

Exercise 1 - Guess the number

Write a JavaScript program to generate a random number and store it in a variable. The program then takes an input from the user to tell them whether the guess was correct, greater or lesser than the original number.

100 - (no of guesses) is the score of the user. The program is expected to terminate once the number is guessed. Number should be between 1 - 100.

Exercise 2 - Snake Water Gun

Use Javascript to create a game of Snake Water & Gun. The game should ask you to enter S, W or G. The computer should be able to randomly generate S, W or G and declare Win or Loss using alert. Use confirm and prompt wherever required.

Exercise 3 - Tell me a Joke

`elem.innerHTML` is used to populate a `div` with HTML. Search online about this method and create a website with a `div` tag containing a random joke given an array of jokes. Use `Math.random` and fetch jokes from the internet (use any website to create the array). Your website should show a random joke on every reload. Min length of your jokes array should be 10.

Exercise 4 - Digital Clock

- 1 Create a Digital Seconds clock using `setInterval` and `Date` object in JavaScript.
The `Date` object can be used to get the date, time, hours and seconds which can be updated using `setInterval`.
Try to keep the UI good looking.

Exercise 5 - Hackerman

Write a javascript program to pretend to look like a hacker. Write an async function which will simply display the following output:

Initializing Hack program ...

Hacking Ashish's username ...

Username found ashish17 ...

Connecting to facebook ...

Try to use HTML & Styling if possible

Exercise 6 - TODO List

Create a TODO List app capable of storing your TODOs in local storage. Add an option to create, delete and access all the TODOs.

Try to make UI as good as possible

Exercise 7 - Password Generator

Create a JavaScript program capable of generating a password which contains atleast one lowercase, one uppercase and one special characters.

Create a Password class to achieve the same

Exercise 8 - Alarm Clock

The HTML Audio Element Interface can be used to play audio in the browser. Create an alarm clock which displays time and plays sound at a user specified time.