

COMP 102

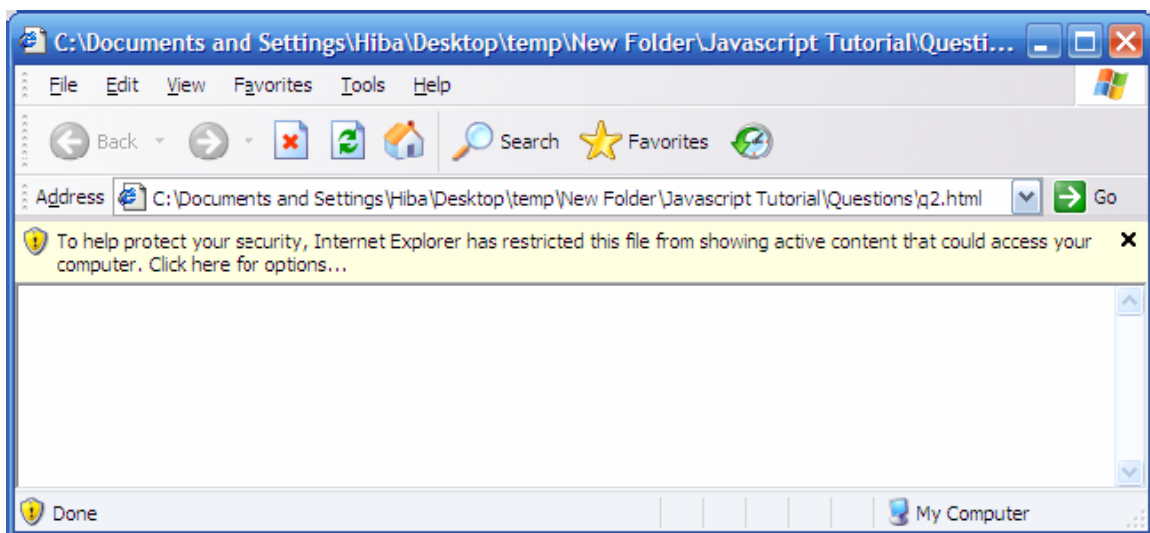
Java Script Tutorial

October 25, 2006

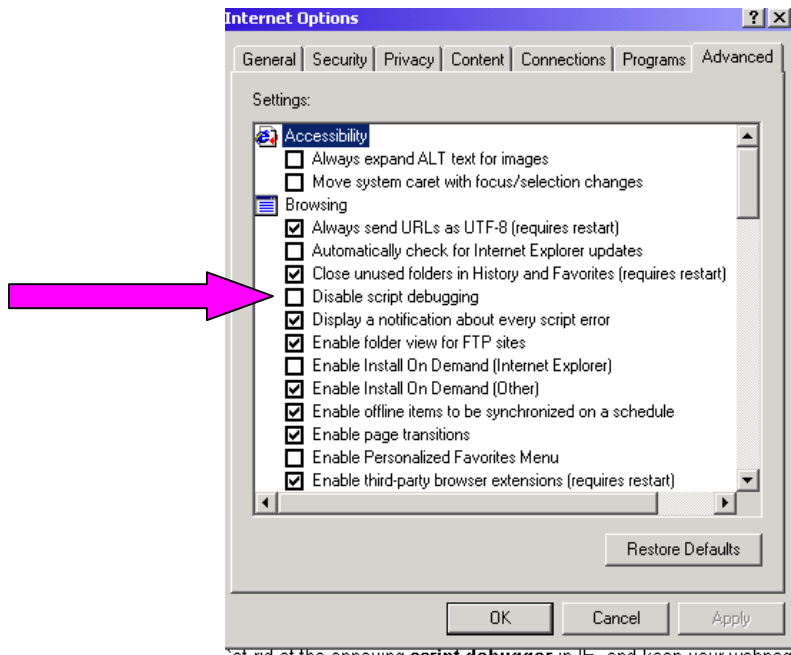
For all the exercises bellow:

- Open a text editor (e.g., Notepad).
- Type your code in the text editor
- Save it as <filename>.html
- Open the filename.html in a browser to check if it is working correctly.

Note you might get a warning that the file is showing active content. In this case, right click the warning and select “Allow Blocked Content”.



You may also want to enable script debugging, meaning that you want Internet Explorer to tell you whenever your script has an error and the line it thinks the error is on. To do this, go to Tools → Internet Options → Advanced and then *uncheck* the box that says “Disable script debugging”



Exercise 1:

The page should print out “JavaScript”.

```
<html>
<body>
<script type="text/javascript">
// Declare a variable and assign it the value
// "JavaScript"
// Print this variable
</script>
</body>
</html>
```

Exercise 2:

This page should ask the user for their name and display an alert box that says: “Hello <name>!”. The default value for the name should be “Stranger”.

Exercise 3:

The page should ask the user for a number between 1 and 5. Assume the user always enters a number; however, it can be any number. If the number entered is not between 0 and 5, “Invalid Input” should be written to the screen. Otherwise, if this number is even (recall the modulus operator %) and if it is greater than 2, then “Four” should be written to the screen. Otherwise, if the number is greater than 2, “Five or Three” should be written to the screen. Finally, in all other cases, “One or Two” should be displayed to the screen.

Exercise 4:

This page should ask the user to enter a number. If this number is greater than or equal to 1, then use a “while” loop to print out the string “Hi, folks!
” to the screen that many times. Otherwise, print “No fun!” to the screen.

Exercise 5:

The page asks user 1 to pick a number and then user 2 will guess the number, each time getting a hint. Once user 2 guesses the right number, the page will congratulate him/her.

```
<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 (...) // user 2 has not won
{
    var guess = prompt("User 2: What's your guess?",
    "")
    guess = parseInt(guess)
    if (...)
    {
        // If the guess is correct,
        // congratulate the user and make sure the loop
        // doesn't execute again
    }
    else if (...)
    {
        // If the guess is too small,
        // tell the user "Too small" using an alert box
    }
    else if (...)
    {
        // If the guess is too large,
        // tell the user "Too big" using an alert box
    }
}
</script>
</body>
</html>
```