

JavaScript Exercises #2

All of these code examples contain errors.

1. Enter all code examples as separate files and debug. Make sure they work properly before you go on to step 2.
 2. Change some aspect of these code examples, either in the html or JavaScript. A change might be the use of a different formula, different output text, or different function call.
 3. Put these files in a folder called JavaScript2 and create the appropriate links in an index.html file.
-

7-8.html

```
<html>
<script type="text/javascript">

function Time2()
{
  var currentTime = new Date()
  var hours = currentTime.getHours()
  var minutes = currentTime.getMinutes()

  var suffix = "AM";
  if (hours >= 12) {
    suffix = "PM";
    hours = hours - 12;
  }
  if (hours == 0) {
    hours = 12;
  }

  if (minutes < 10)
    minutes = "0" + minutes

  document.write("<b>" + hours + ":" +
minutes + " " + suffix + "</b>")

}
</script>
</head>

// call the Time2 function
<body onLoad="Time()">

</body>
</html>
```

7-9.html

```
<head>
<script LANGUAGE="JavaScript">
<!--
function CalculateDays() {

  var now = new Date();
  var theevent = new Date("Jan 19 2009
12:00:01");
  var seconds = (theevent - now) / 1000;
  var minutes = seconds / 60;
  var hours = minutes / 60;
  var days = hours / 24;
  days = Math.round(days);
  document.write("There are ", days, " days
before/since January 19, 2009.")
}
</script>
</head>

<body onLoad="CalculateDay ()">

</body>
```

7-10.html

```
<script LANGUAGE="JavaScript">
// The function update is called by itself to
constantly
// update the values for days, hours, minutes,
seconds

var now = new Date();
var theevent = new Date("Jan 19 2009
12:00:01");
var seconds = (theevent - now) / 1000;
var minutes = seconds / 60;
```

```

var hours = minutes / 60;
var days = hours / 24;
ID=window.setTimeout("update();", 1000);

```

```

function update() {
now = new Date();
seconds = (theevent - now) / 1000;
seconds = Math.round(seconds);
minutes = seconds / 60;
minutes = Math.round(minutes);
hours = minutes / 60;
hours = Math.round(hours);
days = hours / 24;
days = Math.round(days);
document.form1.days.value = days;
document.form1.hours.value = hours;
document.form1.minutes.value = minutes;
document.form1.seconds.value = seconds;

//this function calls itself to update the time
ID=window.setTimeout("update();",1000);
}
</script>
</head>

```

```
<body>
```

```
<p><font face="Arial" size="3">Countdown
To January 19, 2009, at 12:00: </font></p>
```

```

<form name="form1"><p>Days <input
type="text" name="days" value="0" size="3">
Hours
<input type="text" name="hours" value="0"
size="4"> Minutes
<input type="text" name="minutes" value="0"
size="7"> Seconds
<input type="text" name="seconds" value="0"
size="7"> </p>
</form>

```

```
</body>
```

7-14.html

```

<p> \ The following is an example of random
link in javascript </p>
<script type="text/javascript">
var r=Math.random()
if (r>0.5)
{
document.write("<a
href='http://www.unomaha.edu'>Visit Our
School's Website!</a>")
}
else
{
document.write("http://maps.unomaha.edu/
Mikep/biography.htm">Visit Dr. Peterson's
Homepage!</a>")
}
</script>

```

7-15.html

```

<head>
<script type="text/javascript">
function disp_prompt()
{
var name=prompt("Please enter your
name")
if (name!=null && name!="")
{
document.write("Hello + name + "! How are
you today?")
}
}
</script>
</head>
<body onLoad="disp_prompt()">
</body>

```