

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.

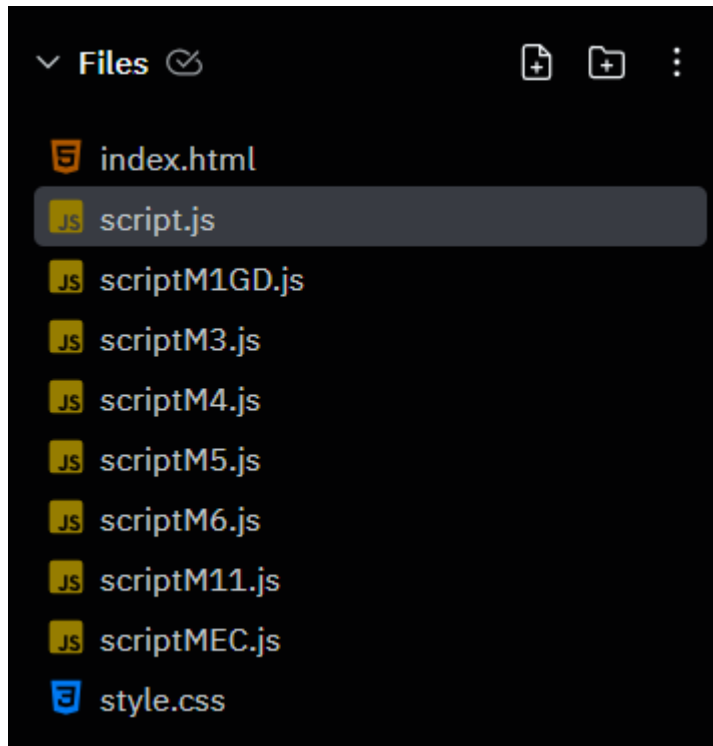
Teens	Teens JavaScript Programmer	English	Self Learning
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4. Learn the material and do the assignment!

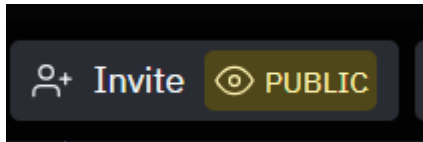
Assignment:

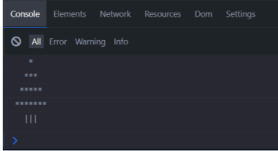
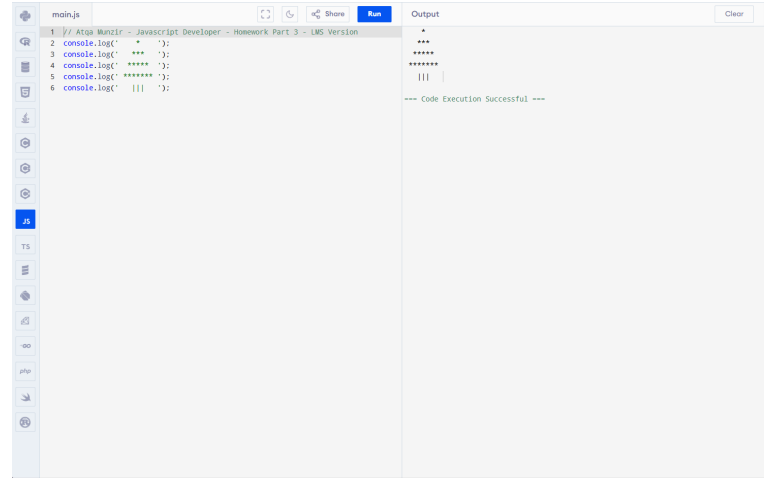
You are required to learn materials from meetings 1-16. Additionally, for coding practices and projects, you must submit a **Shareable Online Text Editor Link (e.g Replit)**. Good luck ^^

- 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.



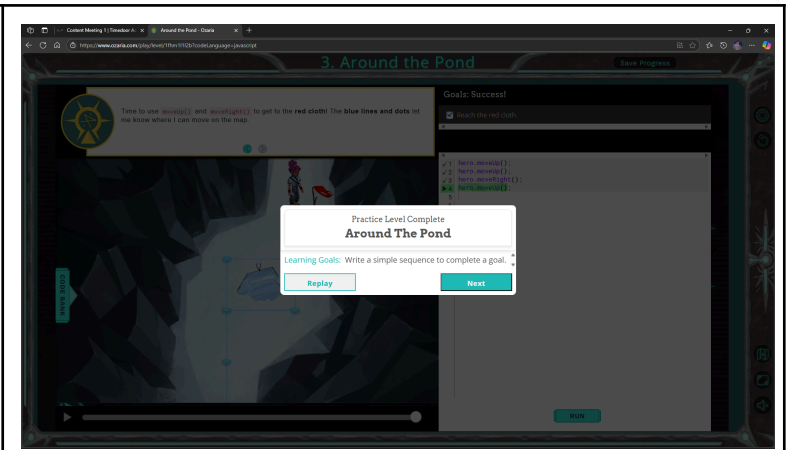
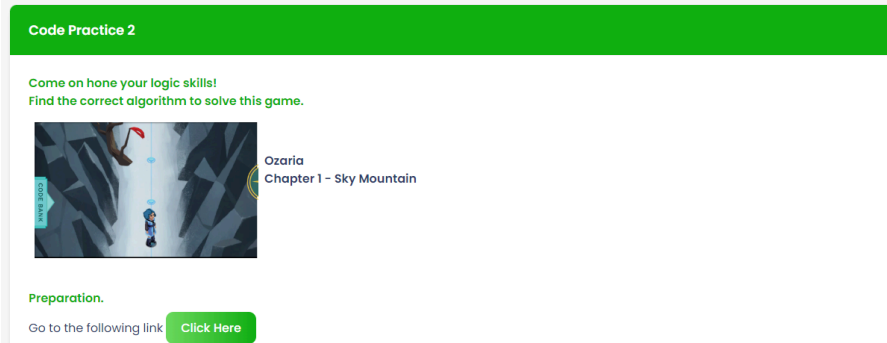
- Or if you prefer to separating file, please make sure each link contains correct project (need share many links)
- Make sure the link can be visible to public



Name:	
Online Text Editor Sharable Link: <i>(fill this, if you compile your project in one file)</i>	
Instruction	
Submission (link/screenshot) <i>(fill this, if you compile your project in separated file)</i>	
Meeting 1	
1.	<p>Do Code Practice 1 (task 1 and task 2) on text online editor and submit the shareable link.</p> <p>Draw Christmas Tree</p> <p>1. In the previous project file, add the following code.</p> <pre>console.log(' * '); console.log(' *** '); console.log(' ***** '); console.log(' ******* '); console.log(' ');</pre> <p>2. Save and run the program, do you see the Christmas tree image on the console?</p> 
	 <p>https://www.programiz.com/online-compiler/8LhgR0an0S14m</p>

2.

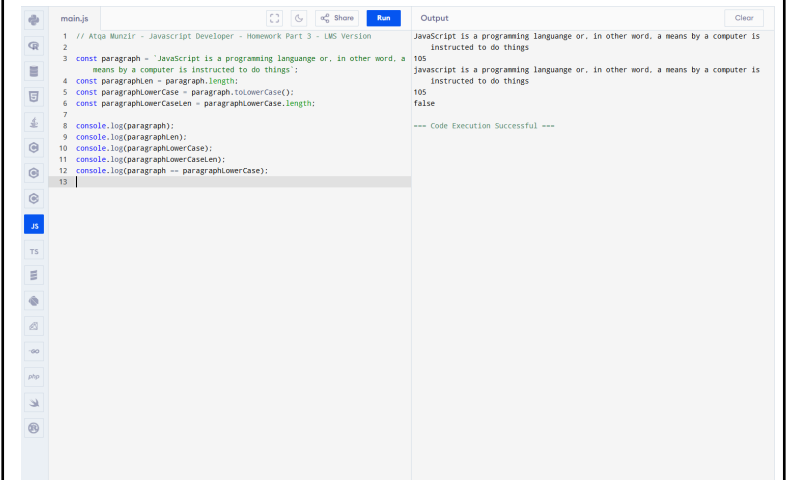
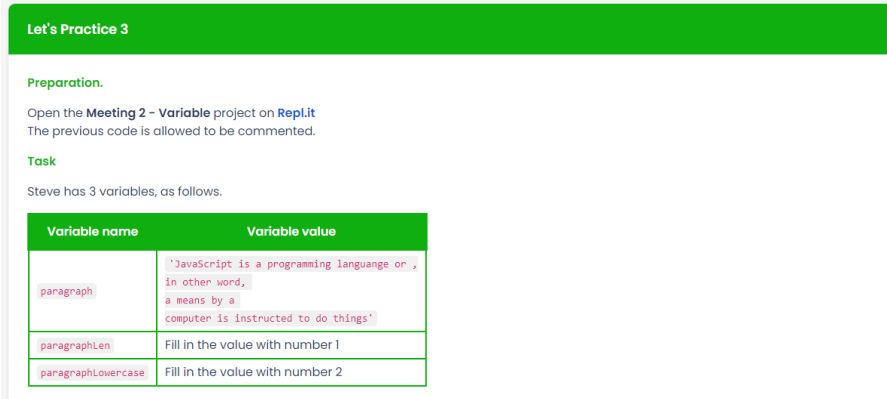
Do Code Practice 2 – Ozaria. Play until level 3 and submit the screenshot.



Meeting 2

1.

Do Code Practice 3 on text online editor and submit the shareable link.



<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 Steve's need to get the next XP!
Use the mod operators and variables, then find your way to get the results you want.

Expected result : 142

```
main.js
1 // Atqa Munzir - Javascript Developer - Homework Part 3 - LMS Version
2
3 let currentScore = 1858;
4 const xpInterval = 500;
5
6 let pointsIntoCurrentInterval = currentScore % xpInterval;
7
8 let pointsNeeded = xpInterval - pointsIntoCurrentInterval;
9
10 console.log("Current Score:", currentScore);
11 console.log("XP awarded at multiples of:", xpInterval);
12 console.log("Points past last XP interval:", pointsIntoCurrentInterval);
13 console.log("Steve needs", pointsNeeded, "scores to collect to get the next XP!");
14
15
```

Output
Current Score: 1858
XP awarded at multiples of: 500
Points past last XP interval: 358
Steve needs 142 scores to collect to get the next XP!
--- Code Execution Successful ---

<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)

```
main.js
1 // Atqa Munzir - Javascript Developer - Homework Part 3 - LMS Version
2
3 // Task 1
4 console.log("Task 1");
5 let shoppingList = [ "Wheat bread", "Pasta", "Tomato sauce", "Lowfat yogurt", "Butter" ];
6
7 const importantToBuy = shoppingList[0];
8 shoppingList[3] = "Soy Milk";
9
10 console.log(shoppingList);
11 console.log(importantToBuy);
12 console.log(shoppingList.length);
13
14 console.log("\n\n\n");
15
16 // Task 2
17 console.log("Task 2");
18
19 let holidayPlans = [ "Paris", "Tokyo", "Sydney", "New York" ];
20
21 console.log("Before");
22 console.log(holidayPlans);
23
24 holidayPlans.push("Ball");
25 holidayPlans.push("Hokkaido");
26
27 console.log("After");
28 console.log(holidayPlans);
```

Output
Task 1
['Wheat bread', 'Pasta', 'Tomato sauce', 'Soy Milk', 'Butter']
Wheat bread
5

Task 2
Before
['Paris', 'Tokyo', 'Sydney', 'New York']
After
['Paris', 'Tokyo', 'Sydney', 'New York', 'Ball', 'Hokkaido']
--- Code Execution Successful ---

Code Practice 3

Task 1

Preparation.

Open the **Meeting 4 – Array** project on [Repl.it](#) before, and continue to the previous project about Gojo's Mother.

1. Save Mrs. Gojo's monthly shopping list in an Array.
2. Wheat bread is the most important list to buy. Take the wheat bread data from the array and store it in a variable named `importantToBuy`.
3. Gojo's mother changed her mind, she wanted to buy Soy Milk instead of Lowfat Yogurt. Replace the data in the array, please!
4. Use the `method length`, how long is the array?

Task 2

If you have done Task 1, comment on the previous code and do the following task.



1. Mrs. Gojo is planning a fun vacation with her family. Create an array called `holidayPlans` that contains several names of vacation destinations they want to visit. The destinations they want to visit are Paris, Tokyo, Sidney, New York. Display the contents of the `holidayPlans` array in the console.

<https://www.programiz.com/online-compiler/5vCXr8DKjafL5>

Meeting 5

1.

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)

```
main.js
68 let testTotalPaymentList = [ 200000, 100000, 25000 ];
69 let testIsMemberList = [ true, false, true ];
70
71 for (let i = 0; i < testTotalPaymentList.length; i++)
72 {
73   if (testIsMemberList[i])
74   {
75     console.log(
76       testTotalPaymentList[i],
77       "Discount ",
78       testTotalPaymentList[i] - (testTotalPaymentList[i] * 0.1),
79     );
80   }
81   else
82   {
83     console.log(testTotalPaymentList[i], "No Discount");
84   }
85 }
86
87 console.log("\n\n\n");
88 // Task 5
89 console.log("Task 5");
90 let testChosenPlayerList = [ "Knight", "Wizard", "Atque" ];
91
92 for (let i = 0; i < testChosenPlayerList.length; i++)
93 {
94   if (testChosenPlayerList[i] == "Knight")
95   {
96     console.log("Welcome, Knight the hero!");
97   }
98   else if (testChosenPlayerList[i] == "Wizard")
99   {
100    console.log("Welcome, Wizard the witch!");
101  }
102  else
103  {
104    console.log("Welcome, Nobody!");
105  }
106 }
107
```

Output

Task 1
Negative
Positive
Not positive or negative

Task 2
Not Eligible
Eligible
Eligible

Task 3
Grade A
Grade B
Grade C
Grade D

Task 4
200000 Discount 180000
100000 No Discount
25000 Discount 22500

Task 5
Welcome, Knight the hero!
Welcome, Wizard the witch!
Welcome, Nobody!

==== Code Execution Successful ====

<https://www.programiz.com/online-compiler/>

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 `chosenPlayer` 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!".

[9FWGovGB697BI](#)

2.

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)

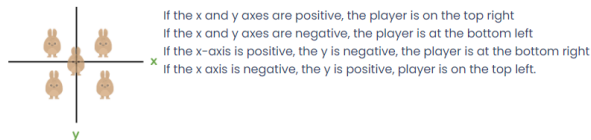
Code Practice

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.



```
main.js
10 let playerX = testPlayerX(1);
11 let playerY = testPlayerY(1);
12 if (playerX == 0 && playerY == 0)
13 {
14   console.log("Player is in the middle");
15 }
16 else if (playerX > 0 && playerY > 0)
17 {
18   console.log("Player is on the top right");
19 }
20 else if (playerX < 0 && playerY < 0)
21 {
22   console.log("Player is at the bottom left");
23 }
24 else if (playerX > 0 && playerY < 0)
25 {
26   console.log("Player is at the bottom right");
27 }
28 }
29
30 console.log("\n\n");
31 // Task 2
32 console.log("Task 2");
33
34 let testLife = [ 10, 0, 3 ];
35 let testTime = [ 10, 0, 10 ];
36
37 for (let i = 0; i < testLife.length; i++)
38 {
39   let life = testLife[i];
40   let time = testTime[i];
41   if (life <= 0 || time <= 0)
42   {
43     console.log("Game Over");
44   }
45   else
46   {
47     console.log("Game On");
48   }
49 }
```

Output

Task 1
Player is on the top right
Player is at the bottom left
Player is in the middle

Task 2
Game On
Game Over
Game On

=== Code Execution Successful ===

<https://www.programiz.com/online-compiler/9CcKIFsAvpGjv>

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](#)

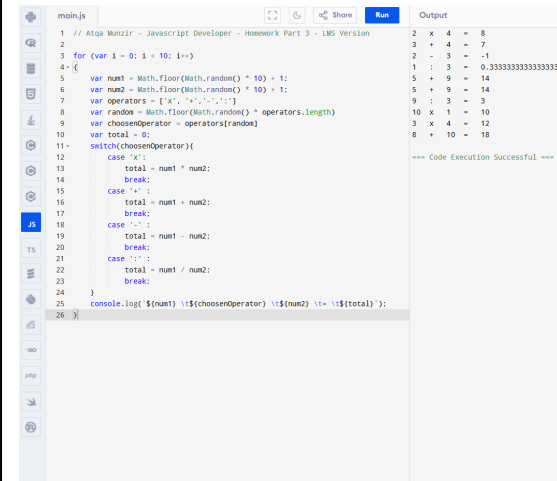
Task

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 chosenOperator = operators[random]
switch('// Number 2 //'){
  case '// Number 3 //':
    total = num1 '// Number 4 //' num2;
    console.log(total)
    break;
  case '// Number 5 //' :
    '// Number 6 //'
```



```
main.js
1 // Atqa Munzir - Javascript Developer - Homework Part 3 - LMS Version
2
3 for (var i = 0; i < 10; i++)
4 {
5   var num1 = Math.floor(Math.random() * 10) + 1;
6   var num2 = Math.floor(Math.random() * 10) + 1;
7   var operators = ['x', '+', '-', '/'];
8   var random = Math.floor(Math.random() * operators.length)
9   var chosenOperator = operators[random]
10  var total = 0;
11  switch(chosenOperator){
12    case 'x':
13      total = num1 * num2;
14      break;
15    case '+':
16      total = num1 + num2;
17      break;
18    case '-':
19      total = num1 - num2;
20      break;
21    case '/':
22      total = num1 / num2;
23      break;
24  }
25  console.log(`${num1} \`${chosenOperator} \`${num2} \`${total}`);
26 }
```

Output

```
2 x 4 = 8
3 + 4 = 7
2 - 3 = -1
1 : 3 = 0.3333333333333333
5 + 9 = 14
5 + 9 = 14
9 : 3 = 3
10 x 1 = 10
3 x 4 = 12
8 + 10 = 18
```

Code Execution Successful

<https://www.programiz.com/online-compiler/7JeTNV3YJ7Dop>

2.

Do Code Practice 2 on text online editor and submit the shareable link.

Code Practice

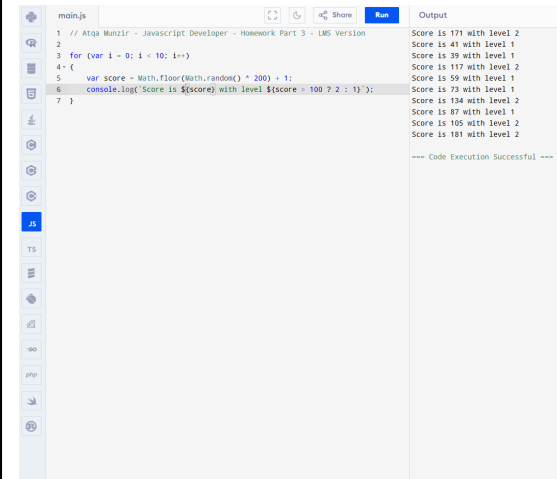
Preparation.

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**



```
main.js
1 // Atqa Munzir - Javascript Developer - Homework Part 3 - LMS Version
2
3 for (var i = 0; i < 10; i++)
4 {
5   var score = Math.floor(Math.random() * 200) + 1;
6   console.log(`Score is ${score} with level ${score > 100 ? 2 : 1}`);
7 }
```

Output

```
Score is 171 with level 2
Score is 41 with level 1
Score is 39 with level 1
Score is 117 with level 2
Score is 59 with level 1
Score is 73 with level 1
Score is 134 with level 2
Score is 87 with level 1
Score is 105 with level 2
Score is 181 with level 2
```

Code Execution Successful

<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
1 // Atqa Munzir - Javascript Developer - Homework Part 3 - LMS Version
2
3 // Task 1
4 console.log("Task 1");
5 for (let i = 0; i < 20; i++)
6 {
7   console.log("I'm Atqa Munzir");
8 }
9 console.log("\n\n\n");
10 // Task 2
11 console.log("Task 2");
12 for (let i = 0; i < 20; i++) {
13   process.stdout.write(i + " ");
14 }
15
16 console.log("\n\n\n");
17 // Task 3
18 console.log("Task 3");
19 for (let i = 1; i <= 20; i++) {
20   process.stdout.write((i * 5) + " ");
21 }
22 }
```

Output

```
Task 1
I'm Atqa Munzir
I'm Atqa Munzir
I'm Atqa Munzir
I'm Atqa Munzir
I'm Atqa Munzir
I'm Atqa Munzir
I'm Atqa Munzir
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I'm Atqa Munzir

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!

```
1 // Atqa Munzir - Javascript Developer - Homework Part 3 - LMS Version
2
3 let days = ['Monday', 'Tuesday', 'Wednesday', 'Thursday', 'Friday',
4             'Saturday', 'Sunday'];
5 let hours = [2, 2, 3, 3, 1, 4, 5];
6 let totalHours = 0;
7 let exceededHours = 0;
8
9 for (let i = 0; i < days.length; i++) {
10   totalHours += hours[i];
11   if (hours[i] > 2) {
12     exceededHours++;
13   }
14 }
15 console.log('Total hours spent playing games: ' + totalHours);
16 console.log('Number of times he exceeded the game time limit: ' +
17   exceededHours);
```

Output

```
Total hours spent playing games: 20
Number of times he exceeded the game time limit: 4
--- Code Execution Successful ---
```

<https://www.programiz.com/online-compiler/78tvTWYiCDnHY>

Meeting 8

1

Do Written Exam on Meeting 8 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

[Beginner JS - Middle Test](#)

Meeting 9

1.

Do Code Practice 1 on text online editor and submit the shareable link.

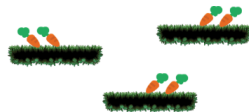
Code Practice

Preparation.

Create a new project named **Meeting 9 - Nested For Loop** [Repl.it](#)

Task

Steve is making a game with theme of platformer.
Help Steve to create a scene from the game.
He needs to make 3 platforms and each platform contains 2 carrots.



Make sure the console appears like the output below!

<https://www.programiz.com/online-compiler/6K0J9X6LIILM3>

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.

```
main.js
1 // Atqaz Munzir - Javascript Developer - Homework Part 3 - LMS Version
2
3 // Keyword Project
4 console.log("Keyword Project");
5 const password1 = "TimedoorKeyword";
6 let input1 = prompt("Enter password:");
7
8 while (input1 !== password1) {
9   input1 = prompt("Wrong password. \nPlease try again: ");
10 }
11
12 alert("You have successfully logged in!");
13
14 console.log("Task 1");
15 // Task 1
16 console.log("Task 1");
17 const password2 = "TimedoorTask1";
18 let input2 = prompt("Enter password:");
19
20 do {
21   input2 = prompt("Wrong password. \nPlease try again: ");
22 } while (input2 !== password2)
23
24 alert("You have successfully logged in!");
25
26 console.log("Task 2");
27 // Task 2
28 console.log("Task 2");
29 let randomNumber;
30 let expectedNumber = 5;
31
32 do {
33   randomNumber = Math.floor(Math.random() * 10) + 1;
34   console.log(randomNumber);
35 } while (randomNumber !== expectedNumber);
36
37 console.log("The random number is: " + randomNumber);
```

Output

Keyword Project
Enter password : awikwok
Wrong password.
Please try again : TimedoorKeyword
You have successfully logged in!

Task 1
Enter password : awikwok
Wrong password.
Please try again : TimedoorTask1
You have successfully logged in!

Task 2
8
9
4
8
7
5
The random number is: 5
=== Code Execution Successful ===

<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?

```
main.js
1 // Atqaz Munzir - Javascript Developer - Homework Part 3 - LMS Version
2
3 var operator = prompt("Enter operator( +, -, * or / ):");
4 var number1 = parseFloat(prompt("Enter first number:"));
5 var number2 = parseFloat(prompt("Enter second number:"));
6 var result;
7
8 if (!isNaN(number1) && !isNaN(number2)) {
9   switch(operator) {
10     case "+":
11       result = number1 + number2;
12       break;
13     case "-":
14       result = number1 - number2;
15       break;
16     case "*":
17       result = number1 * number2;
18       break;
19     case "/":
20       result = number1 / number2;
21       break;
22     default:
23       alert("Invalid operator");
24       break;
25   }
26 } else {
27   alert("Your input is not a number");
28 }
29
30 console.log(`${number1} ${operator} ${number2} is: ${result}`);
```

Output

Enter operator(+, -, * or /) : +
Enter first number : 5
Enter second number : 23
5 * 23 = 115
=== Code Execution Successful ===

<https://www.programiz.com/online-compiler/>

2.

Do project 2. Trivia on text online editor and submit the shareable link.

Project 2: Trivia

Let's make a Trivia Project.

In this project you will make 5 quizzes that must be answered with the Country theme. You will be asked some questions as long as the questions are still available and get a score if the answer is correct.

How do you imagine the algorithm?

Let's take a look here!

Have you imagined how the algorithm of the program ya will make?

Your teacher will show you the results too!

[0OD3FvXNZKMOK](#)

main.js

```
1 // Atqa Munzir - Javascript Developer - Homework Part 3 - LMS Version
2
3 var questionList = [
4   "what country has the longest coastline in the world?",
5   "By size, what is the smallest country in the world?",
6   "Which country has a unicorn as it's national animal?",
7   "Which country is home to the world's tallest building?",
8   "Officially, what is the coldest country in the world?"
9 ];
10 var answerKeyList = ["canada", "vatican city", "scotland", "united arab
    emirates", "russia" ];
11 var life = 3;
12 var score = 0;
13 var i = 0;
14
15 do {
16   var playerAnswer = prompt(questionList[i].toLowerCase());
17   var answerKey = answerKeyList[i];
18   if (playerAnswer === answerKey) {
19     score++;
20   } else {
21     life--;
22     if (life === 0) {
23       break;
24     }
25   }
26   i++;
27 } while (i < questionList.length);
28
29 console.log("Your score is" + score + "and remaining life is" + life);
```

Output

What country has the longest coastline in the world?canada
By size, what is the smallest country in the world?vatican city
Which country has a unicorn as it's national animal?scotland
Which country is home to the world's tallest building?united arab emirates
Officially, what is the coldest country in the world?russia
Your score 5 and remaining life 3

=== Code Execution Successful ===

<https://www.programiz.com/online-compiler/4ABomGdRgs8ko>

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

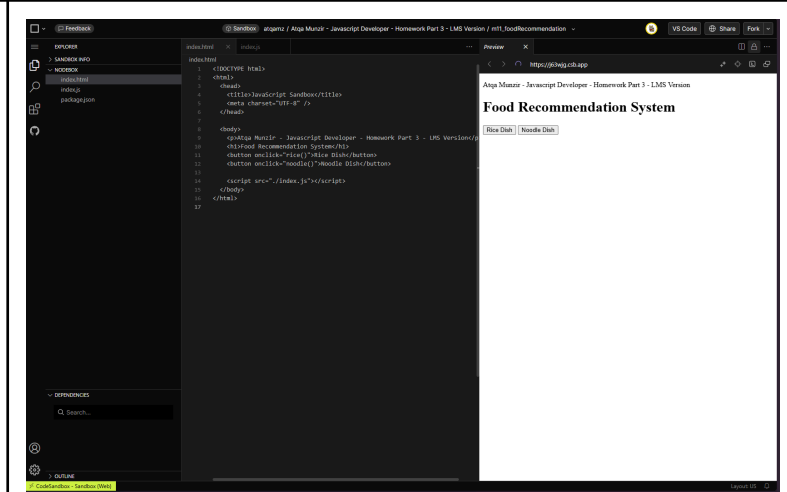
Preparation.

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-food-recommendation-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.

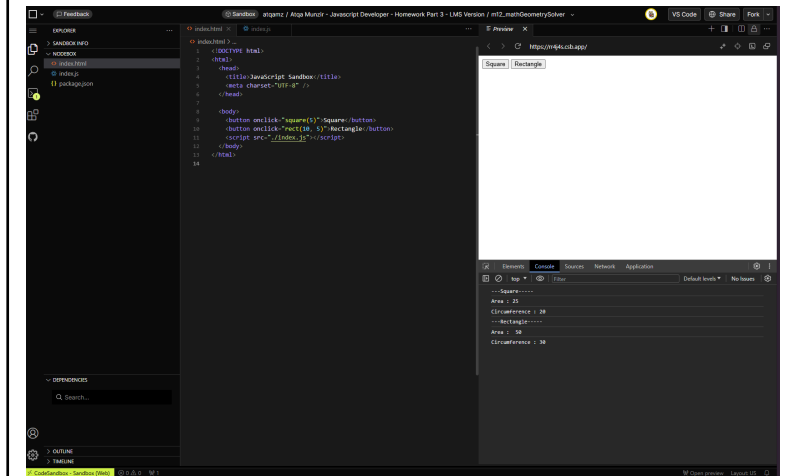
Preparation.

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

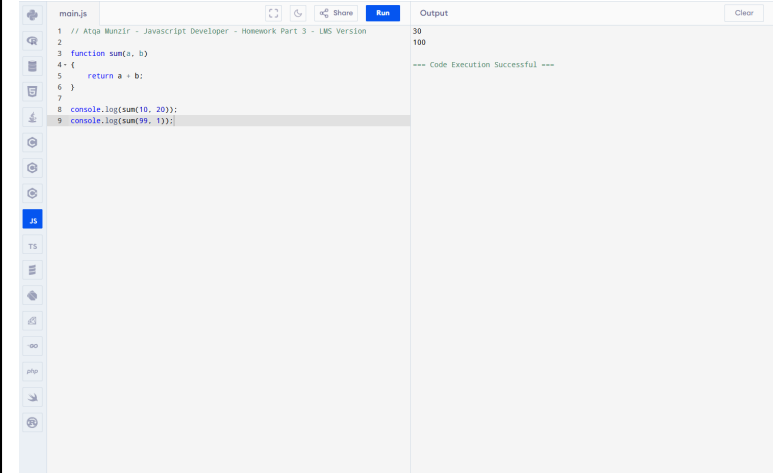
Preparation.

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

Function call	Expected Result
<code>sum(10,20)</code>	30
<code>sum(99,1)</code>	100



The screenshot shows an online code editor with a file named 'main.js'. The code defines a function 'sum(a, b)' that returns 'a + b'. It then calls 'console.log(sum(10, 20))' and 'console.log(sum(99, 1))'. The output on the right shows '30' and '100', with a message 'Code Execution Successful'.

```
1 // Atqa Munzir - Javascript Developer - Homework Part 3 - LMS Version
2
3 function sum(a, b)
4 {
5   return a + b;
6 }
7
8 console.log(sum(10, 20));
9 console.log(sum(99, 1));
```

Output

```
30
100
--- Code Execution Successful ---
```


<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.

Code Practice 1. Find The Number



What if you are asked to find a number that differs from a set of numbers?

```
main.js
1 // Atqa Munzir - Javascript Developer - Homework Part 3 - LMS Version
2
3 var numbers = [ 111, 11, 1, 111, 1111, 11, 11, 111, 1, 111 ];
4
5 function findNumberLocation(numbers) {
6   for (i=0; i < numbers.length; i++) {
7     if (numbers[i] === 1111) {
8       return i;
9     }
10  }
11 }
12
13 var numLocation = findNumberLocation(numbers);
14 console.log('1111 is located at index ' + numLocation);
```

Output

1111 is located at index 4

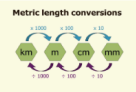
==== Code Execution Successful ====

<https://www.programiz.com/online-compiler/5Wv4VZAzd3GsW>

2.

Do Code Practice 2. Length Converter on text online editor and submit the shareable link.

Code Practice 2. Length Converter



Have you ever felt confused in converting units of length?

1 cm how many meters? 1km how many cm?

The first program is a centimeter to meter conversion program

Do you know how to convert cm to meters?

Preparation.
Create a new project and name it as **Meeting 14 - Length Converter** on **Repl.it**

```
main.js
1 // Atqa Munzir - Javascript Developer - Homework Part 3 - LMS Version
2
3 function cmToM(cm){
4   var m = cm * 0.01;
5   return `${cm} cm is ${m} meter `
6 }
7
8 function cmToKm(cm){
9   var km = cm * 0.0001;
10  return `${cm} cm is ${km} kilometer `
11 }
12 function cmToMm(cm){
13   var mm = cm * 10;
14   return `${cm} cm is ${mm} millimeter `
15 }
16
17 console.log(cmToM(100));
18 console.log(cmToKm(100000));
19 console.log(cmToMm(100));
```

Output

100 cm is 1 meter
100000 cm is 1 kilometer
100 cm is 1000 millimeter

==== Code Execution Successful ====

<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  
1 // Atqa Munzir - Javascript Developer - Homework Part 3 - LMS Version  
2  
3 var guests = ['Kimberly', 'Olivia', 'Sophia', 'Catriona', 'Michele'];  
4  
5 guests.forEach(guest => {  
6   console.log('To : ' + guest);  
7 });
```

Output
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 *
Palmetto Sandbags

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
1 // Ataq Munzir - Javascript Developer - Homework Part 3 - LMS Version
2
3 let random = Math.floor(Math.random() * 10);
4 let adjectives = ["pretty", "beautiful", "lovely", "ugly", "stupid", "smart",
  "fat", "thin", "tall", "short"];
5 let nouns = ["cat", "dog", "bird", "fish", "horse", "cow", "pig", "sheep",
  "goat", "chicken"];
6 let symbols = ["!", "@", "#", "$", "%", "&", "*", "(", ")", "~"];
7 let newUsername;
8
9- function generate(option) {
10-   if (option == 1) {
11     newUsername = adjectives[random] + nouns[random];
12     console.log(newUsername);
13-   } else if (option == 2) {
14     newPassword = adjectives[random].toUpperCase() + nouns[random] + Math
      .floor(Math.random() * 10) + symbols[random];
15     console.log(newPassword);
16-   } else {
17     console.log("Invalid option");
18   }
19 }
20
21 let userOption;
22- do {
23   userOption = prompt("1. Generate Username or 2. Generate Password");
24   generate(userOption);
25 } while (userOption != 1 && userOption != 2);
```

Output

```
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>