

Module 2 - Project7_scope_time_function Assignment - Model Answer

```
<!--index.html-->

<!DOCTYPE html>
<html lang="en">

<head>
  <meta charset="UTF-8" />
  <title>Project7_scope_time_function</title>
  <script src="JS/main.js"></script>
</head>

<body>
  <!--Used to call get_Date()-->
  <p id="Greeting" onclick="get_Date()">Guess What?</p>

  <!--Used to call get_Reply()-->
  <p>Using the input box below, pick a number and click the submit button.</p>
  <input type="number" value="0" id="userInput">
  <button type="button" onclick="get_Reply()">Submit</button>
  <p id="feedback"></p>

  <!--Calling the Time_function()-->
  <p id="Time_of_day"></p>
  <button onclick="Time_function()">Click here to get the time</button>
</body>

</html>

//main.js

//Assigning local and global variables
var x = 10; //global variable

function Add_numbers_1() {
  var x = 99; //local variable
  document.write(10 + x + "<br>"); //using local variable
}

function Add_numbers_2() {
  document.write(x + 11); //using global variable
  console.log(x); //using console.log to debug which variable is being used
}

Add_numbers_1();
Add_numbers_2();

//A function that includes an if statement
function get_Date() {
  if (new Date().getHours() < 18) {
    document.getElementById("Greeting").innerHTML = "It is currently before 6pm.";
  }
}
```

```
//A function with if and else statements
function get_Reply() {
    var user_input = document.getElementById("userInput").value;
    if (user_input % 2 === 0) {
        reply = "You entered an even number!";
        document.getElementById("feedback").innerHTML = reply;
    }
    else {
        reply = "You entered an odd number!";
        document.getElementById("feedback").innerHTML = reply;
    }
}
```

```
//Utilizing the time_function() from previous slides
function Time_function() {
    var Time = new Date().getHours();
    var Reply;
    if (Time < 12 == Time > 0) {
        Reply = "It is morning time!";
    } else if (Time >= 12 == Time < 18) {
        Reply = "It is afternoon!";
    } else {
        Reply = "It is evening time!";
    }
    document.getElementById("Time_of_day").innerHTML = Reply;
}
```