**2.** [**https://medium.com/@reach2arunprakash/guvi-zen-class-find-the-culprits-and-nail-them-9ee6c67c44fb**](https://medium.com/@reach2arunprakash/guvi-zen-class-find-the-culprits-and-nail-them-9ee6c67c44fb)

**Part-1**

**1)**

<!DOCTYPE html>

<html>

<body>

 <script>

 alert( 'I’m JavaScript!');

 </script>

 Whats the error in this ?

</body>

</html>

**Explanation: The problem was with the quotes.**

**2)**

<!DOCTYPE html>

<html>

<body>

 <script src="scripts.js"></script>

</body>

</html>

**Explanation: The problem was with the file name(it should be scripts.js).**

**3)**

**Explanation: It will show all the alert windows. It will first show the first alert box, when we click on ‘ok’, it is followed by other alert boxes.it will sum up and display as 6 in the last alert.**

**4)**

let admin=9, fname=10.5;

fname = "Guvi";

lname = "geek"

admin = fname+' '+lname;

alert( admin ); // "Guvi geek"

**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?");

alert(+a + +b);

**7)**

var a = 2 > 12;

//Don't touch below this

if (a) {

  console.log("Code is Blasted")

}

else

{

  console.log("Diffused")

}

**Explanation: We have to compare the numbers. When we compare the strings, the result will be wrong.**

**“2” > ”12” will give true(that is wrong)**

**2>12 will return false(hence getting ‘diffused’)**

**8)**

**Explanation: when we don’t give any input, we will get “success” in console.**

**9)**

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");

}

**Explanation: The value from the prompt will be a string.**

**10)**

let login = 'Employee';

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

  (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 = 0;

//Dont change any code below this

if (null || lock || undefined )

{

  message = "Go away";

}

else

{

 message = "welcome";

}

  console.log(message);

**Explanation: Changed the value of ‘lock’ to 0.**

**13)**

let message;

let lock = 0;

//Dont change any code below this

if (lock && " " || undefined )

{

  message = "Go away";

}

else

{

 message = "welcome";

}

console.log(message);

**Explanation: Changed the value of ‘lock’ to 0.**

**14)**

//You can change only 2 characters

let i = 3;

while (i) {

  console.log( i-- );

}

**Explanation: Change the predecrement to postdecrement.**

**15)**

let num = 1

while(num<=10){

console.log(num);

num++;

}

**16)**

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

      console.log(num)

    }

**Explanation: Increment num by 2.**

**17)**

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

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

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

}

**18)**

let countdown = 100;

while (countdown > 1) {

  countdown--;

  if(countdown == 0)

  {

   console.log("bomb triggered");

  }

}

**19)**

var lemein = "0";

var lemeout = 0;

var msg = "";

if (lemein) {

 msg += "hi";

 }

if (lemeout) {

 msg += 'Hello';

}

console.log(msg);

**Explanation: The output will be “hi” since we have an value for lemein and so the condition will be passed. For lemeout, the condition will become false.**

**Part-3**

**20) Largest of three:**

aa = (f,s,t) => {

      if(f>s &&f>t){

      console.log(f)}

      else if(s>f && s>t){

      console.log(s)}

      else{

      console.log(t)}

     }

     aa(1,2,3);

**The variables f, s and t are already passed as params. So, the redeclaration of the same will throw an error.**