**Find the culprit**

fix.html

<!DOCTYPE html>  
<html>  
<body>  
 <script>  
 alert( “I’m JavaScript!”);  
 </script>  
 Whats the error in this ?  
</body>  
</html>

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

**Find the culprit and invoke the alert**

fix.html

<!DOCTYPE html>  
<html>  
<body>  
 <script src=”scripts.js”></script>  
</body>  
</html>

scripts.js

alert(“I’m invoked!”);

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

**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

Server will hit the html page and it will be routed to script.js.

All alerts will be popped up one by one after clicking on OK

Second alert will work and doesn’t need semicolon as its just single line, semicolon is mandatory if in a single line there are multiple instructions.

Third alert will display the content same as in the instruction as the back tick will consider all empty spaces as string.

Fourth alert will do the arithmetic operation even though the operands are on next line, next line concatenation doesn’t if one uses “+” operator.

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

**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 );

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

**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 = parseInt(prompt("First number?"));  
let b = parseInt(prompt("Second number?"));  
alert(a + 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 = parseInt(prompt("First number?"));  
let b = parseInt(prompt("Second number?"));  
alert(a + 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")   
}

As the Unicode value of 2 is greater than 12 therefore the code is printing the if condition. To change the code we just need to remove double quotes.

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

**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?");

a =false;

//Don't modify any code below this

if (a) {  
 console.log( 'OMG it works for any number inc 0' );  
}  
else  
{  
 console.log( "Success" );  
}

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

**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");  
}

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

**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') ? ’Welcome’:   
 (login == 'Director') ? 'Greetings' :  
 (login == '') ? 'No login' :  
 '';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

// You cant change the value of the msg  
let message;

if (null || 2 || undefined )  
{  
 message = "welcome boss";  
}  
else  
{  
 message = "Go away";  
}  
 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 = 2;  
let lock;

//Dont change any code below this

if (null || lock || undefined )  
{  
 message = "Go away";  
}  
else  
{  
 message = "welcome";  
}  
 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

//Dont change any code below this

if (lock && " " || undefined )  
{  
 message = "Go away";  
}  
else  
{  
 message = "welcome";  
}  
console.log(message);

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

**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-- );  
}

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

**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

for(let 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 += 2) {  
 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!');  
}

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

**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");  
 }  
}

console.log(“bomb diffused”)

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

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);

The msg printed will be hi as lemeout has the value as 0 which will be considered as the Boolean false condition and there is no line which satisfies that

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);

The msg printed will be hi as lemeout has the value as 0 which will be considered as the Boolean false condition and there is no line which satisfies that