***For the Celebration you should know and understand the following:***

* Know: the difference between **document.write** and **document.getElementById**.
* Know what you can change using **document.getElementById**
* Know what the **innerHTML** is
* Know why we don’t use i**nnerHTML** with images
* Know what you can **change about an image**
* Know how to **change the style** of an element
	+ With document.write
	+ With document.getElementById
* Know how to use all of the above.
* Know how to write out **variables** using both **innerHTML** and **document.write**
* Know how to create a **variable**
* Know how to create an **array**
* Know how to find the **length** of an array
* Know how to create a **prompt box**, and how a variable holds what the user types in when a prompt box pops up
* Know how to create a **confirm box**, and how a variable holds what the user clicks on in response to the confirm box.
* Know how to generate **a random number**.
* Know how to use the **random number to access something in an array**
* Know how to create an **if** condition
* Know how an **else if**  and an **else** works
* Know how **a nested if** (an if inside of an if) works
* Know how to write a **function**
* Know the different **ways to call a function** (make a function happen)
* Know how to add something to the end of an array in a function
* Know how to use a variable to loop forward through an array
* Know how to loop backwards through an array

1 <html><head><meta charset= "utf-8" />

2 <scirpt>

3 function CtoF() {

4 var ctemp = prompt("What is the temperature (in Celsius?))

5 var ftemp = (9/5) \* ctemp + 32

6 if (ftemp >= 70)

7 { document.getElementById('p1').innerHTML = "You're good without a coat"

8 }

9 else if (ftemp >= 60)

10 { document.getElementById('p1').innerHTML ="You"ll need a sweater"

11 else if (ftemp =>45)

12 { document.getElementById('p1').innerHTML = "You'll need a light coat"

13 }

14 else if (ftemp >= 20)

15 { document.getElementByID('p1').innerHTML ="You'll need a coat and hat"

16 }

17 }

18 </script>

19</head>

20<body>

21 <h1> Do you need a coat in Europe? </h1>

22 <p id = "p1" onClick = "CtoF"> Find out here! </p>

23</body></html>

The above code has at least 6 things wrong with it. List 5, along with the line number

1.\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

2.\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

3.\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

4.\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

5.\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

<html><head>

<meta charset= "utf-8" />

<script>

 var coord = 30;

 var ct = 0;

 function myfunc() {

 if (ct < 4) {

coord = coord +10

 document.getElementById('img1').style.top = coord+"px"

 ct = ct + 1

 setTimeout(function(){myfunc()},50)

 }

 }

 </script>

 </head>

 <body >

 <p><img src = "ball.jpg" style = “position: absolute; top: 30px; left: 20px;”

 width = "189" height = "267" id = "img1" onclick = "myfunc()"></p>

 <h1 style="color:white;" id = "h11"> </h1>

</body>

</html>

2. Given the above code, after you’ve clicked on the image of the ball, what are the resulting top and left coordinates of the ball? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

<p id = ‘p1’> <a href = “udel.edu” id = ‘a1’> link </a></p>

3. Given the above code, circle the innerHTML of p1:

var x = 4

var y = 2

var z = x\*y

if (z>8)

{ if (z == 8)

 { document.write(‘a’)

 else

{ document.write(‘b’)

 }

}

else

{ if (z >4)

{ document.write(‘c’)

 }

 else if (z > 7)

 { document.write(‘d’)

 }

}

4. Given the above code, what is written out (Ignore bad quotes)?\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

var arr = new Array()

arr[0] = “cat.gif"

arr[1] = "dog.gif"

arr[2] = "bird.gif"

arr[3] = "ant.gif"

var arr1 = new Array()

arr1[0] = “id1”

arr1[1] = “id2”

arr1[2] = “id3”

function func()

{ var x = arr1[1]

document.getElementById(x)src =arr[arr.length-2]

 }

</script>

</head>

<body>

<p id = “p1”>

<img src = “pic1.gif” id = “id3”>

<img src = “pic2.gif” id = “id2”>

<img src = “pic3.gif” id = “id1”> </p>

<input type = “button” onclick = “func()”>

5. Given the following code: (Ignore bad quotes)

1. Which image goes away? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
2. What does it become? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

var arr = new Array()

arr[0] = “one.gif"

arr[1] = "two.gif"

arr[2] = "three.gif"

arr[3] = "four.gif"

var arr1 = new Array()

arr1[0] = 1

arr1[1] = 2

function func()

{ if (arr.length != arr1.length) {

 arr1[arr1.length] = arr1[arr1.length – 1] + 1

 setTimeout(function{“func()”},30}

 }

document.getElementById(‘p1’).innerHTML =arr1[arr1.length-1];

document.getElementById(‘id3’).src = arr[arr.length-1];

 }

</script>

</head>

<body>

<p id = “p1”>hello </p>

<img src = “pic1.gif” id = “id3”>

<input type = “button” onclick = “func()”>

6. Given the following code: (Ignore bad quotes), what does pic1.gif become? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

 What does ‘hello’ become?\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

7. I want to generate a random number between -5 and 5 (including 5). How can I do it?

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

<script>

 var ct = 10

 function f() {

 If (ct > 0) {

 ct = ct – 2

 document.write(“<p>”+ct+”</p>”)

 setTimeout(function{“f()”},1000)

 }

 }

</script>

</head>
<body onLoad = “f()”>

 …

8. Given the above script, what is printed out? (Ignore funky quotes) \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

<script>

 var cv = confirm(“Did you take your multivitamin today?”)

</script>

9. What possible values can cv hold? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

<script>

var arr = new Array()

arr[0] = “pic1.gif"

arr[1] = "pic2.gif"

arr[2] = "pic3.gif"

var count = 0

function showpics

{

count = count – 1

if (\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_) {

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

}

document.getElementById(‘i1).src = arr[count]

}

10. The above script should loop through the pictures backwards. What should follow the if? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

What should be inside the if to make doc.getElementById print out the last picture in the array arr? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_