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Assignment 4 - Pseudo Code

Get user input from the userData1 form

Trigger changeImg1() with onClick() event

Use the value of userInput1 to decide which image to display using changeImg1()

Initialize numberInput1 equal to the value of userInput1

If numberInput1 < 1

then alert with "The number is LESS than what is required. Please enter a number from 1 to 5"

return

If numberInput1 == 1

then change imgNumber1 to display the image one.gif

If numberInput1 == 2

then change imgNumber1 to display the image two.gif

If numberInput1 == 3

then change imgNumber1 to display the image three.gif

If numberInput1 == 4

then change imgNumber1 to display the image four.gif

If numberInput1 == 5

then change imgNumber1 to display the image five.gif

If numberInput1 > 5

then alert with "The number is GREATER than what is required. Please enter a number from 1 to 5"

Else

then alert with "Invalid Entry! Please enter a number from 1 to 5".

Get user input from the userData2 form

Trigger changeImg2() with onClick() event

Use the value of userInput2 to decide which image to display using changeImg2()

Initialize numberInput2 equal to the value of userInput2

If numberInput2 < 1

Then alert with "The number is LESS than what is required. Please enter a number from 1 to 5"

return

If numberInput2 > 5

then alert with "The number is GREATER than what is required. Please enter a number from 1 to 5"

Return

Switch to decide which image to display based on numberInput2

Case 1

change imgNumber2 to display the image one.gif

Case 2

change imgNumber2 to display the image two.gif

Case 3

change imgNumber2 to display the image three.gif

Case 4

change imgNumber2 to display the image four.gif

Case 5

change imgNumber2 to display the image five.gif

Default

alert with "Invalid Entry! Please enter a number from 1 to 5".