JavaScript Lab 1
(60 pts)

Contents

Part 1: (30 pts)

Complete the Your Turns at the end of each of the video tutorials

Part 2: (30 pts)

Problem 1) (4) Hidden Message:

In your html file, create a list of 4 buttons. Make each element in the list have a button, and each button should have the value, "hidden message". Make each button something that you can click on using onClick (so a list of buttons) Make each button call (activate) the same function, and send in as a parameter a sentence with quotes around it, e.g. if I named my function hiddenMessg, the call might look like this,

onClick = hiddenMessg("this is my hidden message")

For each button send in a different hidden message (and pick ones better than the one above!)

In your javaScript, create a function with a parameter. Make sure your function's name is exactly the same as the name in your html file. Inside the function, use an alert box to show the hidden message in the parameter.

Make sure you link your html file to your javascript file (at the top of your html file)

Problem 2) (6)RollerCoaster

In your html, create a button with a value, "Can you ride the roller coaster?" It should call (activate) a function when you click on it using onClick. For this button, you do not have to call the function with any value for the parameter (so just func() with nothing between the two ())

Inside your javaScript, create a function. Make sure it has exactly the same name as the name of the function your button calls (activates). Again, this function does not need a parameter. Inside the function, use a prompt box to ask the user, "how old are you?" and have a variable that holds the answer the user types in.

If the user typed in (aka the variable holds) a number less than 7, have an alert box that says, "I'm sorry, you cannot ride the roller coaster."

Otherwise if (else if) the user typed in a number less than 12, have an alert box that says, "You may ride the rollercoaster if accompanied by an adult."

Otherwise (else) have an alert box that says, "You can ride the megatwirlylooprollercoaster!"

Problem 3) (6) MaskAlert

Create 3 buttons, each with its value being the name of a state on them. Have each button call(activate) the same function using onClick, and have each one send into the parameter the name of the state.

In your javaScript, create a function (with the same name) and a parameter. Inside the function, have an if condition that checks the name of the state and , depending on the name of the state, alerts the user about whether they are currently required to wear a mask or not. So, for instance, if the button clicked on had as a value, "Pennsylvania", the word "Pennsylvania" would be the word sent into the parameter, and the if condition would check to see if the parameter is "Pennsylvania" and if it is, an alert box will pop up saying "You are required to wear a mask in public." Otherwise if the parameter holds "Delaware", an alert box will pop up saying, "You are currently not required to wear a mask in public." Do this for 3 states of your choice.

Problem 4) (6)Guessing

In your html code, create a header (maybe h2) that says, "Guess which is the right one!". Underneath the header, create a table of 6 buttons. All of the function should have the same value: "Guess", and all of the buttons should call (activate) the same function. For all but one, the word being sent into the function's parameter should be "no", and one (you pick which one) should send in the word "yes" to the function's parameter.

Now create a function in your javascript file. The function must have a parameter. Inside the function, have an if condition that checks to see if the parameter holds "no", and if it does, an alert box should pop up that says, "sorry, you picked the wrong button!"

Otherwise if the function's parameter holds the word "yes", an alert box should pop up that says,"You guessed right!"

Problem 5)(8) School

In your html code, create a table. On one column of the table are pics, and on the other are buttons with the value, "What is this pic?" The buttons should all call (activate) a function with a one-word description of the pic as the input string that will go into the function parameter (so pick pics of animals, food, basically anything that can accurately be described with one word). All the functions should call the same function.

Now in your javascript file, create a function. The function should have a parameter. It should also have a prompt asking, "what is the pic?" with a variable to hold what the user typed in. The function should then check to see if what the user typed in is the same as the parameter and, if so, it should have an alert that says, "Correct! Good job!". Otherwise, an alert box should pop up saying, "Sorry, you are wrong".

Turn In Instructions:

Zip up all images, along with your 2 html, and .js files (on set for part 1, and one set for part 2) needed for this lab and submit on canvas.

NOTE: For this lab, you don't have to upload to the university's server and upload to canvas the URL. You may just submit the zipped file to canvas. Instructions for how to zip are on my web site as a video in ACV section