

COMP102 – JavaScript Tutorial Solutions

Exercise 1:

```
<html>
<body>
<script type="text/javascript">
var js = "JavaScript"
document.writeln(js)
</script>
</body>
</html>
```

Exercise 2:

```
<html>
<body>
<script type="text/javascript">
var name = prompt("What's your name", "Stranger")
alert("Hello, " + name + "!")
</script>
</body>
</html>
```

Exercise 3:

```
<html>
<body>
<script type="text/javascript">
var num = prompt("Enter a number between 0 and 5", "")
num = parseInt(num)

if(num < 1 || num > 5)
{   document.writeln("Invalid Input")
} else if(num %2 == 0 && num > 2)
{   document.writeln("Four")
} else if(num > 2)
{   document.writeln("Five or Three")
} else
{   document.writeln("One or Two")
}
</script>
</body>
</html>
```

Exercise 4:

```
<html>
<body>
<script type="text/javascript">
var num = prompt("Enter a number", "")
num = parseInt(num)
```

```
if (num >= 1)
{
    var i = 1
    while (i <= num) {
        document.writeln("Hi, folks! <br>")
        i = i + 1
    }
} else
{
    document.writeln("No fun!")
}
</script>
</body>
</html>
```

Exercise 5:

```
<html>
<body>
<script type="text/javascript">

// Ask user 1 for a number to guess
var number = prompt("User 1: Please enter a number between
1 and 10", "")
var number = parseInt(number)

var success = false // true if user 2 wins

while (!success) // user 2 has not won
{
var guess = prompt("User 2: What's your guess?", "")
guess = parseInt(guess)
if (guess == number)
{
    alert("Congratulations!")
    success = true
}
else if (guess < number)
{
    alert("Your guess is too small!")
}
else if (guess > number)
{
    alert("Your guess is too big!")
}
}
}
</script>
</body>
</html>
```