

JS If Else Exercises

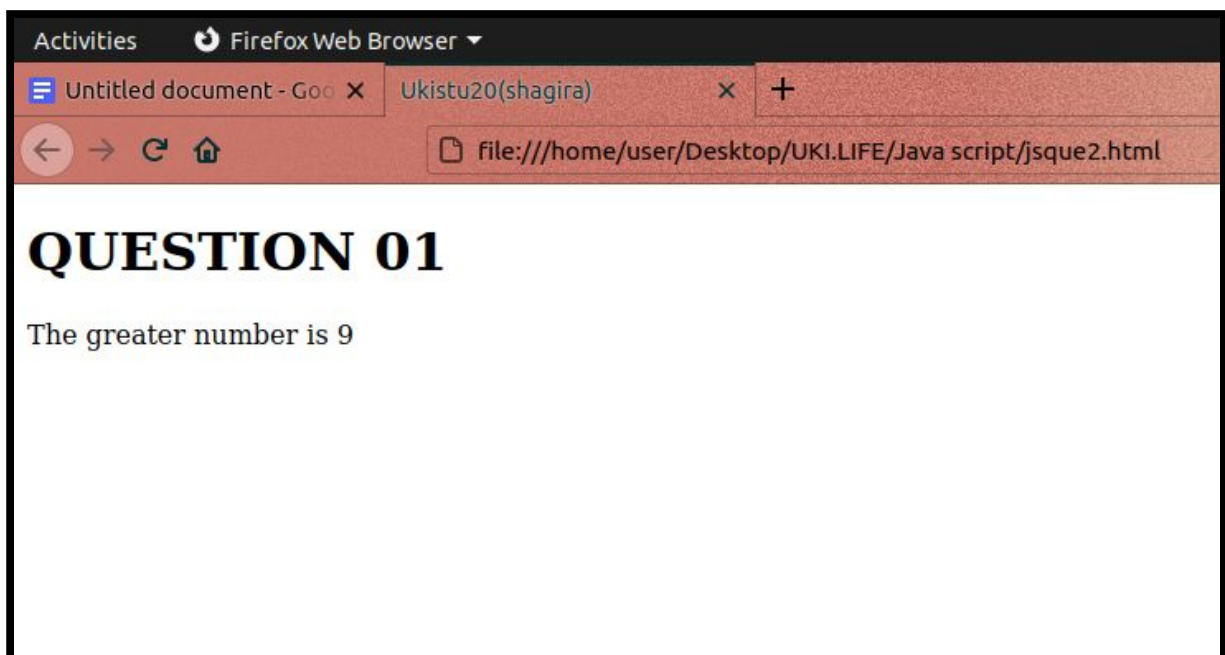
1. What number 's bigger?

- 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").

code:

```
jsque2.html x  jsque2a.html  alert.html  jsque2b.html  jsque2c.html
Java script > jsque2.html > ...
1  <!DOCTYPE html>
2  <html lang="en">
3  <head>
4    <meta charset="UTF-8">
5    <meta name="viewport" content="width=device-width, initial-scale=1.0">
6    <title>Ukistu20(shagira)</title>
7  </head>
8
9    <h1>QUESTION 01</h1>
10   <p id="que1"></p>
11
12 </body>
13 <script>
14
15 function greaterNum(n1,n2)
16 {
17   var n1,n2;
18
19   if (n1>n2)
20   {
21     return n1;
22   }
23   else {
24     return n2;
25   }
26 }
27
28 document.getElementById("que1").innerHTML="The greater number is"+ "(greaterNum(6,9));
29
30 </script>
31 </body>
32 </html>
```

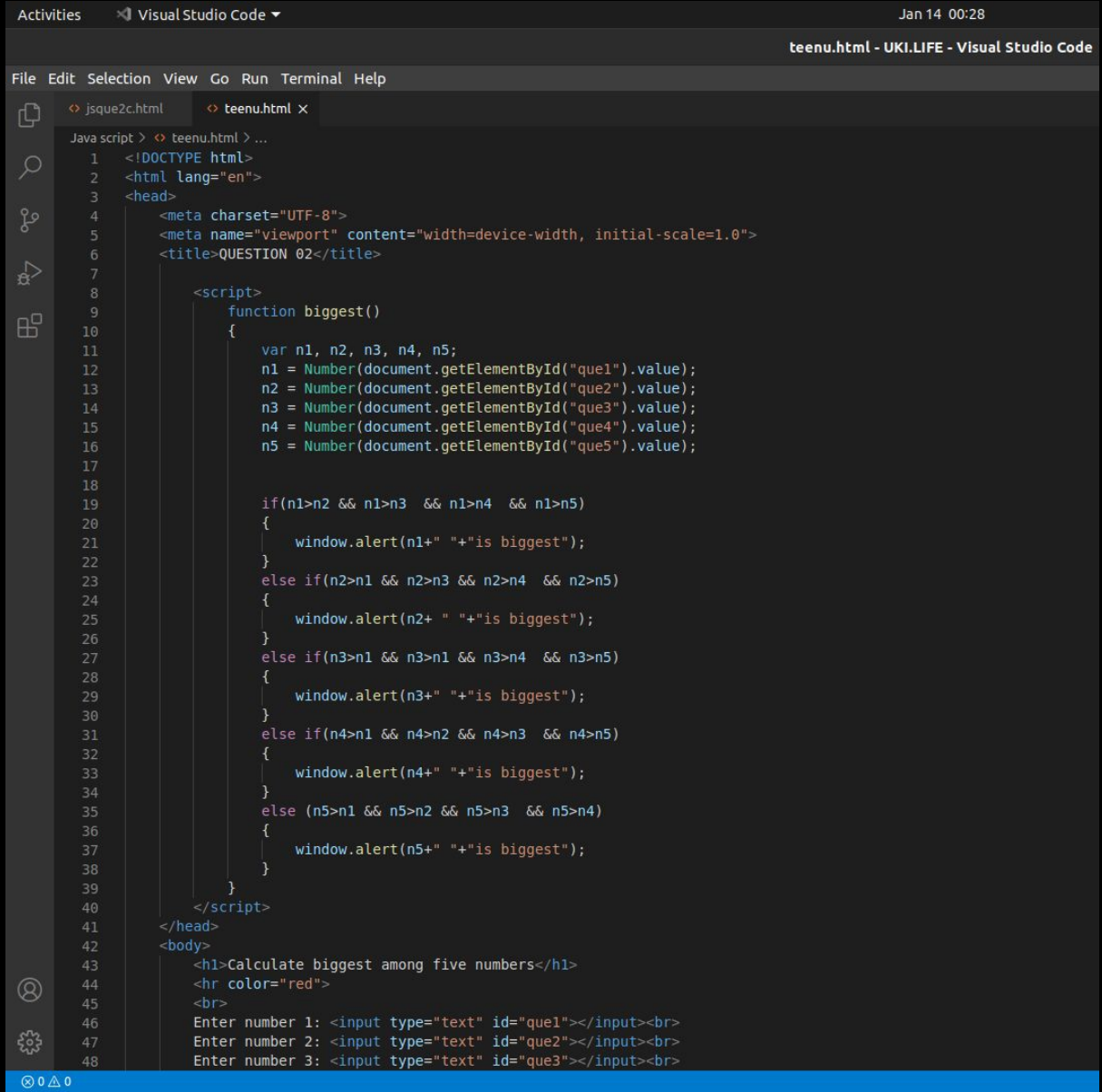
output:



2. What number's biggest?

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

code:



```
1 <!DOCTYPE html>
2 <html lang="en">
3 <head>
4   <meta charset="UTF-8">
5   <meta name="viewport" content="width=device-width, initial-scale=1.0">
6   <title>QUESTION 02</title>
7
8   <script>
9     function biggest()
10    {
11      var n1, n2, n3, n4, n5;
12      n1 = Number(document.getElementById("que1").value);
13      n2 = Number(document.getElementById("que2").value);
14      n3 = Number(document.getElementById("que3").value);
15      n4 = Number(document.getElementById("que4").value);
16      n5 = Number(document.getElementById("que5").value);
17
18
19      if(n1>n2 && n1>n3 && n1>n4 && n1>n5)
20      {
21        window.alert(n1+ " "+"is biggest");
22      }
23      else if(n2>n1 && n2>n3 && n2>n4 && n2>n5)
24      {
25        window.alert(n2+ " "+"is biggest");
26      }
27      else if(n3>n1 && n3>n2 && n3>n4 && n3>n5)
28      {
29        window.alert(n3+ " "+"is biggest");
30      }
31      else if(n4>n1 && n4>n2 && n4>n3 && n4>n5)
32      {
33        window.alert(n4+ " "+"is biggest");
34      }
35      else (n5>n1 && n5>n2 && n5>n3 && n5>n4)
36      {
37        window.alert(n5+ " "+"is biggest");
38      }
39    }
40  </script>
41 </head>
42 <body>
43   <h1>Calculate biggest among five numbers</h1>
44   <hr color="red">
45   <br>
46   Enter number 1: <input type="text" id="que1"></input><br>
47   Enter number 2: <input type="text" id="que2"></input><br>
48   Enter number 3: <input type="text" id="que3"></input><br>
```

File Edit Selection View Go Run Terminal Help



jsque2c.html

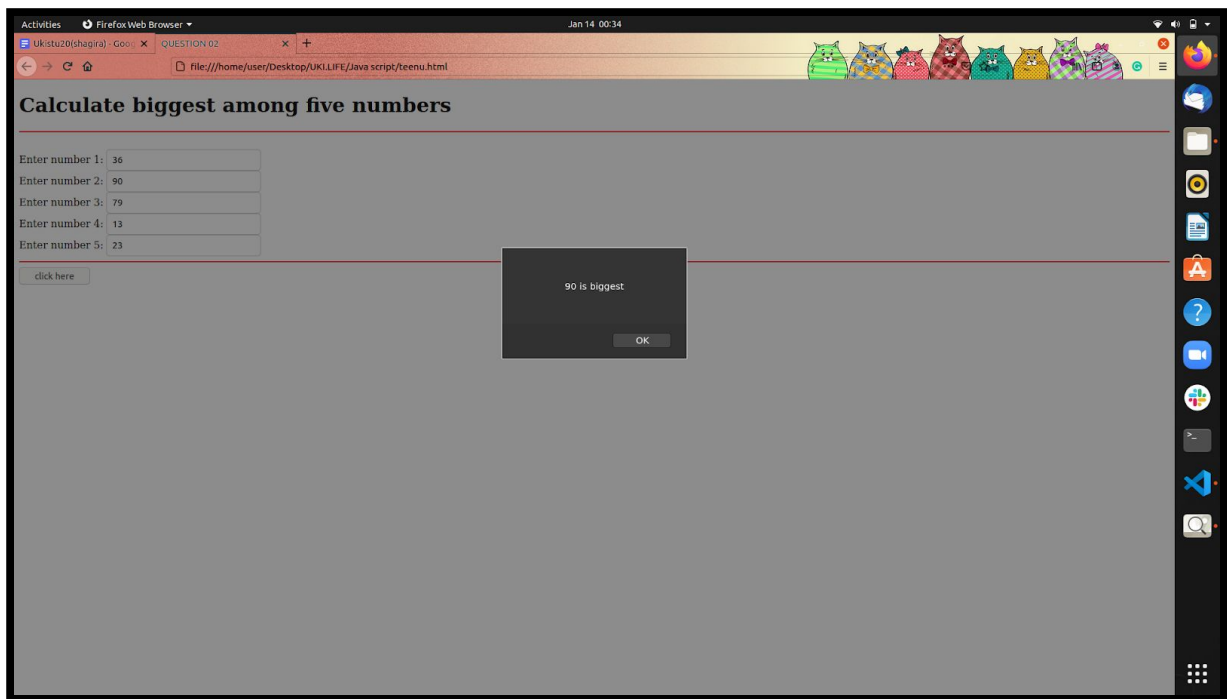
teenu.html x



Java script > teenu.html > ...

```
38         }
39     }
40     </script>
41 </head>
42 <body>
43     <h1>Calculate biggest among five numbers</h1>
44     <hr color="red">
45     <br>
46     Enter number 1: <input type="text" id="que1"></input><br>
47     Enter number 2: <input type="text" id="que2"></input><br>
48     Enter number 3: <input type="text" id="que3"></input><br>
49     Enter number 4: <input type="text" id="que4"></input><br>
50     Enter number 5: <input type="text" id="que5"></input><br>
51     <hr color="red">
52     <button onclick="biggest()">click here</button>
53 </body>
54 </html>
55
```

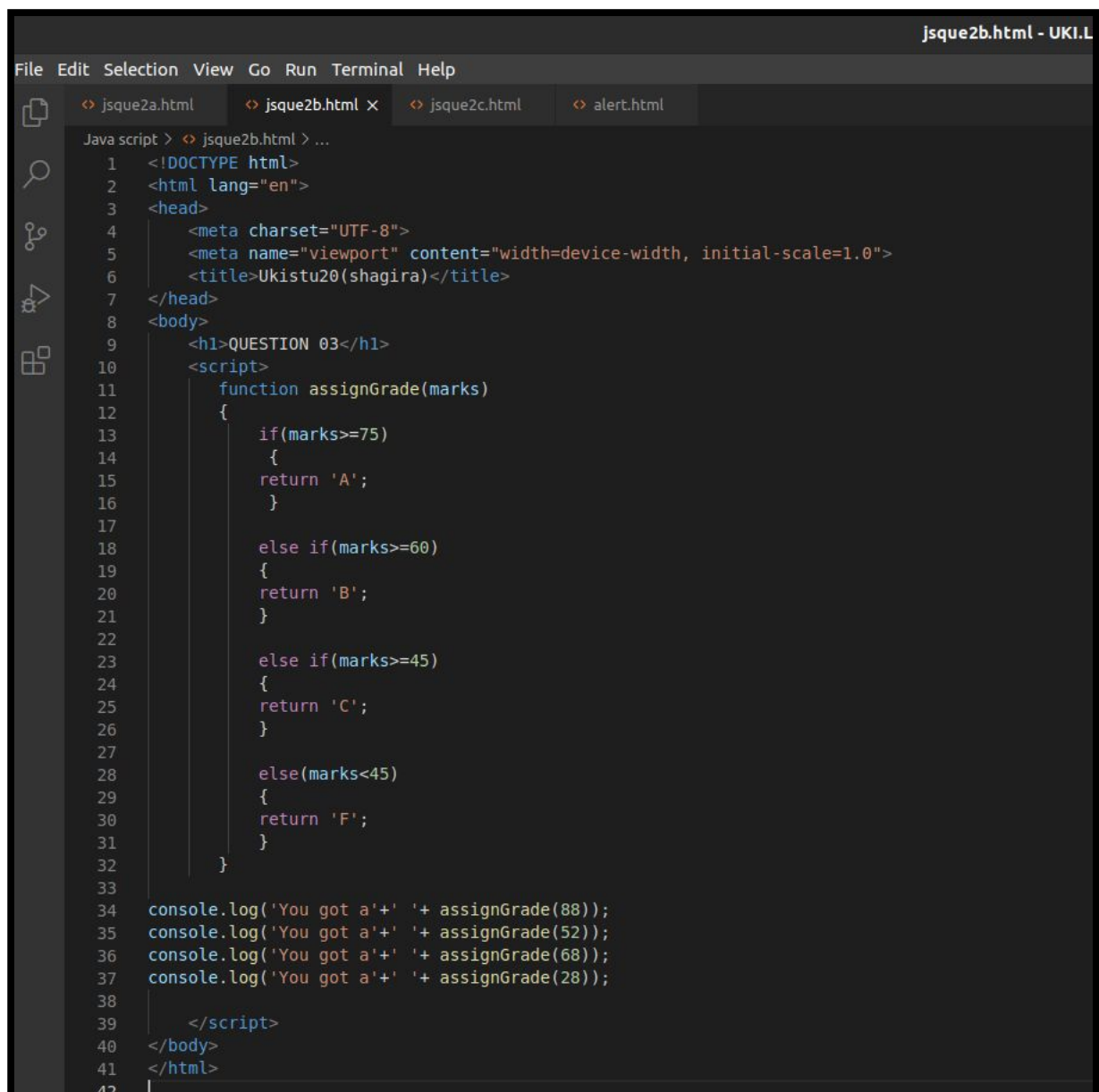
Output:



3.The Grade Assigner

- **Write a function named assignGrade that:**
 - takes 1 argument, a number score.
 - 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.**

code:



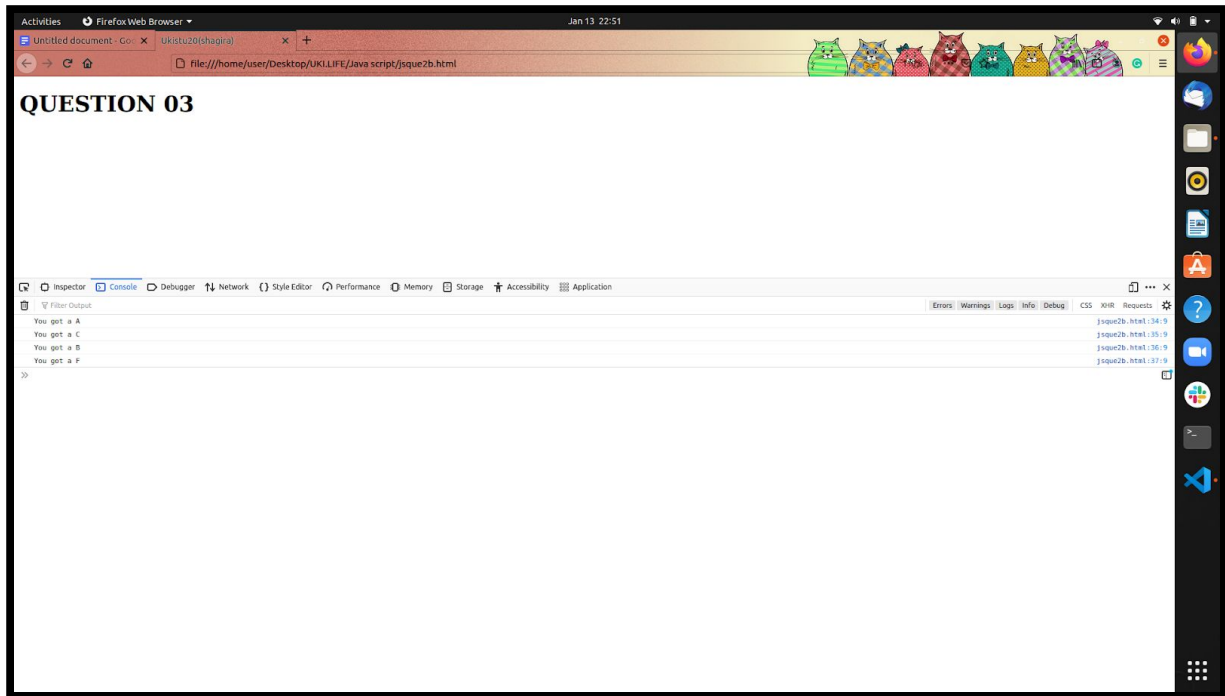
The screenshot shows a web browser window with the title "jsque2b.html - UKI.L". The browser's address bar shows the file path "file:///C:/Users/UKI.L/Desktop/jsque2b.html". The browser's developer console is open, displaying the following JavaScript code and its output:

```
1 <!DOCTYPE html>
2 <html lang="en">
3 <head>
4   <meta charset="UTF-8">
5   <meta name="viewport" content="width=device-width, initial-scale=1.0">
6   <title>Ukistu20(shagira)</title>
7 </head>
8 <body>
9   <h1>QUESTION 03</h1>
10  <script>
11    function assignGrade(marks)
12    {
13      if(marks>=75)
14      {
15        return 'A';
16      }
17
18      else if(marks>=60)
19      {
20        return 'B';
21      }
22
23      else if(marks>=45)
24      {
25        return 'C';
26      }
27
28      else(marks<45)
29      {
30        return 'F';
31      }
32    }
33
34    console.log('You got a'+ ' ' + assignGrade(88));
35    console.log('You got a'+ ' ' + assignGrade(52));
36    console.log('You got a'+ ' ' + assignGrade(68));
37    console.log('You got a'+ ' ' + assignGrade(28));
38
39  </script>
40 </body>
41 </html>
```

The console output shows the following results:

```
You got a 'A'
You got a 'F'
You got a 'B'
You got a 'C'
```

output:



4.The Color Assigner

- **Write If Else statement that performs the following:**
 - **takes 1 argument, a number score.**
 - **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.**

Switch Exercises

5. 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)

code:

```
election View Go Run Terminal Help
que2c.html x
script > <> jsque2c.html > html > body > script
1 <!DOCTYPE html>
2 <html lang="en">
3 <head>
4   <meta charset="UTF-8">
5   <meta name="viewport" content="width=device-width, initial-scale=1.0">
6   <title>Ukistu20(shagira)</title>
7 </head>
8 <body>
9   <h1>QUESTION 05</h1>
10  <p id="que5"></p>
11  <script>
12    var mon=3;
13    var month;
14    switch(mon)
15    {
```

jsque2c.html - Uki.Life - Visual Studio Code

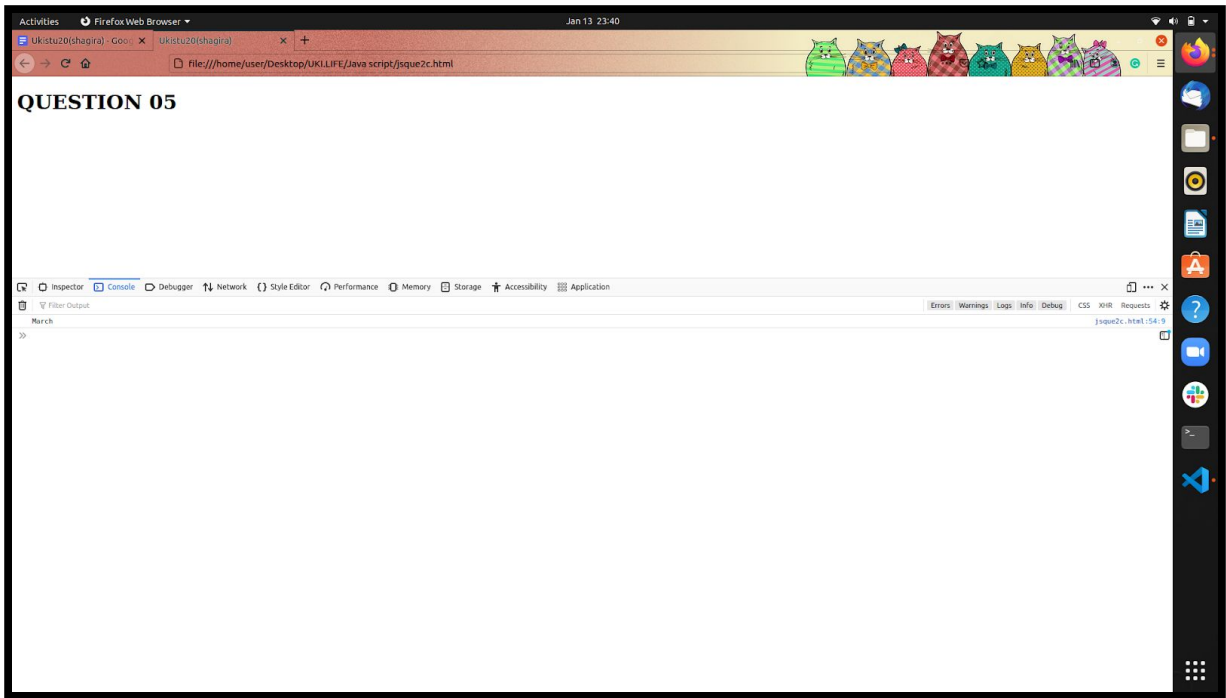
File Edit Selection View Go Run Terminal Help

jsque2c.html x

Java script > jsque2c.html > html > body > script

```
9      <h1>QUESTION 05</h1>
10     <p id="que5"></p>
11     <script>
12         var mon=3;
13         var month;
14         switch(mon)
15         {
16             case 1:
17                 month="January";
18                 break;
19             case 2:
20                 month="February";
21                 break;
22             case 3:
23                 month="March";
24                 break;
25             case 4:
26                 month="April";
27                 break;
28             case 5:
29                 month="May";
30                 break;
31             case 6:
32                 month="June";
33                 break;
34             case 7:
35                 month="July";
36                 break;
37             case 8:
38                 month="August";
39                 break;
40             case 9:
41                 month="September";
42                 break;
43             case 10:
44                 month="October";
45                 break;
46             case 11:
47                 month="November";
48                 break;
49             case 12:
50                 month="December";
51                 break;
52         }
53
54     console.log(month);
55     </script>
56
```


output:



THANK YOU...