# GUVI: Zen Class — Part 1: Find the culprits and nail them — debugging javascript

Once you are familiar with basic syntax you can reinforce your understanding by solving these simple snippets

**Find the culprit**

fix.html

<!DOCTYPE html>

<html>

<body>

<script>

alert( “I’m JavaScript!’);

</script>

Whats the error in this ?

</body>

</html>

Answer: alert(“I’m Javascript”);

**Find the culprit and invoke the alert**

fix.html

<!DOCTYPE html>

<html>

<body>

<script src=”script.js”></script>

</body>

</html>

scripts.js

alert(“I’m invoked!”);

Answer: <script src =”scripts.js”> </script>

**Explain the below how it works**

explain.html

<!DOCTYPE html>

<html>

<body>

<script src=”script.js”></script>

</body>

</html>

script.js

alert("I'm JavaScript!");

alert('Hello') // this line is not having semicolon

alert(`Wor

ld`)

alert(3 +

1

+ 2); // this is multiple line code and its working

— — — — — — — — — — — — — — — — — — — — — — — — — — — — — — -

**Fix the below to alert** Guvi geek

fix.html

<!DOCTYPE html>

<html>

<body>

<script src=”script.js”></script>

</body>

</html>

script.js

let admin=9, fname=10.5;

fname = "Guvi";

lname = "geek"

admin = fname+lname;

alert( admin ); // "Guvi geek"

— — — — — — — — — — — — — — — — — — — — — — — — — — — — — — -

**Fix the below to alert** hello Guvi geek

fix.html

<!DOCTYPE html>

<html>

<body>

<script src=”script.js”></script>

</body>

</html>

script.js

let fname=10.5;

fname = "Guvi";

lname = "geek"

let name = fname+lname;

alert( 'hello ${name}' );

**Answer: let Lname = “geek”;**

**Fix the below to alert sum of two numbers**

fix.html

<!DOCTYPE html>

<html>

<body>

<script src=”script.js”></script>

</body>

</html>

script.js

let a = prompt("First number?");

let b = prompt("Second number?");

alert(a + b);

Answer: alert(Number(a) + Number(b));

**Fix the below to alert sum of two numbers**

fix.html

<!DOCTYPE html>

<html>

<body>

<script src=”script.js”></script>

</body>

</html>

script.js

let a = prompt("First number?");

let b = prompt("Second number?");

alert(a + b);

Answer: alert(Number(a) + Number(b));

**If you run the below scritpt you will get “**Code is Blasted**”**

**Explain Why the Code is blasted and how to diffuse it and get “**Diffused**”.**

fix.html

<!DOCTYPE html>

<html>

<body>

<script src=”script.js”></script>

</body>

</html>

script.js

var a = "2" > "12";

//Don't touch below this

if (a) {

console.log("Code is Blasted")

}

else

{

console.log("Diffused")

}

Answer: we compare the value as string first letter of the value only will compared so 2 is greater than 12.

**How to get the success in console.**

fix.html

<!DOCTYPE html>

<html>

<body>

<script src=”script.js”></script>

</body>

</html>

script.js

let a = prompt("Enter a number?");

//Don't modify any code below this

if (a) {

console.log( 'OMG it works for any number inc 0' );

}

else

{

console.log( "Success" );

}

Answer: if (Number(a)) - while we give r as value success will be a result

**How to get the correct score in console.**

fix.html

<!DOCTYPE html>

<html>

<body>

<script src=”script.js”></script>

</body>

</html>

script.js

let value = prompt('How many runs you scored in this ball');

if (value === 4) {

console.log("You hit a Four");

} else if (value === 6) {

console.log("You hit a Six");

} else {

console.log("I couldn't figure out");

}

Answer: value == 4, value ==6

**Fix the code to welcome the Employee**

fix.html

<!DOCTYPE html>

<html>

<body>

<script src=”script.js”></script>

</body>

</html>

script.js

let login = 'Employee';

let message = (login == 'Employee') ? :

(login == 'Director') ? 'Greetings' :

(login == '') ? 'No login' :

'';

console.log(message);

Answer: let message = `welcome the &{login}`;

**Fix the code to welcome the boss**

fix.html

<!DOCTYPE html>

<html>

<body>

<script src=”script.js”></script>

</body>

</html>

script.js

// You cant change the value of the msg

let message;

if (null || 2 || undefined )

{

let message = "welcome boss";

}

else

{

let message = "Go away";

}

console.log(message);

Answer: inside if condition we have to console.log(message)

**Fix the code to welcome the boss**

fix.html

<!DOCTYPE html>

<html>

<body>

<script src=”script.js”></script>

</body>

</html>

script.js

let message;

let lock = 2;

//Dont change any code below this

if (null || lock || undefined )

{

message = "Go away";

}

else

{

message = "welcome";

}

console.log(message);

**Answer: let lock; console.log(` ${message}the boss`**

**);**

**Fix the code to welcome the boss**

fix.html

<!DOCTYPE html>

<html>

<body>

<script src=”script.js”></script>

</body>

</html>

script.js

let message;

let lock = 2;

//Dont change any code below this

if (lock && " " || undefined )

{

message = "Go away";

}

else

{

message = "welcome";

}

console.log(message);

Answer: let lock;

**Change the code to print**

3

2

1

fix.html

<!DOCTYPE html>

<html>

<body>

<script src=”script.js”></script>

</body>

</html>

script.js

//You can change only 2 characters

let i = 3;

while (i) {

console.log( --i );

}

Answer: i--

**Change the code to print 1 to 10 in 4 lines**

fix.html

<!DOCTYPE html>

<html>

<body>

<script src=”script.js”></script>

</body>

</html>

script.js

let num = 1

console.log(num)

num += 1

console.log(num)

num += 1

console.log(num)

num += 1

console.log(num)

num += 1

console.log(num)

num += 1

console.log(num)

num += 1

console.log(num)

num += 1

console.log(num)

num += 1

console.log(num)

num += 1

console.log(num)

Answer: for(i=1; i<=10; i++){

console.log(i);

}

**Change the code to print even numbers**

fix.html

<!DOCTYPE html>

<html>

<body>

<script src=”script.js”></script>

</body>

</html>

script.js

//You are allowed to modify only one character

for (let num = 2; num <= 20; num += 1) {

console.log(num)

}

**Answer: if(num % 2 === 0){**

**console.log(num)**

**}**

**Change the code to print all the gifts**

fix.html

<!DOCTYPE html>

<html>

<body>

<script src=”script.js”></script>

</body>

</html>

script.js

let gifts = ["teddy bear", "drone", "doll"];

for (let i = 0; i < 3; i++) {

console.log('Wrapped ${'gifts[i]'} and added a bow!');

}

Answer: console.log(`Wrapped ${gifts[i]} and added a bow!`);

**Fix the code to disarm the bomb.**

fix.html

<!DOCTYPE html>

<html>

<body>

<script src=”script.js”></script>

</body>

</html>

script.js

let countdown = 100;

while (countdown > 0) {

countdown--;

if(countdown == 0)

{

console.log("bomb triggered");

}

}

Answer: // coundown - - , else {console.log(‘bomb disarmed’)};

Whats the msg printed and why?

var lemein = “0”;

var lemeout = 0;

var msg = “”;

if (lemein) {

msg += “hi”;

}

if (lemeout) {

msg += ‘Hello’;

}

console.log(msg);

Whats the msg printed and why? Guess you answer before running it.

var lemein = “0”;

var lemeout = 0;

var msg = “”;

if (lemein) {

msg += “hi”;

}

if (lemeout) {

msg += ‘Hello’;

}

console.log(msg);

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# **GUVI: Zen Class — Part 3: Find the culprits and nail them — debugging javascript**

**Fix the code to get the largest of three.**

Code:

aa = (f,s,t) => {

let f,s,t;

console.log(f,s,t);

if(f>s &&f>t){

console.log(f)}

else if(s>f && s>t){

console.log(s)}

else{

console.log(t)}

}

aa(1,2,3);

— — — — — — — — — — — — — — — — — — — —…

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# **Difference between scaling horizontally and vertically**

**Scalability** is the property of a system to handle a growing amount of work by adding resources to the system

Resources fall into two broad categories: horizontal and vertical

**Scale-out — Horizontal scaling** means that you scale by adding more machines into your pool of resources whereas

Scaling horizontally ===>…

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**General List**

* Find the most frequent integer in an array
* Find pairs in an integer array whose sum is equal to 10 (bonus: do it in linear time)
* Given 2 integer arrays, determine of the 2nd array is a rotated version of the 1st array.
* Ex. Original Array A={1,2,3,5,6,7,8} Rotated…

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* Find the first non-repeated character in a String
* Reverse a String iteratively and recursively
* Determine if 2 Strings are anagrams
* Check if String is a palindrome
* Check if a String is composed of all unique characters
* Determine if a String is an int or a double
* **HARD**: Find the longest palindrome in a String
* **HARD**: Print all permutations of a String
* **HARD**: Given a single-line text String and a maximum width value, write the function ‘String justify(String text, int maxWidth)’ that formats the input text using full-justification, i.e., extra spaces on each line are equally distributed between the words; the first word on each line is flushed left and the last word on each line is flushed right

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Where to pick

<script src="https://code.jquery.com/jquery-2.1.4.js"></script>

# **Javascript and DOM**

/\* Javascript and DOM \*/

// It is very important to make sure that the DOM has finished

// loading the HTML content before we can reliably use jQuery

// The following code will allow you to run jQuery once the DOM is ready

$(document).ready(function() {…

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