//1.

<!DOCTYPE html>

<html>

<body>

 <script>

 alert( `I’m JavaScript!`);

 </script>

</body>

</html>

//2.

alert('I m invoked!');

//3.

alert("I'm JavaScript!");

alert('Hello')

alert(`Wor

 ld`)

alert(3 +

1

+ 2);

//4.

let admin=9, fname=10.5;

fname = "Guvi";

lname = "geek"

admin = fname+" "+lname;

alert(`${admin}`  );

//5.

let fname=10.5;

fname = "Guvi";

lname = "geek"

let name = fname+" "+lname;

alert( `hello ${name}`);

//6.

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

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

a=Number(a);

b=Number(b);

alert(a + b);

//7.

var a = "2" > "12";

if (!a) {

  console.log("Code is Blasted")

}

else

{

  console.log("Diffused")

}

//8.

let a = !prompt("Enter a number?");

if (a) {

 console.log( 'OMG it works for any number inc 0' );

}

else

{

 console.log( "Success" );

}

//9.

let value =  prompt('How many runs you scored in this ball');

value=Number(value);

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");

}

//10.

let login = 'Employee';

let message = (login == 'Employee') ?  'welcome Employee'  :

  (login == 'Director') ? 'Greetings' :

  (login == '') ? 'No login' :

  '';

console.log(message);

//11.

let message;

if (null || 2 || undefined )

{

 message = "welcome boss";

}

else

{

message = "Go away";

}

  console.log(message);

//12.

let message;

let lock = 2;

if (null && lock && undefined )

{

  message = "Go away";

}

else

{

 message = "welcome";

}

  console.log(message);

//13.

let message;

let lock = 2;

if (lock && " " && undefined )

{

  message = "Go away";

}

else

{

 message = "welcome";

}

console.log(message);

//14.

let i = 3;

while (i) {

  console.log( i-- );

}

let num

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

      num=i;

      console.log(num);

}

//15.

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

      console.log(num)

    }

//16.

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

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

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

}

//17.

let countdown = 100;

while (countdown > 0) {

  countdown++;

  if(countdown == 0)

  {

   console.log("bomb triggered");

  }

}

//18.

var lemein =" 0";//true

var lemeout = 0;//false

var msg = "";

if (lemein) {

 msg += "hi";

 }

if (lemeout) {

 msg += 'Hello';

}

console.log(msg);