## Exercise 8

1 Create HTML page that call the external JavaScript file *funs.js*

2 Create a JavaScript file with the filename funs.js. Add the following in this file

i. Create a function named *car_cost()* that takes two parameters *mycar* and *paycheck*. Create a window.alert command that will display an alert with the following message:
You have a <*mycar variable here*> and make $<*paycheck variable here*>

ii. Create a function named *get_added_text()* that returns the value of two strings added together inside the function. The two strings to add are these two separate lines:
<string1> <space here> <string1>

iii. In the main script (after the function definitions), call the *car_cost()* function, and send it the values of "*Mustang*" and *1500* as parameters.

iv. In the main script (after the function definitions), assign the result of the *get_added_text()* function to a variable named *alert_text*. Create an alert that pops up with the value of that variable.

## Exercise 9

1. Create an HTML page and save it as exerxise9.html. Add script tags to point to an external JavaScript file named exerxise9.js.

2. Create an external JavaScript file and save it as exerxise9.js. Use this file for steps 3–6.

3. Create a variable named thesport and assign it the following string value: Golf

4. Create a variable named myfood and assign it the following string value: Pizza

5. Based on the thesport variable, create a block of code that will send an alert saying "Cool Sport!" if the variable is equal to "Football"; otherwise, it will send an alert that says "That sport might be cool."

6. Based on the myfood variable, create a block of code that will send an alert saying "My favorite food!" if the variable is equal to "Pizza"; otherwise, it will send an alert that says

"That food sounds OK I guess."

7. Save the JavaScript file and the HTML file and view the HTML page in your browser.

8. You should get an alert saying "That sport might be cool." When you click OK, you should then get another alert saying "My favorite food!"

## Exercise 10

1. Create an HTML page and save it as exerxise10.html. Add the script tags to point to a script named exerxise10.js.

2. Create an external JavaScript file and save it as exerxise10.js. Use it to complete steps 3–5.

3. Using a for loop, create some code that will write the following sentence to the page 15 times (be sure to number each line from 1 to 15):

This is getting way too repetitive.

4. Save the JavaScript file and view the HTML page in the browser. You should see the sentence 15 times, numbered from 1 to 15.

5. Edit the code so that it will do the same thing as in step 3, but use a while loop instead.

6. Save the JavaScript file again and view the HTML page in the browser. It should appear the same as before.

## Exercise 11

**Write HTML and JavaScript code that create a computer object**

1. Create an HTML page and save it as obj.html. Add the necessary script tags to point to an external JavaScript file named obj.js.

2. Create an external JavaScript file and save it as obj.js. Use it for steps 3–12.

3. Create an object named computer that has three properties named *speed, hdspace*, and *ram*.

4. Create an instance of the computer object and name it *work_computer*. Send the string values of 2GHz for the speed parameter, 80GB for the hdspace parameter, and 1GB for the ram parameter.

5. Create an instance of the computer object and name it *home_computer*. Send the string values of 1.5GHz for the speed parameter, 40GB for the hdspace parameter, and 512MB for the ram parameter.

6. Create an instance of the computer object and name it *laptop_computer*. Send the string values of 1GHz for the speed parameter, 20GB for the hdspace parameter, and 256MB for the ram parameter.

7. Create a function named *get_price()* that will calculate the price of a computer. The base price of a computer is 500 and should be assigned to a variable named the_price. If the speed property of an object is equal to 2GHz, add 200 to the value of the_price; otherwise, add 100 to the_price. If the hdspace property of an object is 80GB, add 50 to the value of the_price; otherwise, add 25 to the_price. If the ram property of an object is 1GB, add 150 to the value of the_price; otherwise, add 75 to the_price. End the function with a return statement that returns the value of the variable the_price.

8. Add a call to the function created in step 6 to the computer object. Give the method the name price.

9. Assign the value returned by the price() method when used with the work_computer instance of the object to a variable named work_computer_price.

10. Assign the value returned by the price() method when used with the home_computer instance of the object to a variable named home_computer_price.

11. Assign the value returned by the price() method when used with the laptop_computer instance of the object to a variable named laptop_computer_price.

12. Write the features and price for each type of computer to the browser screen in the same format you used in the car example earlier in the chapter.

13. Save the JavaScript file and view the HTML file in your browser. You should have a list of features and the price for each computer written on the screen.