LAB ONE – LET'S PRACTICE SOME JS BASICS

Now that you have a better idea about what JavaScript is all about, it's time to practice writing some basic JavaScript in order to familiarize yourself with this programming language.

To Complete This Lab:

1.) Create an HTML file and name it LabOne_yourfirstname.html

2.) Create an external JavaScript file and attach this file to your HTML file using an appropriate script loading strategy.

3.) In your JS file, create an array with the names of the students in this section (you'll find a list in the Lab One folder) and store in a variable. Remember to choose an appropriate variable name!

4.) Declare a variable called instructor and initialize the variable with the string 'Jessica Gilfillan'.

5.) Declare a variable called welcomeType.

6.) Create a function called welcomeCOMP1073. Inside this function, create a conditional structure to check whether welcomeType is equal to 'learner' or 'instructor'. If the value is 'learner', loop through all the student names and welcome them to class, display this information in the console or as an alert.

If the welcomeType is 'instructor', display the value stored in the instructor variable in the console or an alert box, along with a welcome message.

7.) Initialize welcomeType with the value of 'learner'.

8.) Invoke the welcomeCOMP1073 function.

BONUS :

- use a dropdown to select either instructor or student and set the value to the value selected by the dropdown
- invoke the function when the user makes a new selection using the dropdown created (hint: onchange)

Learning Objectives:

- construct a variety of programming structures including variables, constants, arrays, objects, functions, conditionals, and constructors;

Assessment:

You will be assessed on the following:

	Not Quite	Almost	Yes
Valid JS (2 marks)	Developer did not utilize valid and well-formatted JS. (0 marks)	Some best practices were identified, missing details/explanation	Developer utilized JS that was valid, well-formatted and utilized a modern scripting loading strategy.
	(0 marks)	(1 - 1.5 marks)	(2 marks)

Use of variables, loops, functions, conditional structures and arrays	Developer did not successfully use variables, loops, functions, conditional structures and arrays.	Developer used variables, loops, functions, conditional structures and arrays with some success.	Developer successfully used variables, loops, functions, conditional structures and arrays.
(3 marks)	(0 marks)	(1.5 marks)	(3 marks)

Assignment Due Date:

Section 01 - Thursdays : Sunday, January 31st @11:59pm
Section 02 - Tuesdays : Friday, January 29th @ 11:59pm

Assignment Weight:

2.5% of final grade

Submission Details:

Please submit all code in a zipped folder on Blackboard under Assignments > Lab 1.
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!important

Please ensure that any work you submit is your own unique and independent work. Work submitted that is found to be not your own unique, and independent work will be subjected to a grade of 0 and considered to be academic misconduct.