Find errors and fix them

1. <!DOCTYPE html>

<html>

<body>

<script>

alert( “I’m JavaScript!’);

</script>

Whats the error in this ?

</body>

</html>

ERROR: In alert message i.e. only two different quotes have been used instead one quote.

CORRECTION:

<html>

<body>

<script>

alert( "I’m JavaScript");

</script>

Whats the error in this ?

</body>

</html>

1. <!DOCTYPE html>

<html>

<body>

<script src=”script.js”></script>

</body>

</html>

scripts.js

alert(“I’m invoked!”);

ERROR: js file name is incorrect.

CORRECTION:

<html>

<body>

<script src="scripts.js"></script>

</body>

</html>

1. Explain the below how it works

<!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(`World`);

alert(3 +

1

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

Answer: four times alert box will be displayed on browser that displays – I ‘ m javascript, Hello, World, 6

1. **Fix the below to alert**Guvi geek

<!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"

ERROR: admin and fname are wrongly defined. Lname is not declared. There is no space between fname and lname in admin variable.

CORRECTION:

<!DOCTYPE html>

<html>

<body>

<script src="script.js"></script>

</body>

</html>

script.js

let admin, fname,lname;

fname = "Guvi";

lname = "geek"

admin = fname+" " +lname;

alert( admin ); // "Guvi geek"

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

<!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}' );

ERROR: fname defined wrongly. lname is not declared. No semicolon after geek. No space between fname and lname in admin variable. Use of single quotes in alert box.

CORRECTION:

<!DOCTYPE html>

<html>

<body>

<script src="script.js"></script>

</body>

</html>

Script.js

let fname,lname;

fname = "Guvi";

lname = "geek";

let name = fname+" "+lname;

alert( `hello ${name}`);

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

<!DOCTYPE html>

<html>

<body>

<script src="script.js"></script>

</body>

</html>

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

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

alert(a + b);

ERROR: the value provided in a and b variable is string so need to convert it into number for addition.

CORRECTION:

<!DOCTYPE html>

<html>

<body>

<script src="script.js"></script>

</body>

</html>

Script.js

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

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

let sum=parseInt(a)+parseInt(b);

alert(sum);

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

<!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: Code is blasted because value of variable “a” is true as it is Boolean variable.

Diffused is printed as condition is false.

var a = "2" < "12";

//Don't touch below this

if (a) {

console.log("Code is Blasted")

}

else

{

console.log("Diffused")

}

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

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:

let a =parseInt(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" );

}

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

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:

let value = parseInt(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");

}

1. **Fix the code to welcome the boss**

// 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:

let message;

if (null || 2 || undefined )

{

message = "welcome boss";

}

else

{

message = "Go away";

}

console.log(message);

1. **Fix the code to welcome the boss**

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 message;

let lock = 0;

//Dont change any code below this

if (null || lock || undefined )

{

message = "Go away";

}

else

{

message = "welcome";

}

console.log(message);

1. **Fix the code to welcome the boss**

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 message;

let lock =0;

//Dont change any code below this

if (lock && " " || undefined )

{

message = "Go away";

}

else

{

message = "welcome";

}

console.log(message);

1. **Change the code to print**

//You can change only 2 characters

let i = 3;

while (i) {

console.log( --i );

}

Answer:

//You can change only 2 characters

let i = 3;

while (i) {

console.log( i-- );

}

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

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(var i=1;i<=10;i++) {

console.log(i);

}

1. **Change the code to print even numbers**

//You are allowed to modify only one character

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

console.log(num)

}

Answer:

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

console.log(num)

}

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

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

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

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

}

Answer:

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

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

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

}

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

let countdown = 100;

while (countdown > 0) {

countdown--;

if(countdown == 0)

{

console.log("bomb triggered");

}

}

Answer:

let countdown = 100;

while (countdown > 1) {

countdown--;

if(countdown == 0)

{

console.log("bomb triggered");

}

}