# Chocolate CodeOff 3 (Parameters, loops)

*Problem 1:**Given the following code, when you click on the second image on the page (pic2.jpg), which image changes? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_*

*What does it change to? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_*

function MyFunc(par1)

{ if (par1 == "pic1")

 { document.images[par1].src = "stop.jpg"

 }

 if (par1 == "pic2")

 { document.images[par1].src = "slow.jpg"

 }

 if (par1 == "pic3")

 { document.images[par1].src = "go.jpg"

 }

}

</script>

</head>

<body>

 <h1**>**Signals </h1>

 <p>

 <img src = "pic1.jpg" width = "20" height = "10" alt = "a pic" id = "pic3" onClick = "MyFunc(‘pic2’)" >

 <img src = "pic2.jpg" width = "20" height = "10" alt = "a pic" id = "pic1" onClick = "MyFunc(‘pic3’)" >

 <img src = "pic3.jpg" width = "20" height = "10" alt = "a pic" id = "pic2" onClick = "MyFunc(‘pic1’)" >

 </p>

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Problem 2: Given the following code snippet, what picture is displayed when the second image is clicked on? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Where is it displayed?\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

arr = new Array()

arr[0] = "pic4"

arr[1] = "pic3"

arr[2] = "pic1"

arr[3] = "pic2"

arr[4] = "pic5"

arr2 = new Array()

arr2[0] = "van.jpg"

arr2[1] = "truck.jpg"

arr2[2] = "car.jpg"

arr2[3] = "bike.jpg"

arr2[4] = "train.jpg"

function ChangeIt(holder1, holder2)

{ document.getElementById[arr[holder2]].src = arr2[holder1]

}

</script>

</head>

<body>

 <p>

 <img src = "pic1.jpg" width = "500" height = "375" id = "pic1" onClick = "ChangeIt(4,2)">

 <img src = "pic2.jpg" width = "500" height = "375" id = "pic2" onClick = "ChangeIt(3,1)">

 <img src = "pic3.jpg" width = "500" height = "375" id = "pic3" onClick = "ChangeIt(0,4)">

 <img src = "pic4.jpg" width = "500" height = "375" id = "pic4" onClick = "ChangeIt(1,3)”>

 </p>

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*Problem 3: Given the following code, when this function is done running, what does p0 hold (or where is p0 positioned from the left? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_*

 <script>

 var ct = 0

 var pos = 0

 function ffunc() {

 if (ct < 5) {

 pos = pos + 10

 document.getElementById('p0').position = 'absolute'

 document.getElementById('p0').style.left = pos + "px"

 document.getElementById('p0').innerHTML = pos + "px"

 ct = ct + 1

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

 }

 }

 </script>

</head>

<body>

<p id = 'p0' onClick = "ffunc()" style = "padding: 10px;position: absolute; left:0px;op: 10px">0</p>

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*Problem 4: What is p1’s innerHTML changed to when bfunc() is called? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_*

function bfunc(x) {

 var ns = “a b”

 var k = 0

 while (k < x) {

 ns = ns + 'an'

 k = k + 1

 }

 ns += ‘a’

 document.getElementById('p1').innerHTML = ns}

</script>
</head>

<body>

 <p id = 'p1' onClick = "bfunc(2)">fa</p>

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*Problem 5: What is p2’s innerHTML changed to when cfunc() is called? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_*

 function cfunc(z,y,x) {

 var ns = ""

 if (x == 3) {

 ns = ns + "John "

 }

 else if (x == 13) {

 ns = ns + "Joe "

 }

 else if (x == 7) {

 ns = ns + "Sam "

 }

 else {

 ns = ns + "Bob "

 }

 if (y == 2) {

 ns = ns + "you "

 }

 else if (y == 3) {

 ns = ns + "I "

 }

 else if (y == 4) {

 ns = ns + "she "

 }

 else if (y == 5) {

 ns = ns + "he "

 }

 else {

 ns = ns + "it "

 }

 if (z == 17) {

 ns = ns + "am "

 }

 else if (z == 24) {

 ns = ns + "was "

 }

 else if (z == 32) {

 ns = ns + "love "

 }

 else {

 ns = ns + "ran over "

 }

 document.getElementById('p2').innerHTML = ns

 }

</script>

</head>

<body>

 <p id = 'p2' onClick = "cfunc(17,3,7)"> Prob 3 </p>

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*Problem 6: What is p3’s background color when this code is done running? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_*

var val = 0

 var val2 = 0

 var cArr = new Array()

 cArr[0] = 'blue'

 cArr[1] = 'red'

 cArr[2] = 'yellow'

 cArr[3] = 'green'

 cArr[4] = 'orange'

 function dfunc() {

 if (val2 < 7) {

 document.getElementById('p3').style.backgroundColor = cArr[val]

 val=val+1

 val2 = val2 + 1

 if (val== cArr.length) {

 val = 0

 }

 setTimeout(function(){dfunc()},300)

 }

 }

 </script>

</head>

<body>

 <p id = 'p3' onClick = "dfunc()"> Prob 4 </p>

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*Problem 7: What is p4’s innerHTML changed to? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_*

 var mArr = new Array();

 mArr[0] = 'be'

 mArr[1] = 'r'

 mArr[2] = 'ds'

 mArr[3] = 'me'

 mArr[4] = 'ph'

 mArr[5] = 'um'

 mArr[6] = 'ch'

 mArr[7] = 's'

 var st = ""

 var x = mArr.length -1

function kfunc() {

 if (x >= 0) {

 st = st + mArr[x]

 x = x – 2

 setTimeout(function(){kfunc()},5);

 }

 else {

 document.getElementById('p4').innerHTML = st

 }

 }

 </script>

</head>

<body>

 <p id = 'p4' onClick = "kfunc()">Prob 5 </p>

Problem 8: Worst slot machine ever: Add the necessary code so that the none of the 3 images displayed are ever the same:

 var iArr = new Array()

 iArr[0] = "apple.jpg"

 iArr[1] = "bell.jpg"

 iArr[2] = "cherries.jpg"

 iArr[3]= "plums.jpg"

 iArr[4]= "seven.jpg"

 function sfunc() {

 var f = Math.floor(Math.random() \* iArr.length)

 document.getElementById('i1').src = iArr[f]

 var s = Math.floor(Math.random() \* iArr.length)

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

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

 \_\_\_\_\_\_\_\_\_\_/\* hint: this is just a closing squiggly bracket \*/

 document.getElementById('i2').src = iArr[s]

 var t = Math.floor(Math.random() \* iArr.length)

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

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

 \_\_\_\_\_\_\_\_\_\_/\* hint: this is just a closing squiggly bracket \*/

 document.getElementById('i3').src = iArr[t]

 }

</script></head><body>

 <table><tr><td><img id = 'i1' width = 100 height = 100></td>

 <td><img id = 'i2' width = 100 height = 100></td>

 <td><img id = 'i3' width = 100 height = 100></td>

 </td></tr>

 </table>

 <input type = "button" onClick = "sfunc()" value = "click here">

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*Problem 9: what happens to puppy1 when you click on t3? What happens to puppy2?*

 *function s2func(dog,cat) {*

 var slug= 200

 var bug = 200

 if (dog == 's') {

 slug = slug/2

 bug = bug/2

 }

 else if (dog == 'b') {

 slug= slug\*2

 bug = bugdancer\*2

 }

 document.getElementById(cat).width= slug

 document.getElementById(cat).height =bug

 }

</script></head><body>

<table><tr><td colspan = '2'>

 <img src = "puppy1.jpg" width = 150 height = 150 id = 'i1'>

 </td><tr><tr><td id = 't1' onClick = "s2func('s','i1')">s</td>

 <td id = 't2' onClick = "s2func('b','i1')">b</td>

 </tr><tr><td colspan = '2'>

 <img src = "puppy2.jpg" width = 200 height = 200 id = 'i2'>

 </td><tr><tr><td id = 't3' onClick = "s2func('s','i2')">s</td>

 <td id = 't4' onClick = "s2func('b','i2')">b</td>

 </tr>

 </table>

*Problem 10: What is the html page changed to? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_*

var iArr = new Array();

 iArr[0] = 's1'

 iArr[1] = 's2'

 iArr[2] = 's3'

 iArr[3] = 's4'

var nArr = new Array();

 nArr[0] = 'c'

 nArr[1] = 'ph'

 nArr[2] = 'o'

 nArr[3] = 'ser'

 nArr[4] = 'di'

 nArr[5] = 'li'

 nArr[6] = 'ng'

 nArr[7] = 'ol'

 function afunc() {

 while (x < iArr.length) {

 document.getElementById([iArr[x]).innerHTML=nArr[x\*2]

 x = x + 1

 }

 document.getElementById('p5').innerHTML = st

 }

 </script></head><body>

 <p id = 'p5' onClick = "afunc()">I Love <span id = “s1”>a</span><span id = “s2”>b</span><span id = “s3”>c</span><span id = “s4”>d</span>!</p>

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*Problem 11: Add the line so that when p7 and p6 are in exactly the same place, the score increases by 10:*

 var lo = 0;

 var to = 0;

 var lx = 0;

 var tx = 0;

 var score = 0;

 function mfunc() {

 lo = Math.floor(Math.random() \* 400)

 to = Math.floor(Math.random() \* 400)

 document.getElementById('p6').position = "absolute"

 document.getElementById('p6').style.left = lo+"px"

 document.getElementById('p6').style.top = to+"px"

 lx = Math.floor(Math.random() \* 400)

 tx = Math.floor(Math.random() \* 400)

 document.getElementById('p7').position = "absolute"

 document.getElementById('p7').style.left = lx+"px"

 document.getElementById('p7').style.top = tx+"px"

 if\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_{

 score = score+10

 document.getElementById('sco').innerHTML = score;

 }

 setTimeout(function() {mfunc()},500)

 }

 </script></head><body>

 <p id = 'sco'></p>

 <p id = 'p6' style = "padding: 10px;position: absolute; left:0px;top: 10px">0</p>

 <p id = 'p7' style = "padding: 10px;position: absolute; left:0px;top: 10px">X</p>

 <input type = "button" onClick = "mfunc()" value = "click here">

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*Problem 12: what is printed when this function is called?\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_*

*What is this function checking for (hint: there’s a word for it):\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_*

 *var arr = new Array()*

 *arr[0] = “u”*

 *arr[1] = “d”*

 *arr[2] = “e”*

 *arr[3] = “l”*

 *arr[4] = “e”*

 *arr[5] = “d”*

 *arr[6] = “u”*

 var t = arr.length-1

 var v = 0

 var x = true

 function pfunc(){

 if (v != t) {

 if (arr[v] != arr[t]) {

 x = false

 }

 v = v + 1

 t = t – 1

 setTimeout(function(){pfunc()},5)

 }

 else {

 document.getElementById('p8').innerHTML = x

 }

 }

</script></head><body>

 <p id = 'p8'>u</p>

 <input type = "button" onClick = "pfunc()" value = "click here">

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*Problem 13: The code below should generate new random top and left (x,y) coordinates for the paragraph on the page, and then slowly move the paragraph to those new x and y coordinates in 30 separate steps. Add the lines of code so that the paragraph will move randomly around the board to the new x and y coordinates (it won’t jump – it will move gradually in increments of 30):*

<script>

 var xcoord = 10.0;

 var ycoord = 10.0;

 function getXY()

 { var x = Math.floor(Math.random() \* 300)

 var y = Math.floor(Math.random() \* 300)

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

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

 var ychange = (y-ycoord) / 50;

 count = 0;

 Move(xchange,ychange)

 }

 function Move(xc, yc) {

 count = count + 1;

 if (count < 50) {

 ycoord = ycoord + yc;

 xcoord = xcoord + xc;

 var y = Math.floor(ycoord)

 var x = Math.floor(xcoord)

 document.getElementById('p1').style.position = "absolute"

 document.getElementById('p1').style.left = x + "px"

 document.getElementById('p1').style.top = y + "px"

 setTimeout(function() {Move(xc,yc)}, 30)

 }

 else {

 getXY();

 }

 }

 </script>

</head>

<body >

<h2 id = 'tmp'> <h2>

<div id = "board" onClick = "getXY()" >

 <p id = 'p1'>x</p>

</div>

*Extra (for fun!): What does this code make?*

 function cofunc(x) {

 var k = document.getElementById('text').innerHTML

 k = k + x

 document.getElementById('text').innerHTML=k

 }

 function c2func() {

 var k = document.getElementById('text').innerHTML

 var ct = 1

 while (k[ct] != "\*" && k[ct]!="/" && k[ct] != '+' &&k[ct] != '-') {

 ct = ct + 1;

 }

 var y = parseInt(k.slice(0,ct))

 var z = parseInt(k.slice(ct+1,k.length))

 if (k[ct] == '\*') {

 var q = y\*z

 document.getElementById('text').innerHTML = q

 }

 else if (k[ct] == '/') {

 var q = y/z

 document.getElementById('text').innerHTML = q

 }

 else if (k[ct] == '+') {

 var q = y+z

 document.getElementById('text').innerHTML = q

 }

 else if (k[ct] == '-') {

 var q = y-z

 document.getElementById('text').innerHTML = q

 }

 }

</script>

</head>

<body>

 <table><tr><td colspan = '3' id = 'text'></td></tr>

 <tr><td onClick = "cofunc(1)">1</td>

 <td onClick = "cofunc(2)">2</td>

 <td onClick = "cofunc(3)">3</td>

 </tr><tr>

 <td onClick = "cofunc(4)">4</td>

 <td onClick = "cofunc(5)">5</td>

 <td onClick = "cofunc(6)">6</td>

 </tr><tr>

 <td onClick = "cofunc(7)">7</td>

 <td onClick = "cofunc(8)">8</td>

 <td onClick = "cofunc(9)">9</td>

 </tr><tr>

 <td onClick = "cofunc('+')">+</td>

 <td onClick = "cofunc(0)">0</td>

 <td onClick = "cofunc('-')">-</td>

 </tr><tr>

 <td onClick = "cofunc('\*')">\*</td>

 <td onClick = "c2func()">GO</td>

 <td onClick = "cofunc('/')">/</td>

 </tr>

 </table>

</body>

</html>