**Contents**

**JAVASCRIPT**

**Functions:**

* **Introduction:**
* **Programming Question: travel agency vehicle count**
* **Code:**

let vehicles = {

"SUV" : 10,

"Sedan" : 27,

"Luxury" : 5

};

function travelAgency(vehicleType) {

if (vehicles[vehicleType] != undefined) {

console.log(`We provide ${vehicles[vehicleType]} vehicles of the type ${vehicleType}.`);

} else {

console.log('Sorry. We only provide the following types of vehicle:');

for (var key in vehicles) {

console.log(key);

}

}

}

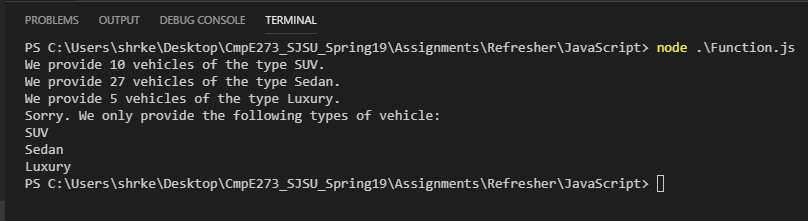
travelAgency("SUV");

travelAgency("Sedan");

travelAgency("Luxury");

travelAgency("Hatchback");

* **Output:**

****

**Events:**

* **Introduction:**
* **Programming Question: button colour change on click event**
* **Code:**

<!DOCTYPE html>

<html>

<head>

<script>

function decimalToHex(decimal) {

hex = decimal.toString(16);

if (hex.length % 2) {

hex = '0' + hex;

}

return hex;

}

function randomColourHexValue() {

var decimalValue = Math.random() \* 255;

decimalValue = Math.floor(decimalValue);

var hexValue = decimalToHex(decimalValue);

return hexValue;

}

function setColor(button) {

var red = randomColourHexValue();

var green = randomColourHexValue();

var blue = randomColourHexValue();

var property = document.getElementById(button);

property.style.backgroundColor = `#${red}${blue}${green}`;

alert('Colour changed!');

}

</script>

</head>

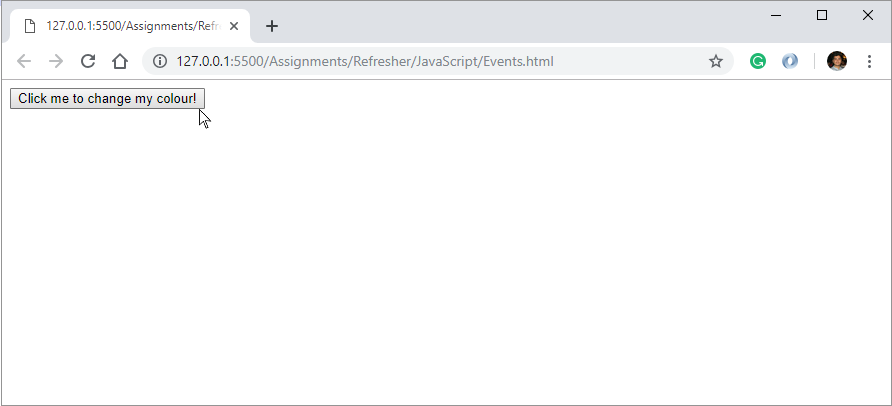
<body>

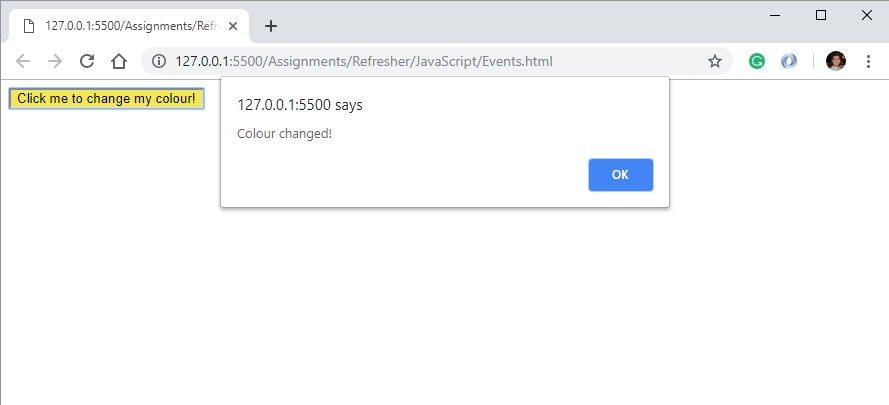
<input type="button" id="button" value = "Click me to change my colour!" style= "color : black" onclick="setColor('button')";/>

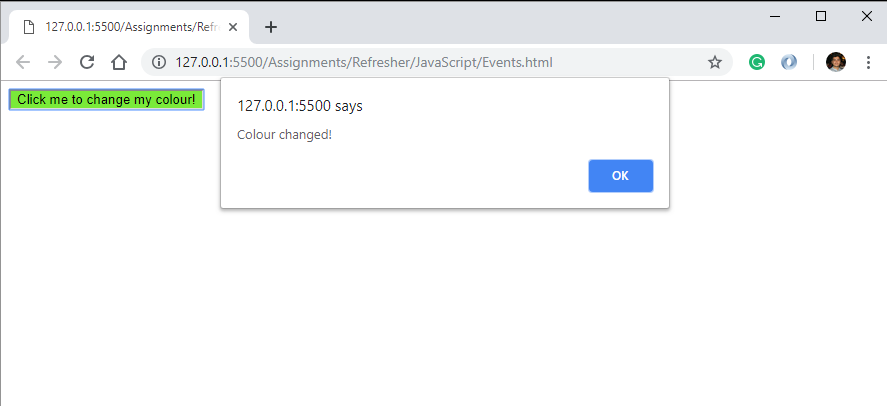
</body>

</html>

* **Output:**

****

****

****

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