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 `innerHTML` 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   <script>
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         else if (ftemp >= 60)
9             document.getElementById('p1').innerHTML = "You'll need a sweater"
10            else if (ftemp >= 45)
11              document.getElementById('p1').innerHTML = "You'll need a light coat"
12             else if (ftemp >= 20)
13                document.getElementById('p1').innerHTML = "You'll need a coat and hat"
14           }
15       }
16 <script>
17 </head>
18 <body>
19       <h1> Do you need a coat in Europe? </h1>
20 <p id = "p1" onClick = "CtoF"> Find out here! </p>
21 </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. __________________________________________
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? ______________________________

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

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)
   a. Which image goes away? ______________________
   b. 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>
<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?

```javascript
var ct = 10;
function f() {
  if (ct > 0) {
    ct = ct - 2;
    document.write("<p>" + ct + "</p>"");
    setTimeout(function("f()"), 1000);
  }
}
</script>
```

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

```javascript
var cv = confirm("Did you take your multivitamin today?");
</script>
```

9. What possible values can cv hold?

```javascript
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 `document.getElementById('i1').src = arr[count]` print out the last picture in the array `arr`?