1. Find the culprit

fix.html

    <!DOCTYPE html>

    <html>

    <body>

    <script>

    alert( “I’m JavaScript!’);

    </script>

    Whats the error in this ?

    </body>

    </html>

Answer: **alert("I'm JavaScript!"); // double quotes should be used**

2. Find the culprit and invoke the alert

fix.html

    <!DOCTYPE html>

    <html>

    <body>

     <script src=”script.js”></script> => <script src="scripts.js"></script> // change this

    </body>

    </html>

Answer: **There is a spelling mistake in source attribute of the script tag.**

3. Explain the below how it works

explain.html

    <!DOCTYPE html>

    <html>

    <body>

    <script src=”script.js”></script>

    </body>

    </html>

script.js

    alert("I'm JavaScript!");

    alert('Hello') // this line is not having semicolon

    alert(`Wor

    ld`)

    alert(3 +

    1

    + 2); // this is multiple line code and its working

Answer: **There is an html document, and external JavaScript file is connect to it. Multiple alert is invoked one after the other when running the document.**

4. Fix the below to alert Guvi geek

fix.html

    <!DOCTYPE html>

    <html>

    <body>

    <script src=”script.js”></script>

    </body>

    </html>

script.js

    let admin=9, fname=10.5;

    fname = "Guvi";

    lname = "geek"

    admin = fname+lname;

    alert( admin ); // "Guvi geek"

Answer: **Iname must have a variable tag.**

5. Fix the below to alert hello Guvi geek

fix.html

    <!DOCTYPE html>

    <html>

    <body>

    <script src=”script.js”></script>

    </body>

    </html>

script.js

    let fname=10.5;

    fname = "Guvi";

    lname = "geek"

    let name = fname+lname;

    alert( 'hello ${name}' ); => alert(`hello ${name}`)

Answer: **template literal should be used in alert.**

6. Fix the below to alert sum of two numbers

fix.html

    <!DOCTYPE html>

    <html>

    <body>

    <script src=”script.js”></script>

    </body>

    </html>

script.js

    let a = prompt("First number?");

    let b = prompt("Second number?");

    alert(a + b);

Answer:

    let a = Number(prompt("First number?"," "));

    let b = Number(prompt("Second number?"," "));

    alert(a + b);

7. Fix the below to alert sum of two numbers

fix.html

    <!DOCTYPE html>

    <html>

    <body>

    <script src=”script.js”></script>

    </body>

    </html>

script.js

    let a = prompt("First number?");

    let b = prompt("Second number?");

    alert(a + b);

Answer:

    let a = Number(prompt("First number?"," "));

    let b = Number(prompt("Second number?"," "));

    alert(a + b);

8. If you run the below script you will get “Code is Blasted”

Explain Why the Code is blasted and how to diffuse it and get “Diffused”.

fix.html

    <!DOCTYPE html>

    <html>

    <body>

    <script src=”script.js”></script>

    </body>

    </html>

script.js

    var a = "2" > "12"; // we change it to var a = "2"==="12"

    //Don't touch below this

    if (a) {

    console.log("Code is Blasted")

    }

    else

    {

    console.log("Diffused")

    }

Answer: **variable a is compared with two values. If variable a is true, it prints ‘Code is Blasted’. Or is prints ‘Diffused’**

9. How to get the success in console.

fix.html

    <!DOCTYPE html>

    <html>

    <body>

    <script src=”script.js”></script>

    </body>

    </html>

script.js

    let a = prompt("Enter a number?"); => let a = Number(prompt("Enter a number?",""))

    //Don't modify any code below this

    if (a) {

    console.log( 'OMG it works for any number inc 0' );

    }

    else

    {

    console.log( "Success" );

    }

Answer: **if we leave the value empty, a becomes false. If variable a is false, it prints ‘Success’**

10. How to get the correct score in console.

fix.html

    <!DOCTYPE html>

    <html>

    <body>

    <script src=”script.js”></script>

    </body>

    </html>

script.js

    let value = prompt('How many runs you scored in this ball');    if (value === 4) {

        console.log("You hit a Four");

    } else if (value === 6) {

        console.log("You hit a Six");

    } else {

        console.log("I couldn't figure out"); => console.log("You hit a"+ value);

    }

Answer: enter the score in Variable value

let value =prompt("How many runs you scored in this ball"," ");

And in else block, we can print the variable value to get the correct score