

Lab 5_1 [20 points] Conditional Statements

Objectives

- Practice if...else if ... else structure; switch; in JavaScript
- Create and use JavaScript functions
- Practice debugging and error correction

What to do

Please follow the steps to complete debugging and function creation tasks. Detailed steps are given in the comments of the lab5_1.js file. Please follow step by step

1. [2 points] Reproduce the following webpage in html which ask the user to input a number from 1 to 5

Input a number from 1 to 5

It will tell whether it is an odd or even number here.

2. Write a function called checkNum() to
 - a. [2 points] check whether the user's input is a number. Hint: isNaN() function can be used
 - b. [6 points] check whether the number is in the range and whether it is odd or even. 3 points for making function checkNumIf() using if...else if...else structure. 3 points for making function checkNumSwitch() using switch structure

<p>Input a number from 1 to 5</p> <div><input type="text" value="6"/><input type="button" value="Check the Number"/></div> <p>It is not a number in the given range.</p>	<p>Input a number from 1 to 5</p> <div><input type="text" value="5"/><input type="button" value="Check the Number"/></div> <p>It is an odd number.</p>
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Note in task 2b, please prepare two different functions checkNumIf(), and checkNumSwitch() as candidate function to be used to check the odd or even. Hint: an evenNumber modulus 2 is 0.

Submission:

Zip the HTML and JavaScript files and submit to Brightspace.