# 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? (1pt)\_\_pic1.jpg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_*

*What does it change to?\_ (1pt)\_\_\_go.jpg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_*

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? \_*(1pt)\_\_*\_\_bike.jpg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Where is it displayed?\_ *(1pt)\_\_*\_\_\_\_\_pic2.jpg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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? \_(1pt)\_\_\_\_\_\_\_\_\_\_50px\_\_\_\_\_\_\_\_\_\_\_\_*

<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? \_(1pt)\_\_a banana\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_*

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? \_(1pt)\_\_\_\_\_\_\_Sam I am\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_*

function cfunc(x,y,z) {

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? (1pt)\_\_\_\_red\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_*

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? \_(1pt)\_\_\_\_summer\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_*

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)

*(1pt)\_\_*while (f == s) {

*(1pt)\_\_*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)

*(1pt)\_\_*while ((t == f) || (t ==s)) {

*(1pt)\_\_*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? (1pt)\_\_****Nothing happens to puppy1.*** *(1pt)\_\_****Puppy2 becomes half his size***

*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? \_(1pt)\_\_\_I Love Coding!\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_*

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"

*(1pt)\_\_***if\_\_((lo == lx) && (to == tx)) \_\_{**

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?\_ (1pt)\_\_\_\_true\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_*

*What is this function checking for (hint: there’s a word for it):\_\_\_ (1pt)\_\_\_palindrome\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_*

*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)

*(1pt)\_\_***var xchange = (x-xcoord)/30;**

*(1pt)\_\_***var ychange = (y-ycoord) / 30;**

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>

*For Fun: What does this code make****? A calculator***

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>