

Exercise 4

1. Develop a simple JavaScript program to let the user input his/her name and age, and to display a welcome message **both on the webpage and the console**. The expected user interfaces are as follows:

這個網頁顯示

Please input your name:

確定 取消



這個網頁顯示

Please input your birth year:

確定 取消



On the web page:

Hello, **Ohtani !**
You are 29 years old!

In Console:

```
Hello, Ohtani! ex-4-1.html:34  
You are 29 years old! ex-4-1.html:38
```

If the age is 1 (birth year is 2022), the result should be:

Hello, **Kid !**
You are one year old!

```
Hello, Kid!  
You are one year old!
```

If the value of age is not a valid number (including age 0), the error message should be displayed both in a popup window and in the console:

這個網頁顯示

Your input is incorrect!

確定

Hello, IU!

Your input is incorrect!

The web page should also show a message: "Your age is a mystery!".

Hello, IU !
Your age is a mystery!

Other Requirements:

- (1) In the welcome message, the user's name should be displayed in "Firebrick" color and with thick (粗體) characters.
- (2) The user's age should be displayed in "Navy" color and with an underline (底線).
- (3) The font (字型) is set to "Helvetica".

Hints:

- Please use the `` tag and declare **class selectors** to change the styles of *name* and *age*.
- CSS properties used on this page include *font-family*, *font-weight*, *color*, and *text-decoration*.
- Please study how to get "this year": https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Date.
- Do not forget to use `console.log()` to output messages in the console.

2. Develop a JavaScript program that displays a "square" composed of images of assigned or random Pokemons based on the given side length. The expected user interfaces are as follows:

這個網頁顯示

Please input the Pokemon you like
(1=pikachu, 2=bulbasaur, 3=charmander, 4=squirtle, 5=random):

Show the question: "Please input the Pokemon you like (1=pikachu, 2=bulbasaur, 3=charmander, 4=squirtle, 5=random):" with default value 1.

這個網頁顯示

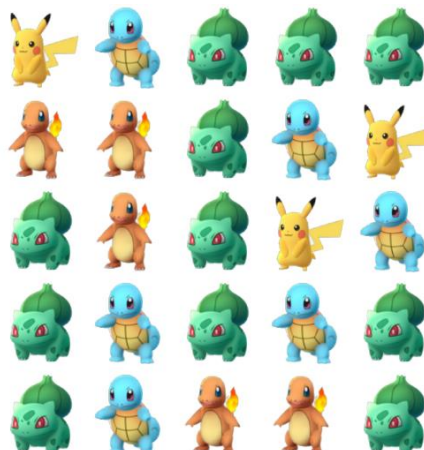
Please input the side length (≥ 1 and ≤ 10):

Show the question: "Please input the side length (≥ 1 and ≤ 10):" with default value 5.

If the user chooses 1~4, the square is composed of repeated images of the assigned Pokemon:



If the user chooses 5 (i.e., random), the square comprises random images of Pokemons.



If the user inputs a wrong data, please show an alarm message "**Wrong input! Please press [F5] to reload the page!**" in a popup window.

(Wrong data: not 1~5 for the first question, and not 1~10 for the second question)



Note that the size of Pokemon images should be set to 100(px)x100(px).

The file names of Pokemon images are pikachu.png, bulbasaur.png, charmander.png, and squirtle.png.

Hint:

- Use `Math.random()` and `Math.floor()` to generate random numbers.

https://www.w3schools.com/jsref/jsref_random.asp

https://www.w3schools.com/jsref/jsref_floor.asp