Lab Exercise 2 – Conditional Statement

Learning Outcome:

Assess the student's proficiency in utilizing conditional statements in JavaScript to develop control flow programs.

Time to complete lab exercise: 30 minutes.

Lab Instructions:

1. **Complete Class Examples:** Before starting the lab exercise, make sure you've thoroughly understood the examples covered in class. These examples serve as a foundation for the tasks you'll be completing in the lab.

2. **Complete the Lab Exercise:** Follow the instructions provided in the lab exercise description to enhance the provided JavaScript code.

3. **Upload Complete lastname.js File:** Once you have completed the lab exercise and tested your code, upload the entire 'lastname.js' file with the lab exercises. Ensure that your code is properly formatted and commented for clarity.

Lab Exercise Description:

This exercise aims to reinforce the concept the usage of conditional statements in JavaScript. It explores the concepts of utilizing conditional statements in JavaScript to develop control flow programs.

Lab procedure:

Follow these steps:

- Create a new JS file and save it with your last name as 'lastname.js'.

- Include your full name as a comment at the header of the JS file.

- Write the following codes in your JS file:

  o Exercise 1: if, else if, else statement: Create a JS program that will ask the user to enter a value, could be a string or a number, in the dialog box. Once the value is entered, the program will print in the console the value and the value type. For example, if the user enters a negative number, let us say -6, the console will print: '-6 is a negative number' . Also, if the user enter a positive number, let us say 9, the console will print: '9 is a positive number' . If the user enters a string, the console will print: '_____ is a string', where the blank space is the color entered by the user.

  o Exercise 2: switch statement Using switch statement, write a JS program that will ask the user to select a color by entering a lowercase or uppercase character. Once the user has selected a color, the console will print a message as: 'You selected _____ color' . If the user enters a character that is not in the list, the program will console: 'Color is not in the list!'.

Ensure that each step is implemented correctly and tested thoroughly before proceeding to the next step. Once you have completed all the tasks, upload the modified 'lastname.js' file for evaluation.