**JavaScript Assignment**

1. **This assignment is an introduction to properties, and using document.write() to output dynamic information in JavaScript.**
   * Create a basic page in HTML.
   * Then, display the following items in the page using only one or more document.write() statements:
   * Information about the web browser that the user is viewing this page with (hint: use the navigator.appName property).
   * The height and width of the user's monitor, i.e. the resolution (hint: use window.screen.availHeight and window.screen.availWidth)
   * The date that the page was created or last modified (hint: use the document.lastModified property).
2. **Write a JavaScript program to find duplicate values in a JavaScript array.**
3. **Write a JavaScript program to display the reading status (i.e. display book name, author name and reading status) of the following books**       
   * + *var library = [*
     + *{*
     + *author: 'Bill Gates',*
     + *title: 'The Road Ahead',*
     + *readingStatus: true*
     + *},*
     + *{*
     + *author: 'Steve Jobs',*
     + *title: 'Walter Isaacson',*
     + *readingStatus: true*
     + *},*
     + *{*
     + *author: 'Suzanne Collins',*
     + *title: 'Mockingjay: The Final Book of The Hunger Games',*
     + *readingStatus: false*
     + *}];*
4. **Collect information from the user and store in a variable for later user.**
   * Create a basic page in HTML.
   * Using a prompt box, prompt the user to supply his or her name.
   * Save the name in a variable.
   * Then, using a document.write() statement, use the information stored in variables to display *Hello username!* in big, bold letters, i.e. surrounded by <h1> tags.

*username* should, of course, be what the user actually typed into the prompt box.

     Using the same variable, also, display *Hello username!* in an alert message on the same page.

*Final result:* When the page loads, the user is prompted for his or her name. That name is then immediately         displayed             as *Hello username!* in an alert message, and then should immediately display as *Hello username!* in         the page.

  5. **Create a "Mad-libs" game using JavaScript.**

* Create a blank page.
* Using a prompt box, prompt the user to supply his or her name.
* Then, using 5 additional prompt boxes, prompt the user to supply 5 words.
* Save each word in a separate variable.
* Then, using document.write() statements, use the information stored in variables to display a "Mad-libs" type of story, i.e. create a few paragraphs of information in story format.
* Also, prompt the user for a color (i.e. one of the 16 named colors or a hex value).
* Store this color in a variable.
* In the "mad libs" story, highlight, using the color supplied by the user, each of the words that you previously collected. Do this by surrounding the words with <div> tags and using an inline style.

6. **Write a JavaScript program which iterates the integers from 1 to 100. But for multiples of three print "foo" instead of the number and for the multiples of five print "bar". For numbers which are multiples of both three and five print "foobar".**

7. **Write a JavaScript program which computes, the average marks of the following students Then, this average is used to determine the corresponding grade.**

|  |  |
| --- | --- |
| **Student Name** | **Marks** |
| David | 80 |
| Vinoth | 77 |
| Divya | 88 |
| Ishitha | 95 |
| Thomas | 68 |

The grades are computed as follows:

|  |  |
| --- | --- |
| **Range** | **Grade** |
| <60 | F |
| <70 | D |
| <80 | C |
| <90 | B |
| <100 | A |