





☐ ACTIVITY 1 -- RUN CODE IN CONSOLE FROM EXTERNAL FILE

- Create an empty web page that loads a JavaScript file called greeting.js
- Write JavaScript code in the greeting.js file that allows you to type hello on the console.

☐ ACTIVITY 2 – Run code in node

- Create a file called greeting.js that writes Hello on the console.
- Execute the code using node.

☐ ACTIVITY 3 – Reading numbers

- Create a web page that asks the user for a number through a reading box.
- A message box indicates if what the user typed is really a number or not.

□ ACTIVITY 4 – Random background

Create a web page that displays a random background color every time we enter it.

☐ ACTIVITY 5 – Salary calculation

- Create a web application that asks, in two data reading boxes: the name, surname, salary (number with decimals) and age of a person (a number).
- We will assume that the user enters the data correctly (we will not validate it).
- The page will indicate the written name and surname, age and salary (once recalculated with what the following points indicate)
 - ✓ If the salary is greater than 2000 euros, it will not change
 - ✓ If the salary is between 1000 and 2000:
 - If in addition, the age is greater than 45 years, it is raised by 3%
 - If the age is less than 45 or equal, it is raised by 10%
 - ✓ If the indicated salary is less than 1000
 - The salary for people under 30 years will be exactly 1100 euros
 - If the age is between 30 and 45 years, the salary goes up by 3%
 - For those over 45, it rises by 15%

☐ ACTIVITY 6 – Number guessing game

- Make a web page that implements a game of finding a random number under the premises explained below:
 - o The page will calculate a number from 1 to 100
 - It will then ask the user for the number
 - If the user types something that is not a number, the error is indicated and the number is requested again.
 - If the number entered by the user is correct, it is indicated that it was correct and we will finish the game

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- o If not, it tells you if the number is smaller or higher and asks again what it is
- o If any box is canceled, the game ends up indicating that the game was canceled.
- In the end if the game has been successfully completed the number of attempts is indicated
- The user is allowed to play again using a confirmation box

☐ ACTIVITY 7 – Triangle of asterisks

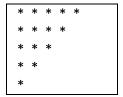
- Create a Web application that asks the user for a positive integer
- If what the user types is not a number or it is not positive, the page will not display anything. It will go blank.
- The application will write a triangle with as many asterisks as the user number indicates.
- To make the effect more effective we will use, to write the asterisks, a monospaced letter. EX:

*					
*	*				
*	*	*			
*	*	*	*		
*	*	*	*	*	

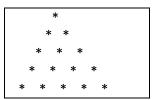
(CHOOSE AT LEAST 2 FROM THE FOLLOWING ACTIVITIES)

☐ ACTIVITY 8 – Other asterisk triangles

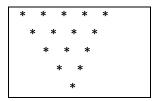
- Do a practice similar to the previous one but get other triangles
- Triangle 1



Triangle 2



- Triangle 3



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☐ ACTIVITY 9 – Factorial

- Create a web page that asks the user for a positive integer and calculates its factorial
- The factorial of 5 (usually denoted as 5!) is the result of multiplying 1*2*3*4*5, that is: 120

☐ ACTIVITY10 – Unicode Code Table

- Create a web page that displays the first 10000 symbols in the Unicode table
- It will be displayed in a table in which each row indicates the code number, followed by the character of that code.
- Each row will display 10 symbols
- Example of some rows:

Tabla Unicode

1		2	0	3	0	4		5		6		7	0	8		9		10	
11		12		13		14		15	0	16		17	0	18		19	-	20	
21		22	0	23	0	24		25		26		27	0	28		29	0	30	
31		32		33	1	34		35	#	36	S	37	%	38	&	39	,	40	(
41)	42		43	+	44	,	45	-	46		47	1	48	0	49	1	50	2
51	3	52	4	53	5	54	6	55	7	56	8	57	9	58		59	;	60	<
61	-	62	>	63	?	64	@	65	A	66	В	67	C	68	D	69	E	70	F
71	G	72	H	73	I	74	J	75	K	76	L	77	M	78	N	79	0	80	P
81	Q	82	R	83	S	84	T	85	U	86	V	87	W	88	X	89	Y	90	Z
91		92	- \	93]	94	^	95		96		97	a	98	ь	99	c	100	d
101	e	102	f	103	g	104	h	105	i	106	j	107	k	108	1	109	m	110	n
111	0	112	р	113	q	114	r	115	5	116	t	117	u	118	v	119	W	120	x
121	y	122	Z	123	-{	124		125	- }	126	~	127		128	€	129		130	,
131	f	132		133		134	†	135	÷	136	^	137	%0	138	Š	139	- (140	Œ
141		142	Ž	143	0	144		145		146	,	147	"	148	"	149	•	150	-
151	_	152		153	TM	154	š	155		156	œ	157	0	158	ž	159	Ÿ	160	
161	- i	162	é	163	£	164	D	165	¥	166		167	§	168		169	۵	170	
171	**	172	-	173		174	8	175	_	176	0	177	±	178	2	179	3	180	1
181	μ	182	1	183	100	184		185	1	186	0	187))	188	1/4	189	3/2	190	3/4
191	i	192	À	193	Á	194	Â	195	Ã	196	Ä	197	Å	198	Æ	199	Ç	200	È
201	É	202	È	203	É	204	Ì	205	İ	206	Î	207	Ĭ	208	Đ	209	Ň	210	Ò

☐ ACTIVITY11 – Random Boxes

- Create a web application that displays 2000 squares of random color of 50 pixels.
- The position on the screen will also be random
- Example of result:



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