**Part 1:**

**Find the culprit**

<!DOCTYPE html>

<html>

<body>

    <script>

        alert("I'm JavaScript!");

    </script>

    Whats the error in this ?

</body>

</html>

**-------------------------------------------------------------------**

**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");

**-------------------------------------------------------------------**

**Explain the below how it works**

**Explain.html**

<!DOCTYPE html> // Document type

<html>// html tag

<body>// body of the web document

    <script src="script.js"></script>// sub js file tag

</body>

</html>

**Script.js**

alert("I'm javascript");

alert('Hello')

alert('world')

alert(3 +

    1 + 2);

**-------------------------------------------------------------------**

**Fix the below to alert Guvi geek**

**fix.html**

<!DOCTYPE html>

<html>

<body>

    <script src="script.js"></script>

</body>

</html>

**Script.js**

let admin = 9,

    fname = 10.5;

fname = "Guvi";

lname = "geek"

admin = fname + " " + lname;

alert(admin); // "Guvi geek"

**-------------------------------------------------------------------**

**Fix the below to alert hello Guvi geek**

**fix.html**

<!DOCTYPE html>

<html>

<body>

    <script src="script.js"></script>

</body>

</html>

**Script.js**

let fname = 10.5;

fname = "Guvi";

lname = "geek"

let name = fname + " " + lname;

alert(`hello  ${name}`);

**-------------------------------------------------------------------**

**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 = Number(prompt("First number?"));

let b = Number(prompt("Second number?"));

alert(a + b);

**-------------------------------------------------------------------**

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

<!DOCTYPE html>

<html>

<body>

    <script src="script.js"></script>

</body>

</html>

**script.js**

let a = Number(prompt("First number?"));

let b = Number(prompt("Second number?"));

alert(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";// given in put is string**

**//Don't touch below this**

**if (a) {**

**console.log("Code is Blasted")**

**}**

**else**

**{**

**console.log("Diffused")**

**}**

var a = 2 > 12;

if (a) {

    console.log("Code is Blasted")

} else { console.log("Diffused") }

**-------------------------------------------------------------------**

**How to get the success in console.log.**

**Fix.html**

<!DOCTYPE html>

<html>

<body>

    <script src="script.js"></script>

</body>

</html>

**Script.js**

let a = Number(prompt("Enter a number?"));

if (a) {

    console.log('OMG it works for any number inc 0');

} else { console.log("Success"); }

**How to get the correct score in console.**

**Fix.html**

<!DOCTYPE html>

<html>

<body>

    <script src="script.js"></script>

</body>

</html>

**Script.js**

let value = Number(prompt("How many runs you scored in this ball"));

if (value === 4) {

    console.log("You hit a Four");

} else if (value === 6) { console.log("You hit a Six"); } else { console.log("I couldn't figure out") }

**-------------------------------------------------------------------**

**Change the code to print**

**3**

**2**

**1**

**Fix.html**

<!DOCTYPE html>

<html>

<body>

    <script src="script.js"></script>

</body>

</html>

**Script.js**

//You can change only 2 characters

let i = 4;

while (i > 1) {

    console.log(--i);

}

**Change the code to print 1 to 10 in 4 lines**

**Fix.html**

<!DOCTYPE html>

<html>

<body>

    <script src="script.js"></script>

</body>

</html>

**Script.js**

for (let i = 1; i < 11; i++) {

    console.log(i)

}

**//----------------------------------------------------------------**

**Change the code to print even numbers**

**Fix.html**

<!DOCTYPE html>

<html>

<body>

    <script src="script.js"></script>

</body>

</html>

**Script.js**

//You are allowed to modify only one character

for (let num = 2; num <= 20; num += 2) {

    console.log(num)

}

**Change the code to print all the gifts**

**Fix.html**

<!DOCTYPE html>

<html>

<body>

    <script src="script.js"></script>

</body>

</html>

**Script.js**

let gifts = ["teddy bear", "drone", "doll"];

for (let i = 0; i < 3; i++) {

    console.log(`Wrapped ${gifts[i]} and added a bow!`);

}

**Fix the code to disarm the bomb.**

**Fix.html**

<!DOCTYPE html>

<html>

<body>

    <script src="script.js"></script>

</body>

</html>

**Script.js**

let countdown = 100;

while (countdown > 0) {

    console.log(--countdown);

    if (countdown == 0) {

        console.log("bomb triggered");

    }

}

**//----------------------------------------------------------------**

**Whats the msg printed and why?**

var lemein = "0";

var lemeout = 0;

var msg = "";

if (lemein) {

    msg += "hi";

}

if (lemeout) { msg += 'Hello' }

console.log(msg);

**output :hi**

**because of the reason first if condition was exceeded**

**//----------------------------------------------------------------**

**Whats the msg printed and why? Guess you answer before running it.**

var lemein = "0";

var lemeout = 0;

var msg = "";

if (lemein) {

    msg += "hi";

}

if (lemeout) { msg += 'Hello' }

console.log(msg);

**output :hi**

**because of the reason first if condition was exceeded**

**//----------------------------------------------------------------**

**Part:3**

**Fix the code to get the largest of three.**

**Code:**

aa = (f, s, t) => {

    var f, s, t;

    console.log(f, s, t);

    if (f > s && f > t) {

        console.log(f)

    } else if (s > f && s > t) {

        console.log(s)

    } else {

        console.log(t)

    }

}

aa(1, 2, 3);

**Part:3**

**Write a code to print the numbers in the array**

var numArr = [1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11];

var new\_string = "";

for (var i = 0; i < 11; i++) {

    new\_string += numArr[i]

}

console.log(new\_string);

**//----------------------------------------------------------------**

**Write a code to print the numbers in the array**

var numArr = [1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11];

var new\_string = "";

for (var i = 0; i < 11; i++) {

    new\_string += numArr[i] + ","

}

console.log(new\_string);

**Write a code to print from last to first with spaces (Make sure there is no space after the last element 1)**