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...Learn IT Bit by Bit...

Set 1

1. Accept name from user and print a message "Hello <<*User*>>" on the console.
2. Accept a number from user and find if it is even or odd. Print message on console accordingly
3. Accept a number from user. Find if the number is a prime number or not. Print message on console accordingly.
4. Accept a number from user and print its table (Maths table) on the console

Set 2

1. **Battleship Game**
   Create an array of 5 numbers - (0,1,1,0,1)
   Imagine that we are building a game. The places where 1's are present are our positions of battleships.
   - Now keep on asking the user for any number between 1 to 5. If the user enters an invalid number alert that 'Enter a valid number'.
   - Each time user enters a number increment the (guesses) count by 1.
   - If the number user has entered matches with the position of the battleships (i.e 2, 3 and 5), then alert that 'You have hit a battleship'. Increment the hit count by 1.
   - If the number user has entered doesn't match with the position of the battleships (ie. 1, 4), then alert that 'You missed the battleship'.
   - The game will stop if the total successful hits are made. (3 hits)
   - Display total count of guesses

2. Implement the Toggle Message button such that it will display "Welcome to JavaScript" initially. Clicking on the button should show the message "Friday it is !!!". Clicking the button again should show the original message – "Welcome to JavaScript". So basically I should keep on toggling

```
function changeMessage(){
    var x = document.getElementById('a')
    x.innerHTML = "Friday it is !!!"

}
```

Welcome to JavaScript

JS is awesome

Toggle Message

3. Implement the following calculator

Calculator

Number 1: [   ]

Number 2: [   ]

Add Sub Mult Div

Result: ???