**Mark Acebedo**

**Assignment 10 - Pseudo Code**

Set variable image

Set variable image2

Set variable flag is equal to 0

Set variable flag2 is equal to 0

Set variable dMode is equal to 0

Set variable debugService

Set variable msg

Set variable msg2

Create function debugMode1 //debug control on/off

if dMode is equal to 1

Set variable dMode is equal to 0

Set variable debugService is equal to 0

Get element id "debugMode".innerHTML is equal to "[ Debug Mode OFF ]"

Get element "console".innerHTML+ is equal to "<p> Button Click Event: Debug mode Set is equal to off: </p>"

return

else if dMode is equal to0

dMode is equal to1

debugService is equal to1

Get element id "debugMode".innerHTML is equal to "[ Debug Mode ON ]"

Get element id "console".innerHTML is equal to "<p> Button Click Event: Debug mode Set is equal to on: </p>"

return

Create function imageConsole(image, status) //onclick image for field 1

Set image is equal to Get element id "imgNumber1".value is equal to Get element id "imgNumber1" to display the image

Get element id "console".innerHTML is equal to "<p> Click Image Event for Field 1: "+image+"</p>"

Create function imageConsole2(image2, status) //onclick image for field 2

Set image2 is equal to Get element id "imgNumber2".value is equal to Get element id "imgNumber2" to display the image

Get element id "console".innerHTML is equal to "<p> Click Image Event for Field 2: "+image2+"</p>"

Create function msgError(msg, flag) //debug checking for out of range number entry for field 1

if flag is equal to 1

Get element id "console".innerHTML is equal to "<p> Error Occurrence on Field 1 - Invalid entry: "+msg+"</p>"

Create function msgError2(msg2, flag) //debug checking for out of range number entry for field 2

if flag2 is equal to 1

Get element id "console".innerHTML is equal to "<p> Error Occurrence on Field 2 - Invalid entry: "+msg2+"</p>"

Create function userText(debugService) // debug onblur field 1

if debugService is equal to 1

Set variable num is equal to Get element id "userInput1".value

Get element id "console".innerHTML+ is equal to "<p> UserText input on Field input 1: "+num+"</p>"

Create function userText2(debugService) // debug onblur field 2

if debugService is equal to 1

Set variable num2 is equal to Get element id "userInput2".value

Get element id "console".innerHTML+ is equal to "<p> UserText input on Field input 2: "+num2+"</p>"

Create function changeImg1(imgNumber1, image)

Set variable numberInput1 is equal to "userInput1".value

Set variable msg

flag is equal to 0

if (numberInput1 <1) //Displays an alert when the entered number is less than 1

if (debugService is equal to 1)

Set variable is equal to "Displays an alert when the entered number is less than 1"

Call the function msgError(msg,"1")

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

return

if (numberInput1 is equal to 1) //This condition will change the image src to one.gif

Get element id "imgNumber1".src is equal to "one.gif"

else if (numberInput1 is equal to 2) //This condition will change the image src to two.gif

Get element id “imgNumber1" to display the image "two.gif"

else if (numberInput1 is equal to 3) //This condition will change the image src to three.gif

Get element id “imgNumber1" to display the image "three.gif"

else if (numberInput1 is equal to 4) //This condition will change the image src to four.gif

Get element id “imgNumber1" to display the image "four.gif"

else if (numberInput1 is equal to 5) //This condition will change the image src to five.gif

Get element id "imgNumber1" to display the image "five.gif"

else if (numberInput1>5) //Displays an alert when the entered number is greater than 5

msg is equal to "Alert Event : Entered number is greater than 5"

flag is equal to 1

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

else //Displays an alert when the user enters anything other than numbers

msg is equal to "Invalid Entry! Please enter a number from 1 to 5."

flag is equal to 1

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

if (debugService is equal to 1)

Call the function msgError(msg,flag)

Call the function imageConsole(image)

Create function changeImg2(imgNumber1, image2)

Set variable numberInput2 is equal to Get element id "userInput2".value

flag2 is equal to 0

if (numberInput2 <1) //Displays an alert when the entered number is less than 1

if (debugService is equal to 1)

msg2 is equal to "Displays an alert when the entered number is less than 1"

msgError(msg2,"1")

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

return

if (numberInput2>5) //Displays an alert when the entered number is greater than 5

msg2 is equal to "Alert Event : Entered number is greater than 5"

flag2 is equal to 1

if (debugService is equal to 1)

msgError(msg2,flag2)

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

Switch to decide which image to display based on numberInput2

case "1": //This case will change the image src to one.gif

Get element id "imgNumber2" to display the image "one.gif"

case "2": //This case will change the image src to two.gif

Get element id "imgNumber2" to display the image "two.gif"

case "3": //This case will change the image src to three.gif

Get element id "imgNumber2" to display the image "three.gif"

case "4": //This case will change the image src to four.gif

Get element id "imgNumber2" to display the image "four.gif"

case "5": //This case will change the image src to five.gif

Get element id "imgNumber2" to display the image "five.gif"

default: //Displays an alert when the user enters anything other than numbers

msg2 is equal to "Invalid Entry! Please enter a number from 1 to 5."

flag2 is equal to 1

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

if (debugService is equal to 1)

Call the function msgError(msg2,flag2)

Call the function imageConsole2(image2)