Lab Instructions:

CST8209
Lab 2 Introduction to JavaScript

Objective

1. Learn how to create variables
2. Assign values to variables
3. Use JavaScript operators
4. Log variables to the developer console

Update the HTML tags

1. Open CST8209_Lab2.html in Atom
2. Update the **title** tag with your first name, last name, and student number.
3. Update the **h1** tag with your full name.
4. For information on basic HTML5 pages: http://www.w3schools.com/html/html5_intro.asp

Edit/Create JavaScript Variables

1. Modify the variable "name" to firstName and set the variable to your first name.
2. Add a variable for your last name and set the variable to your last name.
3. Set the variable studentNumber to your student number.
4. Add a variable for your favourite colour and set the variable to your favourite colour.
5. Add a variable for a pet and set the value to true if you have a pet or false if you do not have a pet.
6. Add a variable for gender and set it to male or female.
7. Add a variable named number1 and set the value to 8.
8. Add a variable named number2 and set the value to 10.
9. Add a variable named score1 and set the value to a number greater than zero.
10. Add a variable named score2 and set the value to a number greater than zero and not equal to score1.
11. Add a variable named highScore.

Working with Strings

1. Concatenate the firstName variable to the last name variable you created in Section B and log to the console.
2. Concatenate the string “Student Number is: “ to the studentNumber variable and log to the console.
3. Concatenate “My program is:” to the program variable and log to the console.
4. Concatenate “My favourite colour is:” to the variable you added in Section B and log to the console

Working with Conditional Statements and Operators

1. Add an if condition to check the value of pet
    1. if pet is true then log “I have a pet” to the console
    2. if pet is false then log “I do not have a pet” to the console
2. Add an if condition to check the gender value
    1. if gender is female then log “I am female” to the console
    2. if gender is male then log “I am male” to the console
3. Using the addition operator add number1 to number2 and log the sum to the console
4. Using the multiplication operator multiply number1 to number2 and log the product to the console
5. Add an if condition to compare score1 to score2 and set the variable highScore equal to the variable with the highest value
6. add a console.log statement to display the value of score1 along with a meaningful description (example “Value of score1 is: “)
7. add a console.log statement to display the value of score2 along with a meaningful description
8. add a console.log statement to display the highScore value along with a meaningful description

Deliverables

1. Save and rename CST8209_Lab2.html to Lab2_First_LastName.html, example Lab2_sanaa_issa.html
2. Upload the document to BrightSpace

Marking Scheme Rubric

This lab has a maximum mark of 3, awarded according to the following rubric.

Criteria	Mark
Superior capability. Lab submitted meets or exceeds expected standards	3
Satisfactory capability, acceptable product/result	2
Marginal capability, substandard product/result	1
No capability, unacceptable product/result. Work not submitted	0

Note that 40% of your final grade comes from the grades you obtained from your labs and assignments.

Last Updated - September 2021