

Intro to JavaScript Lab

1. Create a project directory called "Labs". Inside of that directory, create another called "src".
2. In the src directory, create a new HTML file called index.html. It should at minimum have a `<div id="main"></div>`
3. Open that file in a browser. You can
 - double-click on it in Windows Explorer/finder - or -
 - drag it into a browser window - or -
 - open a browser and navigate to it via `file:///<location of file here>`
4. Make sure you can see your file okay.

Add some JavaScript

5. Create a file in the src folder called index.js. Just put this in it:

```
alert("Hello world");  
document.getElementById("main").innerHTML = "Hello world";
```

You knew that was coming, didn't you? ;-)
6. Edit your HTML file. Add a script tag pointing to this file. (hint: If the page doesn't show your message, try using the *defer* attribute in the script tag).
7. Refresh or reopen in the browser. You should see an alert box that says "Hello world". This proves that your JavaScript file is running.

Writing some simple JavaScript routines

Let's exercise JavaScript a bit to get you comfortable with the basic loops and conditional tests. Do each of the exercises below using

8. Create a random number between 1 and 10 like so:

```
let min = 1;  
let max = 10;  
let random = Math.floor(Math.random() * (max - min + 1)) + min;
```
9. Make the page print out numbers from 1 to your random number.
10. Use a switch statement to print out a word that rhymes instead of the number itself. Example: fun blue free pour hive kicks, etc.
11. If you wrote your loop using *for*, rewrite it as a *while* loop. If you wrote it as a *while*, rewrite it using *for*.

Once you've seen each of those things working, you can be finished.