Material Access:

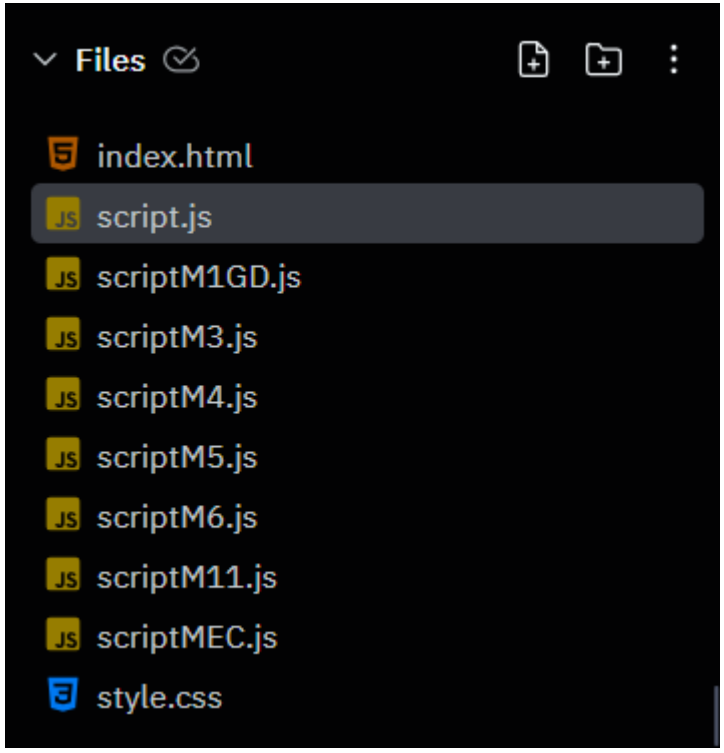
1. Please log in to the LMS as a teacher role
   Link: https://admin.academy.timedoor.net/
   Username: TeacherTestingTraining
   Password: TeacherTestingTraining
2. Go to **Curriculum** navigation
3. Choose the course with the "**Self learning**" type in the following picture.
   Note: We learn *Javascript Developer* material, but on LMS currently the name of the material is still *Teens Programmer Javascript.* However, the contents are the same.

4. Learn the material and do the assignment!

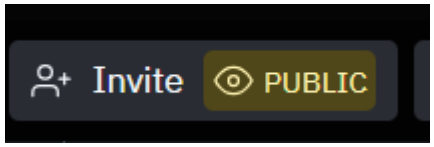
Assignment:

You are required to learn materials from meetings 1-16. Additionally, for coding practices and projects, you must submit a **Shareable Online Text Editor Link (e.g Replit)**. Good luck ^^

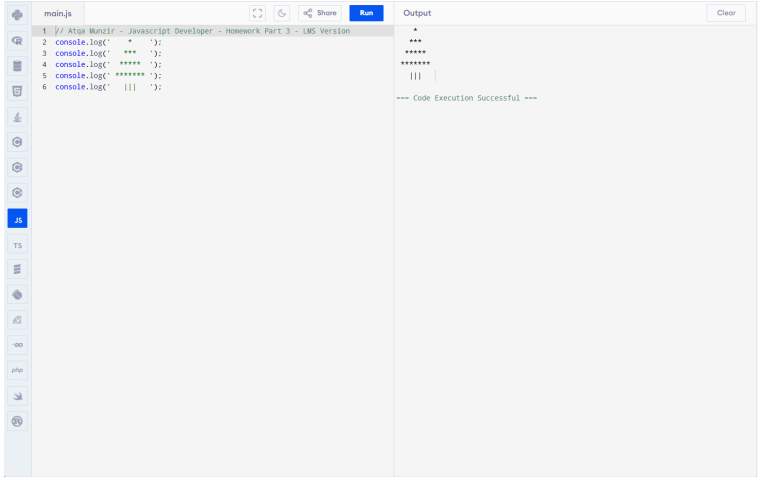
- You can compile all of the projects and code practices in one Replit Project (only need share one link). Make sure to add details such as comments/rename file according to the assignment.

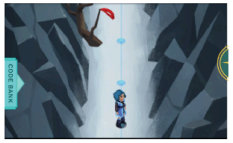
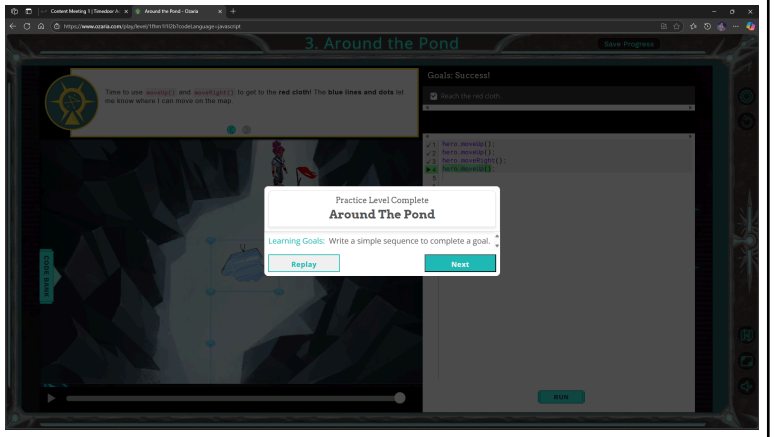
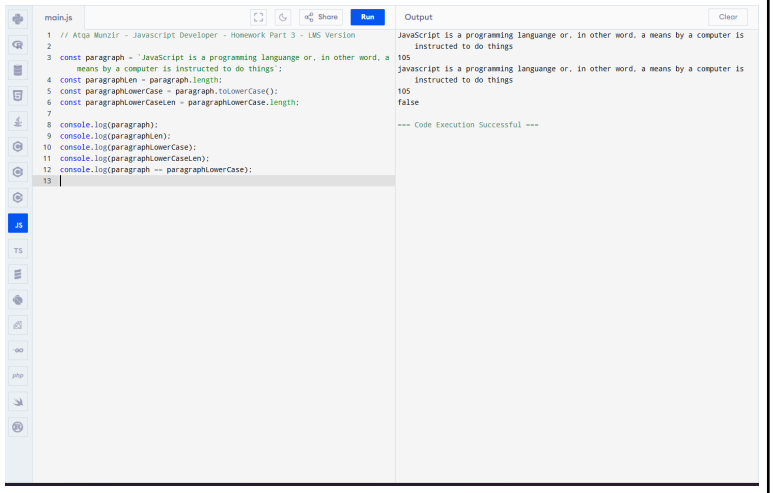


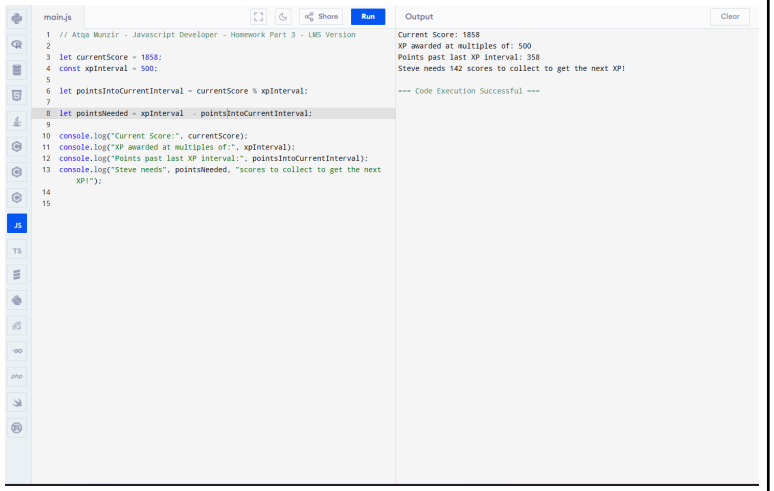
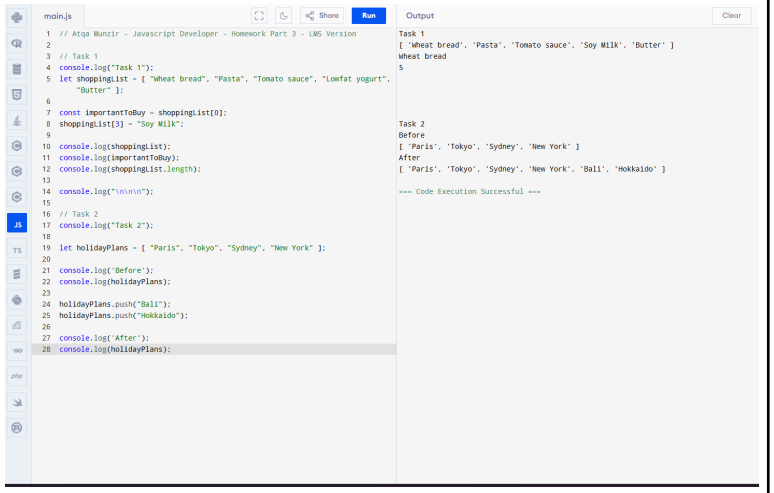
- Or if you prefer to separating file, please make sure each link contains correct project (need share many links)
- Make sure the link can be visible to public



Name:		
Online Text Editor Sharable Link: *(fill this, if you compile your project in one file)*		
Instruction		**Submission (link/screenshoot)** *(fill this, if you compile your project in separated file)*
Meeting 1		

1.	Do Code Practice 1 (task 1 and task 2) on text online editor and submit the shareable link.
	Draw Christmas Tree
	1. In the previous project file, add the following code.
	`console.log('  *  ');`
	`console.log(' *** ');`
	`console.log('***** ');`
	`console.log('*******');`
	`console.log('  |||  ');`
	2. Save and run the program, do you see the Christmas tree image on the console?
		
		https://www.programiz.com/online-compiler/8LhgR0an0S14m

2.	Do Code Practice 2 - Ozaria. Play until level 3 and submit the screenshot. **Code Practice 2** Come on hone your logic skills! Find the correct algorithm to solve this game.  Ozaria Chapter 1 - Sky Mountain Preparation. Go to the following link **Click Here**	
Meeting 2		
1.	Do Code Practice 3 on text online editor and submit the shareable link. **Let's Practice 3** Preparation. Open the **Meeting 2 - Variable** project on **Repl.it** The previous code is allowed to be commented. Task Steve has 3 variables, as follows. `paragraph` = `'JavaScript is a programming languange or , in other word, a means by a computer is instructed to do things'` `paragraphLen` = Fill in the value with number 1 `paragraphLowercase` = Fill in the value with number 2	 https://www.programiz.com/online-compiler/9iJBENpBsPD0Z
Meeting 3		

1.	Do Code Practice 1 task 2 on text online editor and submit the shareable link. **Task 2** **Preparation** Open **Meeting 3 - Operator and Expression** project on **Repl.it** **Task 2.** Steve is playing a game, his current score is 1858. In that game, Steve will get 50XP every time his score is multiplied by 500. **Try to make a program that calculates how many more scores Steves's need to collect to get the next XP!** **Use the mod operators and variables, then find your way to get the results you want.** *Expected result : 142*	 https://www.programiz.com/online-compiler/7lO9s2qmdXFpJ
Meeting 4		
1.	Do Code Practice 3 on text online editor and submit the shareable link. (You can choose one task, or if you want to do all the tasks is a plus point)	

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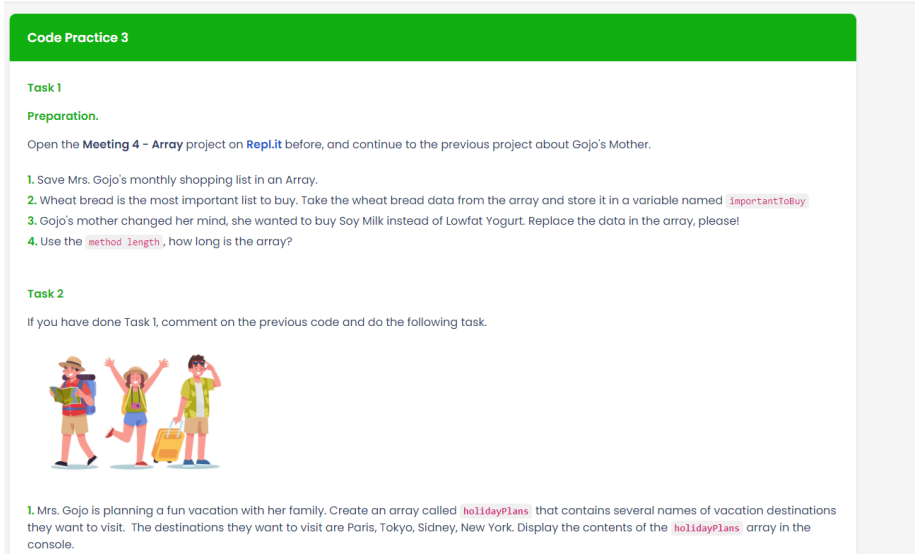

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<td>https://www.programiz.com/online-compiler/5vCXr8DKjafL5</td>
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<tr>
<td colspan="3">Meeting 5</td>
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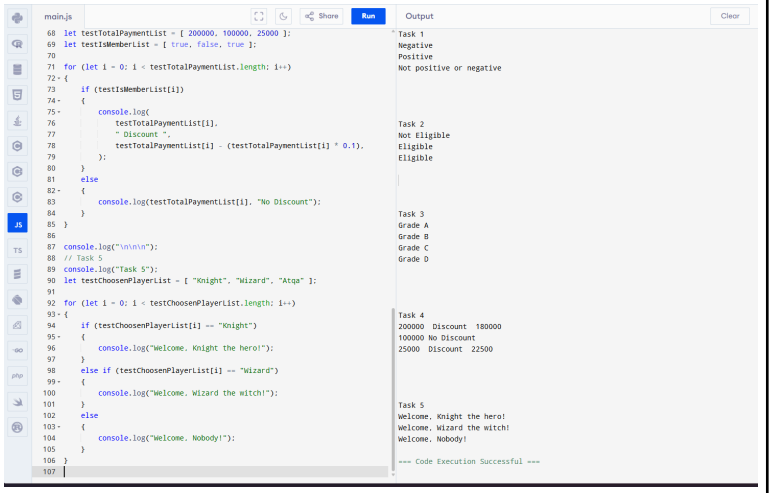
<tr>
<td>1.</td>
<td>Do Code Practice on text online editor and submit the shareable link. (You can choose one task, or if you want to do all the tasks is a plus point)</td>
<td>


https://www.programiz.com/online-compiler/
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Code Practice

Preparation.

Create a new project named **Meeting 5 - Conditional Logic** on Repl.it

Task

1. Create a program to check whether a number is positive or negative using conditionals.
Test number : -40, 50,0
Expected results: negative, positive, not negative or positive

2. Create a program to check whether a person's age is eligible to get a driver's license (17 years old and above)
Test age : 8, 17, 20

3. Create a program to determine student grades based on the grades obtained.
> 90 , grade A
> 75 , grade B
> 60 , grade C
below that, D

4. Create variables `totalPayment` and `member` (boolean) with values total shopping **200,000** and member status **true**. Use an `if-else` structure to calculate the total payment after the discount (10% for members, no discount for non-members). Display the total payment using `console.log()`.

5. Create a `chooosenPlayer` variable and give it the value "**Knight**" or "**Wizard**". Use an `if-else` structure to provide a message based on the chosen player. For example, "**Welcome, Knight the hero!**" or "**Welcome, Wizard the witch!**".

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<td>9FWGovGB697BI</td>
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Do Code Practice on text online editor and submit the shareable link. (You can choose one task, or if you want to do all the tasks is a plus point)

Code Practice

Preparation.

Open the **Meeting 5 - Conditional Logic** project on Repl.it

Task

1. Steve is making a 2D game. To determine the player's position, he needs to make a program that can determine whether the player is on the top right, bottom right, top left, bottom left, or in the middle.

If the x and y axes are positive, the player is on the top right
If the x and y axes are negative, the player is at the bottom left
If the x-axis is positive, the y is negative, the player is at the bottom right
If the x axis is negative, the y is positive, player is on the top left.

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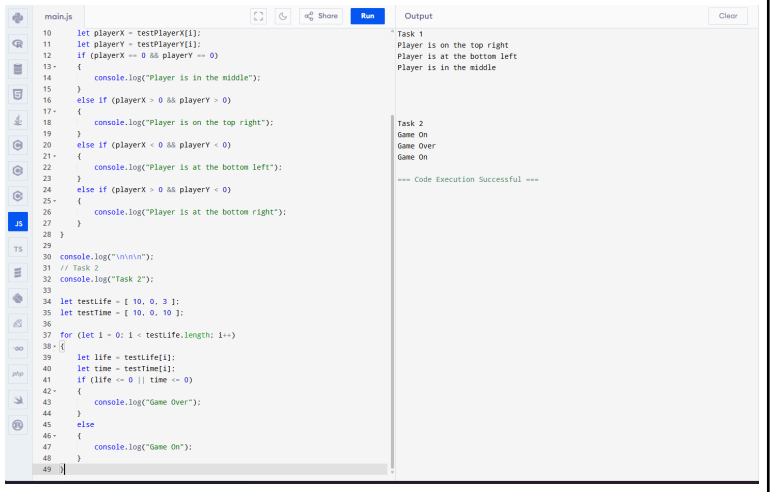

https://www.programiz.com/online-compiler/9CcKlFsAvpGjv

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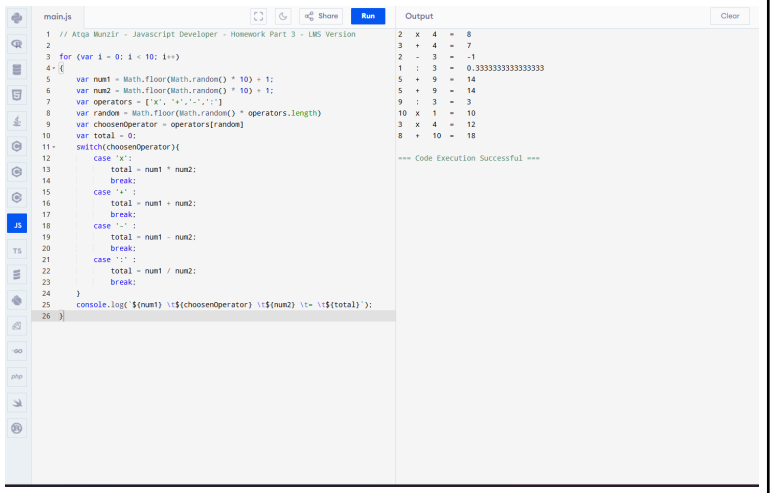
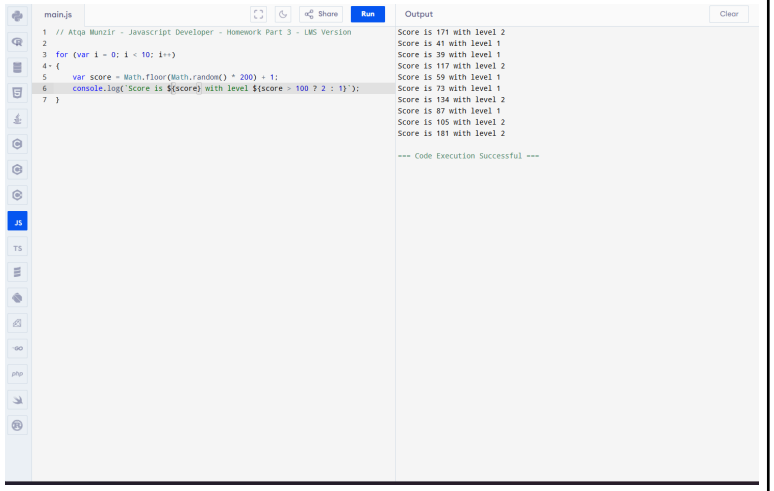
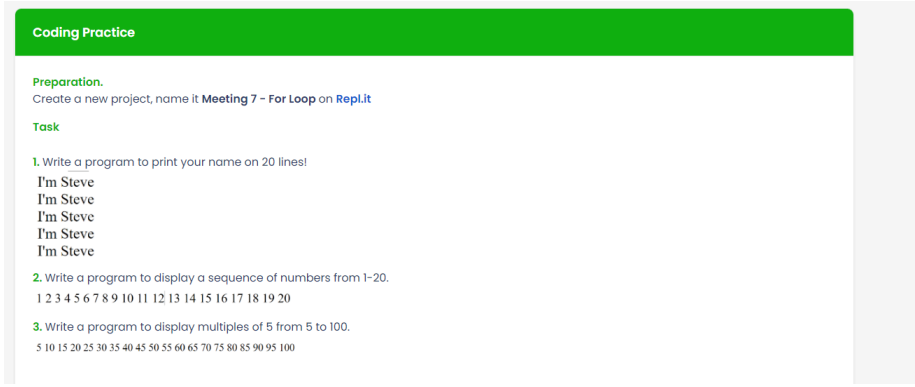
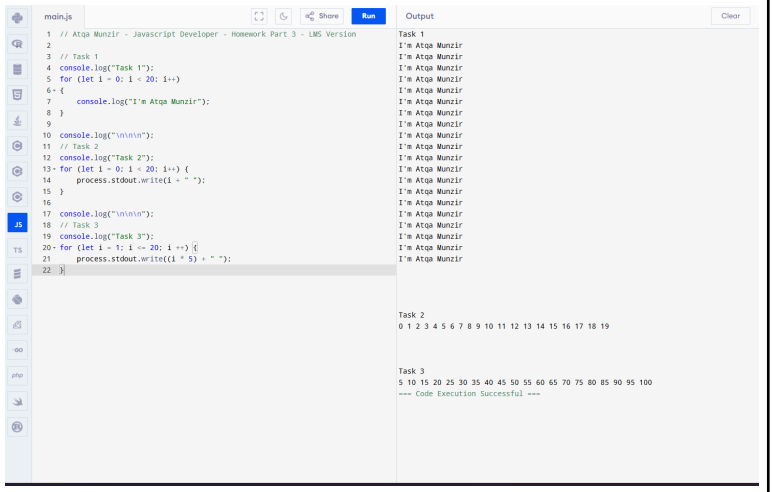
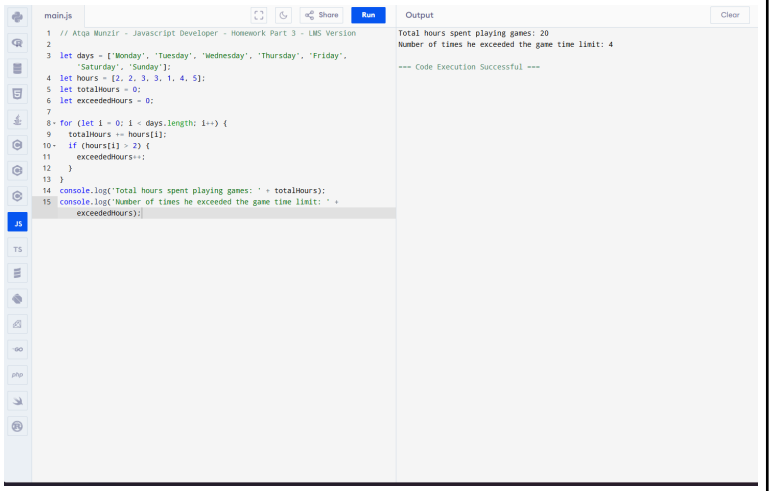
Meeting 6

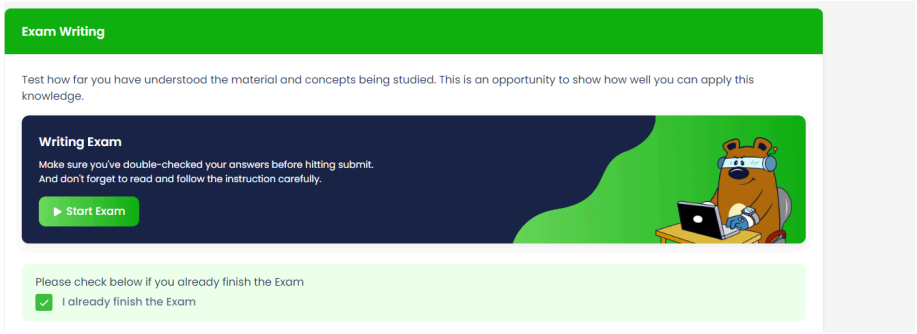
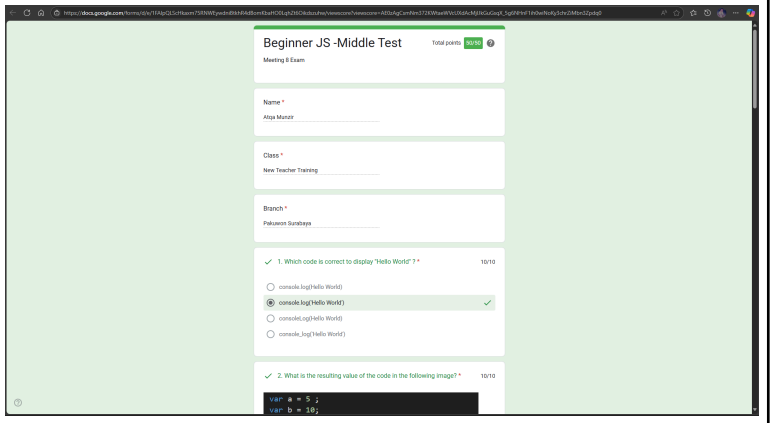
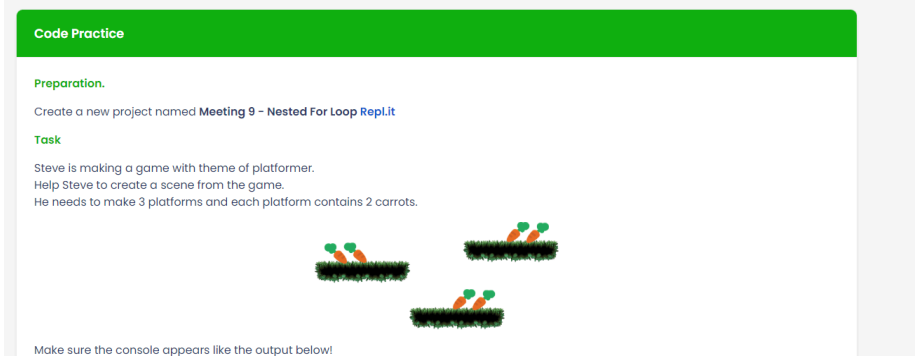
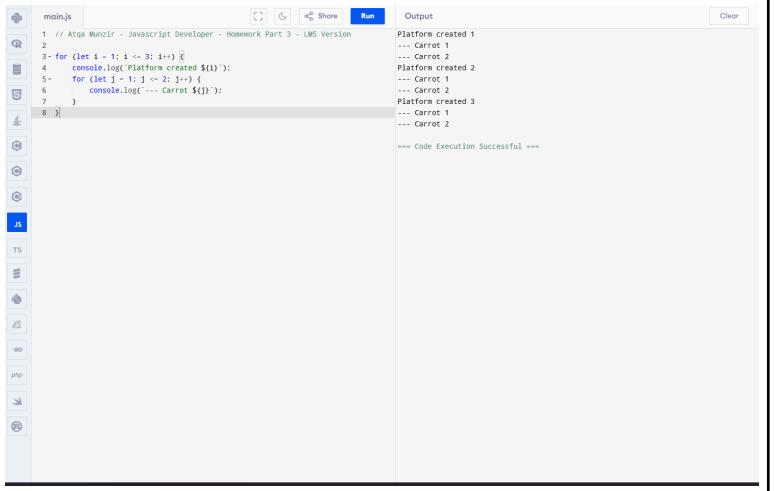
1.	Do Code Practice Fill the blank on text online editor and submit the shareable link.
	
	Code Practice: Fill The Blank
	
	Preparation.
	Create a new project named **Meeting 6 - Switch Statement** in **Repl.it**
	
	Task
	Steve wants to make a simple calculator that can operate on 2 numbers.
	Let's help Steve complete the program on the previous page by filling in the blanks.
	Complete the following code:
	
	`var num1 = 10`
	`var num2 = 4`
	`var operators = ['x', '+','-',':']`
	`var random = '// Number 1 //'`
	`var choosenOperator = operators[random]`
	`switch('// Number 2 //'){`
	`case '// Number 3 //' :`
	`total = num1 '// Number 4 //' num2;`
	`console.log(total)`
	`break;`
	`case '// Number 5 //' :`
	`'// Number 6 //'`
		
		
		https://www.programiz.com/online-compiler/7JeTNV3YJ7Dop

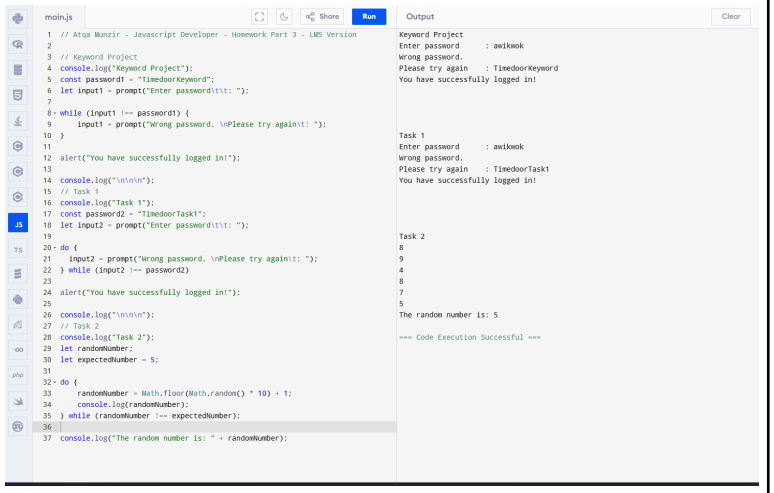
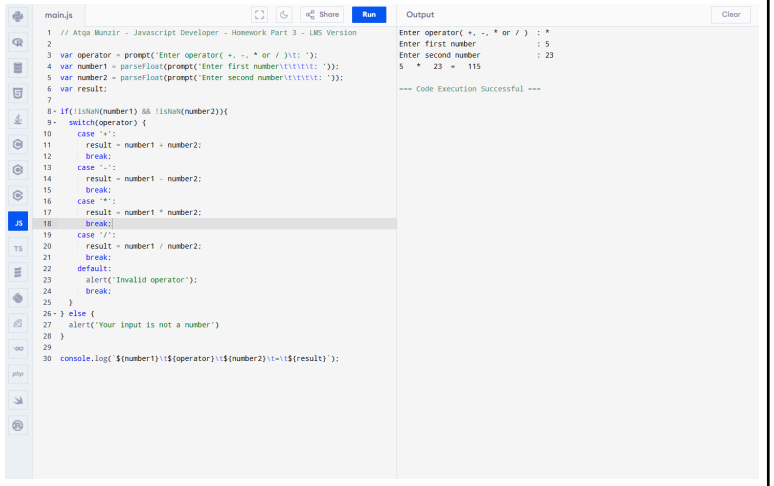
2.	Do Code Practice 2 on text online editor and submit the shareable link. **Code Practice** **Preparation.** Open the **Meeting 6 - Switch Statement** project on **Repl.it** **Task** Write a program to set the **level** of a game. If the **score** is more than 100, set the level to 2. Otherwise, the level will remain 1. Use the **ternary operator**!	 https://www.programiz.com/online-compiler/

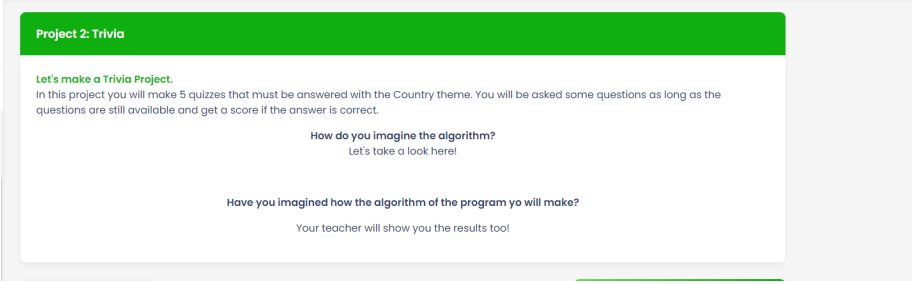
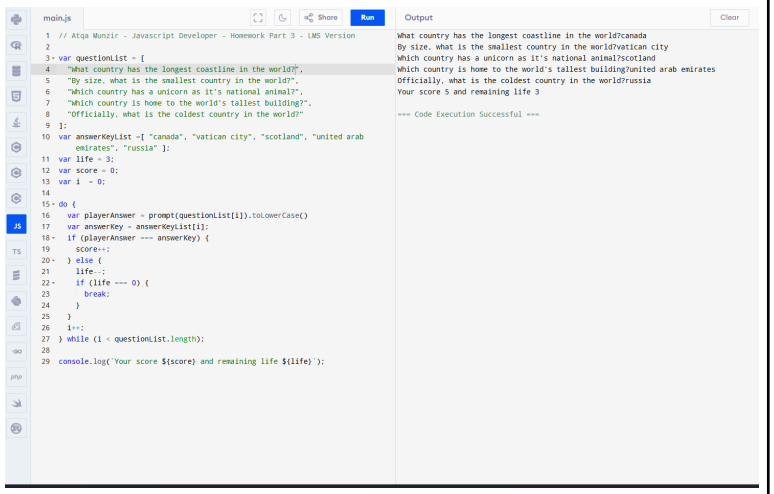
		7oVLtYvaPETsZ
Meeting 7		

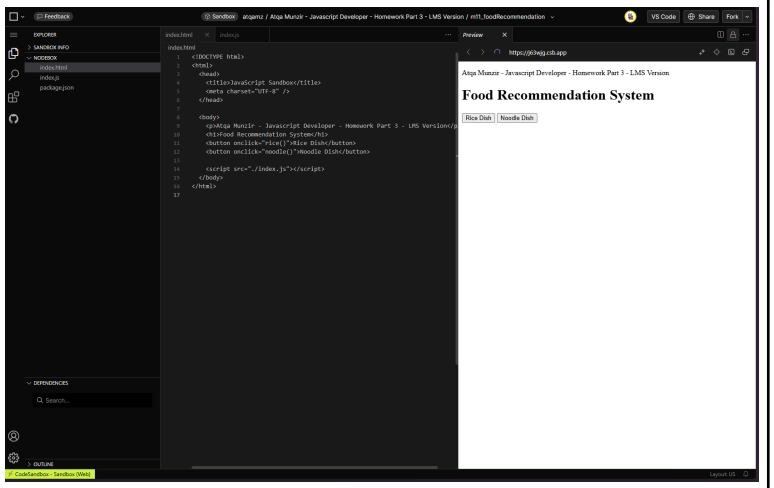
1.	Do Code Practice 1 on text online editor and submit the shareable link.
	 
	Coding Practice
	Preparation.
	Create a new project, name it **Meeting 7 - For Loop** on **Repl.it**
	Task
	1. Write a program to print your name on 20 lines!
	I'm Steve
	I'm Steve
	I'm Steve
	I'm Steve
	I'm Steve
	2. Write a program to display a sequence of numbers from 1-20.
	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20
	3. Write a program to display multiples of 5 from 5 to 100.
	5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80 85 90 95 100
		
		main.js Share Run Output Clear
		// Atqa Munzir - Javascript Developer - Homework Part 3 - LMS Version
		// Task 1
		console.log("Task 1");
		for (let i = 0; i < 20; i++)
		{
		console.log("I'm Atqa Munzir");
		}
		console.log("\n\n\n");
		// Task 2
		console.log("Task 2");
		for (let i = 0; i < 20; i++) {
		process.stdout.write(i + " ");
		}
		console.log("\n\n\n");
		// Task 3
		console.log("Task 3");
		for (let i = 1; i <= 20; i ++) {
		process.stdout.write((i * 5) + " ");
		}
		Task 1
		I'm Atqa Munzir (20 lines)
		Task 2
		0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19
		Task 3
		5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80 85 90 95 100
		=== Code Execution Successful ===
		https://www.programiz.com/online-compiler/5uyZ1108iHMdb

2.	Do Code Practice 2 on text online editor and submit the shareable link. **Code Practice** **Preparation.** Open the **Meeting 7 - For Loop** project on **Repl.it** **Task** Steve plays games every day, he is given 2 hours to play games. Time spent playing games every day of the week: • Monday: 2 hours • Tuesday: 2 hours • Wednesday : 3 hours • Thursday: 3 hours • Friday: 1 hour • Saturday : 4 hours • Sunday : 5 hours Create a program to display the total time Steve spent playing the game and the number of times he exceeded the game time limit. *Hint* : Use the concepts of variables, arrays, for loops, and conditionals!	 https://www.programiz.com/online-compiler/78tvTWYiCDnHY
Meeting 8		

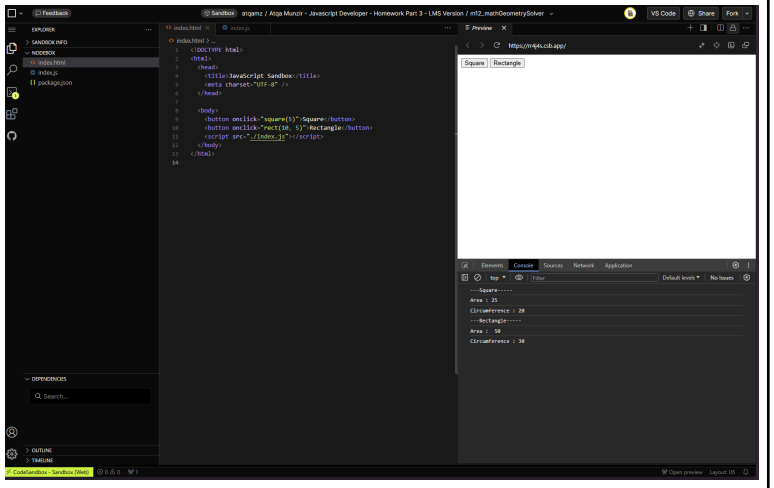
1	Do Written Exam on Meeting 8 and screenshot the result 	 [Beginner JS -Middle Test]
Meeting 9		
1.	Do Code Practice 1 on text online editor and submit the shareable link. 	 [https://www.programiz.com/online-compiler/6K0J9X6LI1LM3]

2.	Do Code Practice 2 on text online editor and submit the shareable link. **Code Practice** **Preparation.** Create a new project named **Meeting 9 - Conditional Loop in Repl.it** **Task** 1. In the keyword project, try changing the form of the code to a do-while loop. 2. Create a program to continuously randomize a number from 0-10 using the `Math.Random` method. If the number that comes out is 5, then stop the program and display the random number. **Hint :** • Store the random number in the `randomNumber` variable. • Save the number 5 in the `expectedNumber` variable. • As long as the values of `randomNumber` and `expectedNumber` are not the same, repeat randomizing the numbers.	 https://www.programiz.com/online-compiler/4zoM8uhqB2Hz4
Meeting 10		
1.	Do project 1. Calculator on text online editor and submit the shareable link. **Project 1: Calculator** **Let's make a calculator program that can operate 2 numbers!** **What is variable?** In the calculator program, which data type will be used the most? **Do you still remember what Expression is?** What is the example of an Expression that will be used?	 https://www.programiz.com/online-compiler/

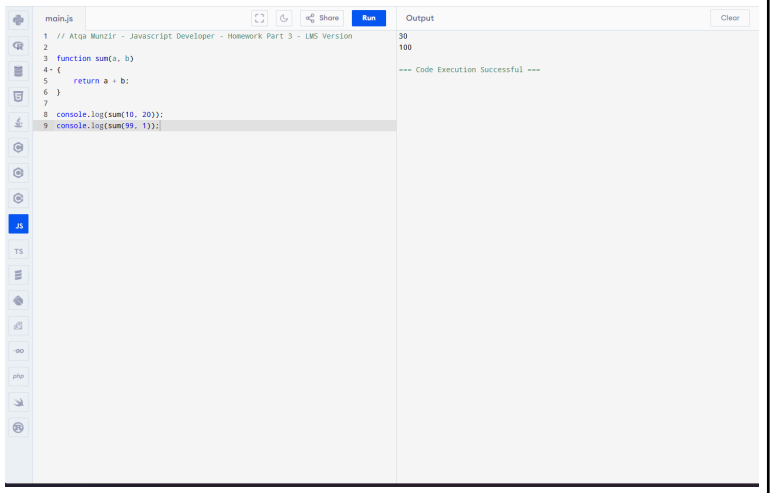
		0OD3FvXNZKMOK
2.	Do project 2. Trivia on text online editor and submit the shareable link.  	 https://www.programiz.com/online-compiler/4ABomGdRgs8ko
Meeting 11		

1.	Do project Food Recommendation on text online editor and submit the shareable link.
	
	Step 1
	
	Do you often feel confused when you want to choose food or not?
	
	Let's make a program to recommend food!
	Food will be divided into 2 categories: rice and noodles
	
	Preparation.
	
	Create a new project named **Meeting 11 - Food Recommendation** on Repl.it
	
	Task
	
	1. Open the **index.html** file then create 2 buttons with this code.
	
	`<body>`
	`  <!-- write the code below -->`
		
		
		https://codesandbox.io/p/sandbox/m11-foodrecommendation-j63wjg

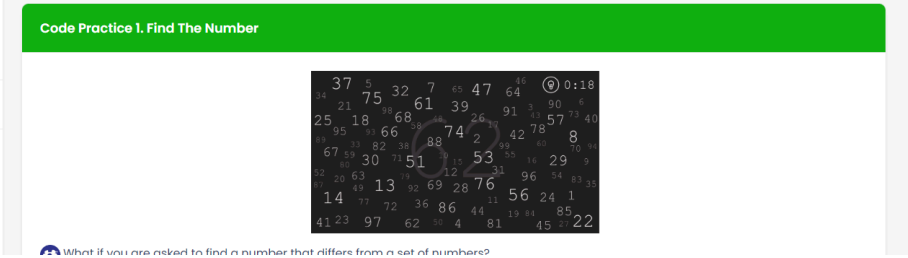
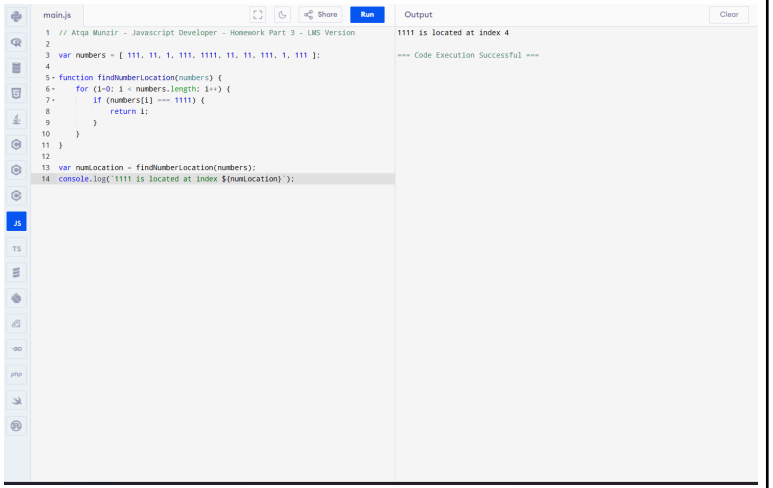
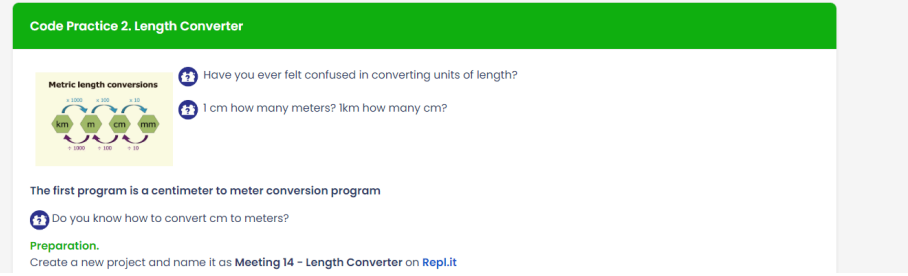
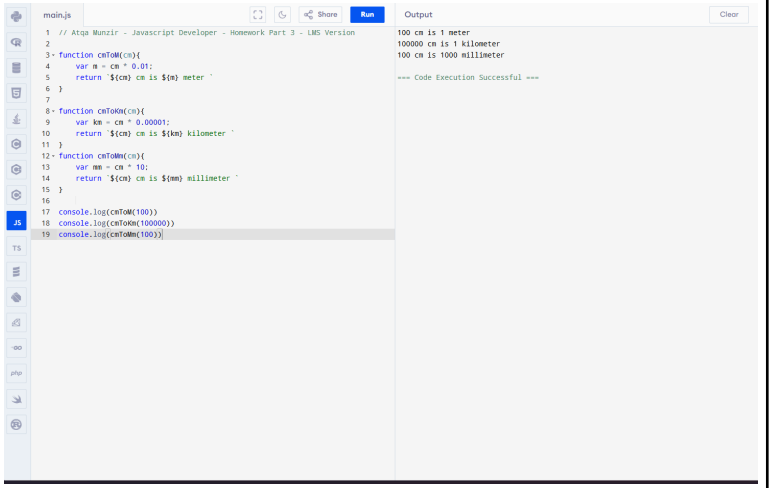
Meeting 12

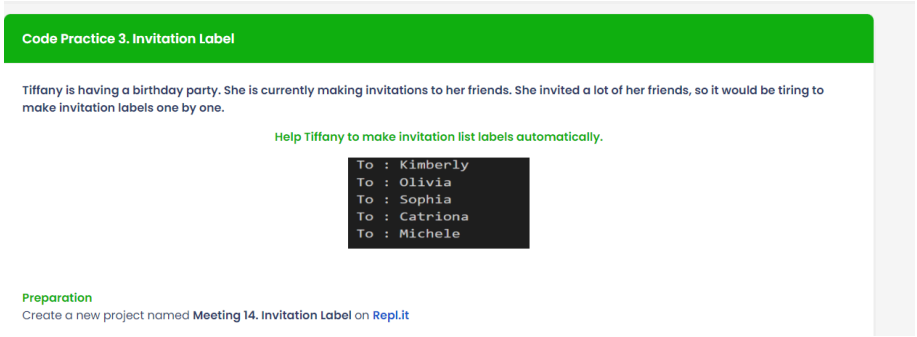
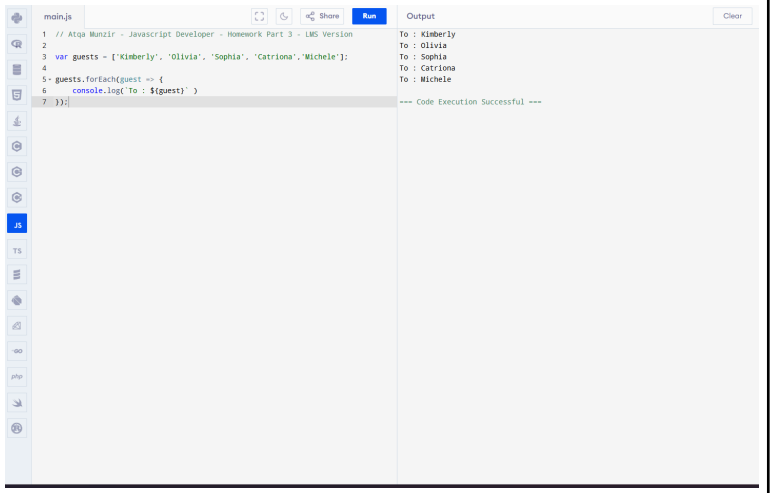
1.	Do Code Practice 2. Math Geometry on text online editor and submit the shareable link.
	
	Step 1
	
	Wouldn't it be fun if you could create a program to help answer math questions?
	
	Let's create a program that automatically calculates the area and perimeter of a 2D shape.
	
	Preparation.
	Create a new project named **Meeting 12 - Math Geometry Solver** on Repl.it
	
	Task
	
	1. Open the index.html file then create 2 buttons with this code
	
	`<body>`
	`  <!-- write the code below -->`
	`  <button>Rectangle</button>`
	`  <button>Square</button>`
	`  <!-- write only the code above -->`
	`</body>`
		
		
		https://codesandbox.io/p/sandbox/rr4j4s

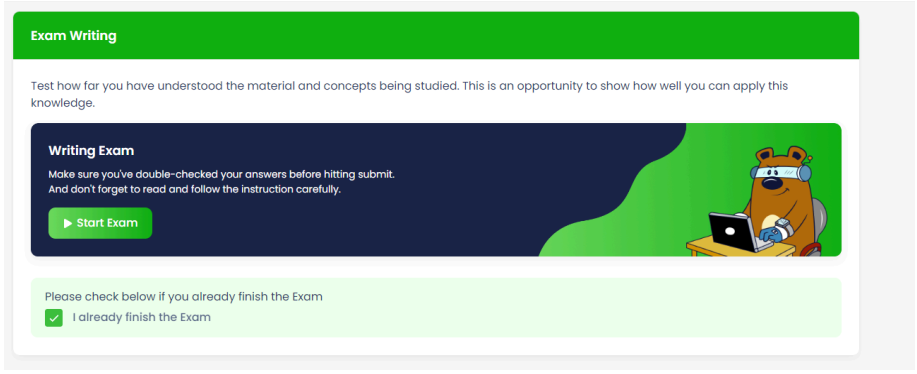
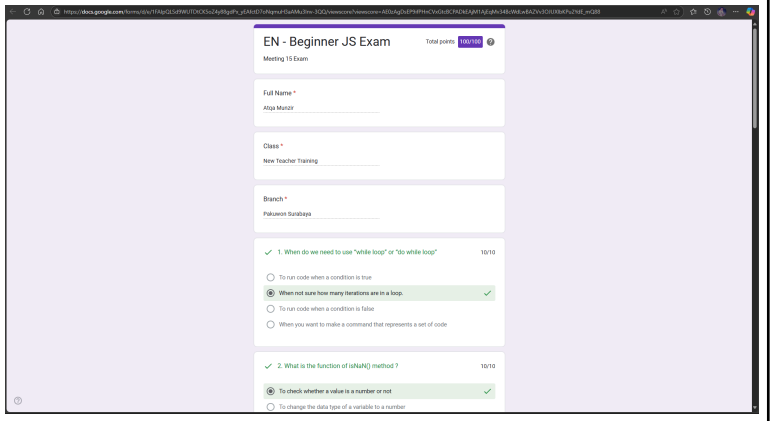
Meeting 13

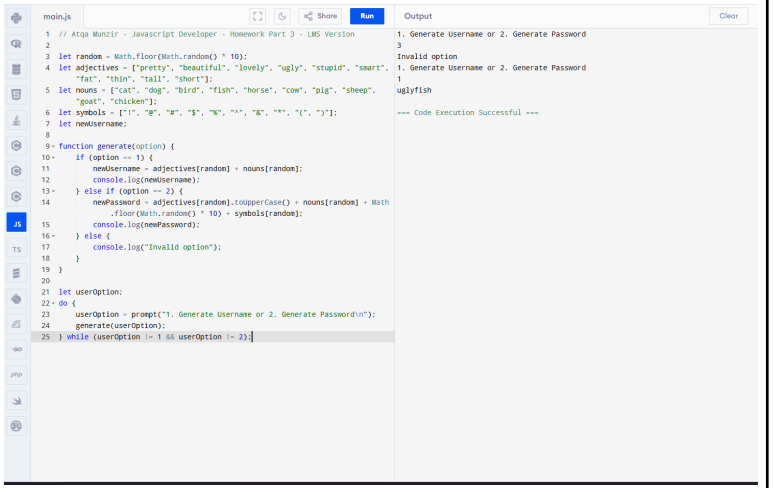
1.	Do Code Practice 2 on text online editor and submit the shareable link. **Code Practice 2** **Preparation.** Create a new project and name it as **Meeting 13-Arrow Function** on **Repl.it** **Task** **1.** Create a function called **sum** that serves to add up 2 parameter values using the Arrow Function syntax. **2.** Try making the function call below: Make sure the results match `sum(10,20)` → 30 `sum(99,1)` → 100	 https://www.programiz.com/online-compiler/0ds2ZwKQBheHU

Meeting 14

1.	Do Code Practice 1. Find The Number on text online editor and submit the shareable link.  	 https://www.programiz.com/online-compiler/5Wv4VZAzd3GsW
2.	Do Code Practice 2. Length Converter on text online editor and submit the shareable link.  	 https://www.programiz.com/online-compiler/1ABomj5vGsi6Z

3.	Do Code Practice 3. Invitation Label on text online editor and submit the shareable link.
	 
	Code Practice 3. Invitation Label
	Tiffany is having a birthday party. She is currently making invitations to her friends. She invited a lot of her friends, so it would be tiring to make invitation labels one by one.
	Help Tiffany to make invitation list labels automatically.
	`To : Kimberly`
	`To : Olivia`
	`To : Sophia`
	`To : Catriona`
	`To : Michele`
	Preparation
	Create a new project named **Meeting 14. Invitation Label** on Repl.it
		
		main.js
		Run
		Output
		Clear
		`// Atqa Munzir - Javascript Developer - Homework Part 3 - LMS Version`
		`var guests = ['Kimberly', 'Olivia', 'Sophia', 'Catriona','Michele'];`
		`guests.forEach(guest => {`
		`console.log(`To : ${guest}` )`
		`});`
		`To : Kimberly`
		`To : Olivia`
		`To : Sophia`
		`To : Catriona`
		`To : Michele`
		`=== Code Execution Successful ===`
		https://www.programiz.com/online-compiler/28tvTqffnDwSu

Meeting 15 & 16		
1	Do Written Exam on Meeting 15 and screenshot the result  **Exam Writing** Test how far you have understood the material and concepts being studied. This is an opportunity to show how well you can apply this knowledge. **Writing Exam** Make sure you've double-checked your answers before hitting submit. And don't forget to read and follow the instruction carefully. ▶ Start Exam Please check below if you already finish the Exam I already finish the Exam	 EN - Beginner JS Exam Total points 100/100 Meeting 15 Exam Full Name * Atqa Munzir Class * New Teacher Training Branch * Pakuwon Surabaya 1. When do we need to use "while loop" or "do while loop" 10/10 To run code when a condition is true When not sure how many iterations are in a loop. To run code when a condition is false When you want to make a command that represents a set of code 2. What is the function of isNaN() method ? 10/10 To check whether a value is a number or not To change the data type of a variable to a number EN - Beginner JS Exam

2	Do the Exam Coding on Meeting 15 and submit the shareable link.	
		main.js
		Share
		Run
		Output
		Clear
		// Atqa Munzir - Javascript Developer - Homework Part 3 - LMS Version
		let random = Math.floor(Math.random() * 10);
		let adjectives = ["pretty", "beautiful", "lovely", "ugly", "stupid", "smart", "fat", "thin", "tall", "short"];
		let nouns = ["cat", "dog", "bird", "fish", "horse", "cow", "pig", "sheep", "goat", "chicken"];
		let symbols = ["!", "@", "#", "$", "%", "^", "&", "*", "(", ")"];
		let newUsername;
		function generate(option) {
		if (option == 1) {
		newUsername = adjectives[random] + nouns[random];
		console.log(newUsername);
		} else if (option == 2) {
		newPassword = adjectives[random].toUpperCase() + nouns[random] + Math.floor(Math.random() * 10) + symbols[random];
		console.log(newPassword);
		} else {
		console.log("Invalid option");
		}
		}
		let userOption;
		do {
		userOption = prompt("1. Generate Username or 2. Generate Password\n");
		generate(userOption);
		} while (userOption != 1 && userOption != 2);
		1. Generate Username or 2. Generate Password
		3
		Invalid option
		1. Generate Username or 2. Generate Password
		1
		uglyfish
		=== Code Execution Successful ===
		https://www.programiz.com/online-compiler/3hIfcKAZ5qtSz