****Find the culprit****

fix.html

<!DOCTYPE html>  
<html>  
<body>  
 <script>  
 alert( “I’m JavaScript!’);  
 </script>  
 Whats the error in this ?  
</body>  
</html>

alert( “I’m JavaScript!’);

alert(“I’m JavaScript!”);

****Find the culprit and invoke the alert****

fix.html

<!DOCTYPE html>  
<html>  
<body>  
 <script src=”script.js”></script>  
</body>  
</html>

scripts.js

alert(“I’m invoked!”);

<script src=”script.js”></script>

<script src=”js script.js”></script>

****Fix the below to alert sum of two numbers****

fix.html

<!DOCTYPE html>  
<html>  
<body>  
 <script src=”script.js”></script>  
</body>  
</html>

script.js

let a = prompt("First number?");  
let b = prompt("Second number?");  
alert(a + b);

alert(a + b);

Console.log(a+b);

****If you run the below scritpt you will get “****Code is Blasted****”****

****Explain Why the Code is blasted and how to diffuse it and get “****Diffused****”.****

fix.html

<!DOCTYPE html>  
<html>  
<body>  
 <script src=”script.js”></script>  
</body>  
</html>

script.js

var a = "2" > "12";//Don't touch below this  
if (a) {  
 console.log("Code is Blasted")  
}  
else  
{  
 console.log("Diffused")   
}

When condition is true our code excute in

console.log("Code is Blasted")

When condition is falsh our code excute in

console.log("Diffused")