

## Part A: JavaScript Basics (Logic & Data)

*Instructions: Write these in your code editor and check the Console.*

### Task 1: The Greeting Machine (Strings)

Write a function greet(name) that takes a name and prints **"Welcome, [Name]"** in the console.

- **Hint:** "Do strings (text) ko jorne ke liye hum + sign use karte hain. Code kuch aisa hoga: console.log('Welcome ' + name)."

### Task 2: Even or Odd? (Math)

Create a variable number = 7. Write an if/else condition:

- If the number is **Even**, print "Even".
- If the number is **Odd**, print "Odd".
- **Hint:** "Check karne ke liye ke number 2 se divide hota hai ya nahi, hum % (Modulus) operator use karte hain. Agar num % 2 === 0 hai, to wo Even hai."

### Task 3: Name Repeater (Simple Loop)

Write a Loop that prints the sentence **"I am a Developer"** exactly **5 times** in the console.

- **Hint:** "Loop ko let i = 1 se shuru karein. Condition i <= 5 rakhein taaky wo 5 martaba chale. Aur i++ lagana mat bhoolna taaky ginti aage barhay."

### Task 4: The Last Passenger (Arrays)

Create an array: ["Bus", "Car", "Bike", "Train"]. Print **only the last item** ("Train") in the console.

- **Hint:** "Akhri item nikalne ka formula hota hai: Total length minus 1. Matlab arrayName[arrayName.length - 1] likh kar try karein."

### Task 5: Price Update (Objects)

Create an object: product = { name: "Laptop", price: 50000 }.

Write code to **change** the price to **60000** and then print the whole object.

- **Hint:** "Object ki value change karna variable jaisa hi hai. Bas objectName.property = new\_value likhen. Jaise: product.price = 60000;"
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## Part B: DOM Manipulation (Visual Control)

### Task 6: The Copy-Paste Bot

Create an **Input field**, a **Button**, and an empty **Paragraph (<p>)**.

When the button is clicked, copy the text from the Input box and show it inside the Paragraph.

- **Hint:** "Pehly input box se text uthayen: let text = input.value. Phir usay paragraph mein daal dein: para.innerText = text."

### Task 7: Font Zoomer (Styling)

Create an <h1> with some text and a Button "Zoom In".

When the button is clicked, change the **Font Size** of the heading to **50px**.

- **Hint:** "Style change karne ke liye .style use hota hai. CSS mein hum font-size likhte hain, lekin JS mein yeh fontSize ban jata hai. Value ko quotes "" mein likhna zaroori hai."

### Task 8: Image Resizer (Attributes)

Add an image of a **Cat**. Create a button "Make Small".

When clicked, change the **Width** of the image to **100px**.

- **Hint:** "Image ko id se select karein aur .style.width property ko change karein. Yaad rakhein ke '100px' ko quotes mein likhna hai."

### Task 9: The Color Button (Simple Style)

Create an <h1> with text "Hello". Create a button "Make Blue".

When the button is clicked, change the **Color** of the text to **Blue**.

- **Hint:** "Pehly getElementById se H1 ko pakren. Phir uski .style.color property ko 'blue' set kar dein."

### Task 10: The Clear Button (Removing Content)

Create a <div> that has a long paragraph of text inside it. Create a button "Clear All".

When the button is clicked, remove **all text** from the div so it becomes empty.

- **Hint:** "Element ko delete karne ki zaroorat nahi hai. Bas uska text khali kar dein. Yani div.innerText = "" set karein."