results is Blue



Switch Exercises

Write the code to get the month and if we put in a number from 1-12, and the month name has to come out.

(Ex: If We input 3, in the console it has to show, March)

```
<button onclick="month()" class="btn btn-primary mt-3">Click To See
month in console</putton>
       function month() {
           var monthNo, x, name;
           x = Number(document.getElementById("Num1").value);
               name = "January";
               name = "Feb";
               name = "Mar";
               name = "Apr";
               name = "May";
               name = "Jun";
               name = "Jul";
               name = "Aug";
               name = "Sep";
               name = "Oct";
               name = "Nov";
               name = "Dec";
               name ="Wrong Input"
           console.log(name);
```

