

# Intro to JavaScript Lab

1. Create a project directory called "Labs". Inside of that directory, create two more; "src" and "server".
2. In the src directory, create a new HTML file called index.html. It should at minimum have a `<div id="main"></div>`
3. Open that file in a browser. You can
  - double-click on it in Windows Explorer/finder - or -
  - drag it into a browser window - or -
  - open a browser and navigate to it via `file:///<location of file here>`
4. Make sure you can see your file okay.

## Add some JavaScript

5. Create a file in the src folder called index.js. Just put this in it:  

```
alert("Hello world");  
document.getElementById("main").innerHTML = "Hello world";
```

You knew that was coming, didn't you? ;-)
6. Edit your HTML file. Add a script tag pointing to this file. (hint: If the page doesn't show your message, try using the *defer* attribute in the script tag).
7. Refresh or reopen in the browser. You should see an alert box that says "Hello world". This proves that your JavaScript file is running.

## Writing some simple JavaScript routines

Let's exercise JavaScript a bit to get you comfortable with the basic loops and conditional tests. Do each of the exercises below using

8. Create a random number between 1 and 10 like so:  

```
let min = 1;  
let max = 10;  
let random = Math.floor(Math.random() * (max - min + 1)) + min;
```
9. Make the page print out numbers from 1 to your random number.
10. Use a switch statement to print out a word that rhymes instead of the number itself. Example: fun blue free pour hive kicks, etc.
11. If you wrote your loop using *for*, rewrite it as a *while* loop. If you wrote it as a *while*, rewrite it using *for*.

Once you've seen each of those things working, you can be finished.