

## Lab 2 – Description

### Clarifications:

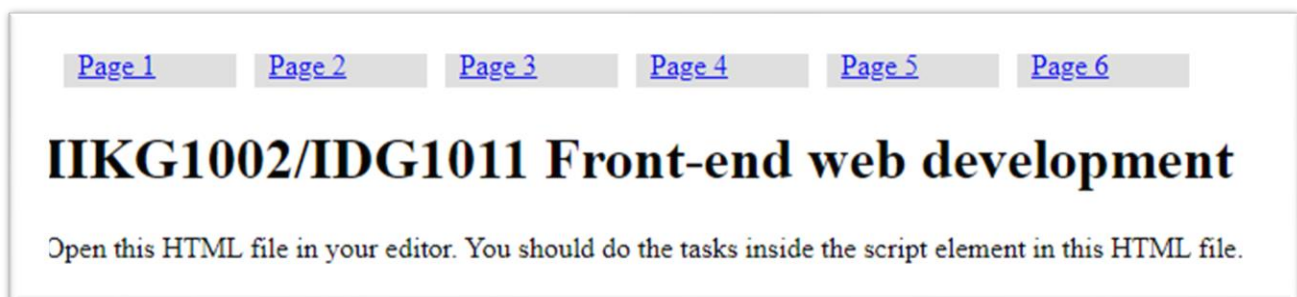
Return = value after the code is run

**Google is your friend, use it frequently!**

### Task 1 – DOM Recap

- create a variable called *list* and assign the unordered list with id="nav" to it
- create a variable called *li* and assign a new list element li to it using [createElement](#)
- create an [anchor element](#) A and create a variable called *a* and assign the new element a to it
- change the text of the anchor element (example: page 6)
- [append](#) the anchor element *a* to the list *li*
- append the list *li* to the unordered list *list*
- give *a* an attribute of href with the value of *https://vg.no* using [setAttribute](#)

It should look like this:



Still unsure about this?

Use the last weeks lab and add different elements to this page, create your own list, create a h1, create a p tag. Practice makes perfect!

Extra:

- using `querySelector` select the last `li` element of the list, select the anchor element inside the list.
- after the `querySelector` write `.click()`, what do you think will happen?

example: `document.querySelector("#id element child selector a").click()`

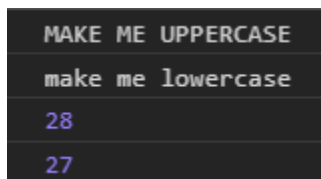
## Task 2 – String and Integer Manipulation

In `tasks.html`, you have some constants.

Manipulate these and return the new values in the console.

Further instructions are found in `tasks.html`.

The output should be:



```
MAKE ME UPPERCASE
make me lowercase
28
27
```

Hint: [String](#) and [Math](#)

## Task 3 – Increment and Decrement

In `tasks.html`, you have `let increment = 10;`

Increment this number by 1. Return the new number in the console.

The returned number should be 11.

We also have `let decrement = 5;`

Decrement this number by 1. Return the new number in the console.

The returned number should be 4.

## Task 4 – More variables

- Create a variable called `name` using `let`, assign a first name to the variable and console log the output. Example: Cornelius
- Create a variable called `country`, assign a country to the variable.
- Using `console.log`, create this sentence "Hi, my name is .... and im from ...."  
Hint: Use string concatenation

The console output should look like:

```
Hi! my name is Cornelius and im from Norway
```

- Create a variable called `age`, assign your age to the variable
- Create a variable called `year`, assign the current year to the variable
- Using a mathematical operation use your age and the current year to get the year you were born. *Current year - Your age = Year of birth*
- using console log create this sentence "My age is ... and im born in ..."

The console output should look like:

```
My age is 23 and im born in 1997
```

- use `console.log` to check what [typeof](#) your name and age is. What do you think the output will be?
- Use [string template literals](#) write this sentence: "Hello! my name is ..., my age is ... .I come from .... and im born in ... "

The console should look like:

```
Hello! my name is Cornelius, my age is 23.  
I come from Norway and im born in 1997
```

## Task 5 – If else

- create a const variable called day, and assign tuesday to the variable
- create an [if sentence](#), IF the day is Tuesday, then console.log: “Yay it's Tuesday”. ELSE, console.log: “it's another day of the week”

The console output should look like:

```
Yay it's tuesday
```

## Task 6 – If, else if, else

- Create two variables `x`, `y` containing two integers from 1-100.
- Create an if sentence that uses this logic:
  - if `x` is > 50 and (&&) `y` < 20
  - console log condition 1
  - else if `x` is > 50 and `y` is > 30
  - console log condition 2
  - else
  - console log none of the conditions is fulfilled

Test with different integers

## Task 7 – Switch Statement

- create a variable called weekday, assign tuesday to the variable
- create a [switch statement](#) with a case for each weekday using this logic:
  - if the case is monday - thursday console log "It's a weekday today"

- if the case is friday - sunday console log "It's weekend today"

## Task 8 – Function

- Create a [function](#) greeting that has the parameters name = 'stranger'
- Inside the function, you should console.log: Hello! \${name}
- Call the function with your own name: greeting('yourname')
- Call the function without a name: greeting('')

The output from the two calls should be:

```
Hello! Nick  
Hello! stranger
```

## Task 9 – Arrow Functions

- create an [arrow function](#) using const `rectangleArea` that has two parameters: width and height
- The function should contain the variable let `area` with width \* length, then [return](#) the area
- console log the arrow function with the parameters 5, 3

The console output should be 15:

```
15
```