

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                 }
9             else if (ftemp >= 60)
10                { document.getElementById('p1').innerHTML ="You'll need a sweater"
11                }
12            else if (ftemp =>45)
13                { document.getElementById('p1').innerHTML = "You'll need a light coat"
14                }
15            else if (ftemp >= 20)
16                { document.getElementById('p1').innerHTML ="You'll need a coat and hat"
17                }
18        }
19    </script>
20</head>
21<body>
22    <h1> Do you need a coat in Europe? </h1>
23    <p id = "p1" onClick = "CtoF"> Find out here! </p>
24</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)

- 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>
<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?
