**Maharishi University of Management**

**Introduction to programing in JavaScript**

Assignment # 1

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**Example 2**

You have been asked to write a program that will read from the keyboard the radius of a circle and will output to the monitor the diameter, circumference, and area of the circle.

|  |  |  |
| --- | --- | --- |
| Input | Process | Output |
| Radius of a circle | Diameter = 2\*radius  Circumference= 2\*pi\*radius  Area = pi\*(radius)^2 | diameter, circumference, and area of the circle |

**Question 1**

|  |  |  |
| --- | --- | --- |
| Input | Process | Output |
| Total area | * Multiply by 15 * Multiply by 0.01 | season cost or charge |

**Question 2**

1. Get total area of the lawn from the user
2. Multiply the area of the lawn by 0.01 and then by 15 to get he season cost
3. Display the season cost for the user to see

**Question 3**

You have been asked to write a computer program that will output an employee’s after tax pay. Your program will read from the keyboard the number of regular hours and overtime hours that the employee worked and the employee’s regular hourly wage. The employee is paid a bonus of 1.5 times regular pay for each overtime hour worked. Tax is 15% of the employee’s gross pay.

|  |  |  |
| --- | --- | --- |
| Input | Process | Output |
| * Number of regular hours * Number of overtime hours * Regular hourly wage | Total pay after tax = (Regular hourly wage\* Number of regular hours + Number of overtime hours \* 1.5\* (regular hourly wage))  – 0.15\*((Regular hourly wage\* Number of regular hours + Number of overtime hours \* 1.5\* (regular hourly wage)) | Total cost or charge |

**Question 4.**

1. Get regular hours, overtime hours, and regular hourly wage from the user.
2. Get regular pay
3. Get overtime pay
4. Add regular and overtime pay
5. Get tax pay
6. Subtract tax from gross to get net pay
7. Display net pay for the user

**Question 5.**

1. Try, catch and throw
2. Selection
3. Sequence
4. Repetition

**Question 6.**

1. Sequence: causes the computer to execute the statement in order they are written in computer
2. Selection: causes the computer to select one group of statements to execute and another group to skip
3. Repetition: cause the computer to repeat