# Javascript Knowledge Check - Level 1

- 1) What are the different data types in JavaScript?
- 2) What are the different operators for numbers in Javascript?
- 3) What is String Concatenation?
- 4) What are the different methods of an Array?
- 5) Define a function that will take two parameters and return the product of the two parameters (eg: 3 \* 2)
- 6) Define a function that will take three parameters that will return:
  - a) The product of the first two parameters
  - b) The product of all the three parameters

# Javascript Knowledge Check - Level 2

- 1) What are is variable and global scope. Give an example of code to describe it.
- 2) What is an object? Create an example of 'Car' Object.
- 3) How do you create a Random number between 1-100?
- 4) Create a logic flow to jumble up the words 'Asia Developer Academy'

# Code Challenge 1: Vowel counter

Create a website that will take the words enter by user inside a form. It will count the number of vowels inside the word, count and return it to user.

Eg: Asia Developer Academy == There are 8 vowels.

# Guess the number!

## Enter the number

70 Click me

You guessing too low!(70)1 guesses remaining

### Instruction

- 1) Create a website that will contain a form and a button.
- 2) When the website is loaded, a random number from 1-100 will be chosen.
- 3) User will have 3 chances to guess the random number that has been chosen.
- 4) You will return clue, if the number is high or low, or congratulate the user if they have guessed the number correctly.

# Rock paper scissors



#### Instruction

- 1) Create a website that will contain three images of (rock, paper, scissors)
- 2) User will select one of the weapon by clicking on the image, using onclick.
- 3) Computer will randomly choose a weapon, rock, paper or scissors.
- 4) You will know if you win or lose by the game rules, eg: if
  - Rock vs paper => paper win...
  - if Rock vs scissors => rock win