

Week 3 – Part 1

Activity 1 to 4

Activity 1) Using the html code in Example 2, add the if, else if, else statement that will display a receipt message if the quantity is between 1 and 20. For example, if the user enters 6 for variable *quantity*, the display in the browser will be:

Activity 1

Welcome Peter

Quantity = 6
Subtotal \$42
Shipping \$8.99

TOTAL \$50.99

On the other hand, if the user enters a number less than zero, a negative number, for variable *quantity*, the display in the browser will be:

Activity 1

Welcome Peter

-3 is invalid

Activity 1

Welcome Peter

0 is not a valid quantity

Also, if the user enters a number that is greater than 20, for variable *quantity*, the display in the browser will be:

Activity 1

Welcome Peter

OUT OF STOCK. We don't have 35 tiles on stock

Activity 2) Using example 6, make that all elements in the list that are greater than 3 has the background color, font color, and font size changes. You must use loop.

Activity 2

Milk
Eggs
Broccoli
Chicken
Fish

Activity 3) Using example 5, complete the following code that:

- If the average grade is between 60 and 100, it displays a message that says "YOU PASSED!" with a font color of green.
- If the average grade is between 0 and 59, it displays a message that says "YOU FAILED!" with a font color of red.
- If the average is not a number between 0 and 100, it displays a message that says "Invalid Entry!" with an font color of orange.

Complete the code:

```
// example 5 - activity 2
var g1, g2, avg;
g1 = 60;
g2 = 80;
avg=(g1+g2)/2;

var d = document.querySelector('#result');
// if avg is greater than or equal 60
if(){
    // display the message using innerHTML in id="result". }
// else if the avg is between 0 and 60
else if (){
    // display the message using innerHTML in id="result". }
else{
    // display the message using innerHTML in id="result". }
```

Activity 4) Using example 6, append a new item to the unordered list. The new list should have a text that says “APPLE”. Use property *className* to append a class name to the new item.

Activity 4

Add an item to the list. The item APPLE

Milk
Eggs
Broccoli
Chicken
Fish
APPLE