### 7-1.html
```html
<html>
<body>

<script type="text/javascript">
document.write("Hello World!")
</script>

</body>
</html>
```

### 7-2.html
```html
<html>
<body>

<script type="text/javascript">
var x = 2 * 2
document.write("x = ", x)
</script>

</body>
</html>
```

### 7-3.html
```html
<html>
<HEAD>
<SCRIPT LANGUAGE="JavaScript">

function square(number) {
    return number * number
}
</SCRIPT>
</HEAD>
<BODY>

<SCRIPT>
document.write("The function returned ", square(5), ",."
</SCRIPT>
<P> All done.
</BODY>
</html>
```

### 7-4.common.js
```javascript
function square(number) {
    return number * number
}
```

### 7-4.html
```html
<html>
<HEAD>
<TITLE>Referencing a file of functions</TITLE>
<SCRIPT SRC="7-4common.js">
</SCRIPT>
</HEAD>
<BODY>

<SCRIPT>
document.write("The function returned ", square(5), ",."
</SCRIPT>
<P> All done.
</BODY>
</HTML>
```

### 7-6.html
```html
<html>
<script type="text/javascript">

function Time()
{
    var currentTime = new Date()
    var hours = currentTime.getHours()
    var minutes = currentTime.getMinutes()
    var seconds = currentTime.getSeconds()

// call the AddZero function to add a zero in front of numbers that are less than 10
hours = AddZero(hours)
minutes = AddZero(minutes)
seconds = AddZero(seconds)

// write out the time
    document.write("<b>" + hours + " hours " + minutes + " minutes " + seconds + " seconds </b>")
}
```
function AddZero(i) {
    if (i<10) {i="0" + i}
    return i
}
</script>
</head>

<body onload="Time()">

1. Enter all code examples as separate files and debug. You will likely make typing mistakes and this will cause the code examples to not work properly. 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 JavaScript.

4. Create a new index.htm file for your new JavaScript folder. This index.htm file would look like the following:

```html
<html>
<h1> My JavaScript programs </h1>
<h3> _____Name______ </h3>
<hr>
<a href=7-1.html> 7-1 </a>
<br>
<a href=7-2.html> 7-2 </a>
<br>
etc.
</html>
```

5. Upload the JavaScript folder to your CartGIS folder in the Public folder in myfolder.

6. Modify your base index.htm file by adding the following lines:

```html
<h3> My JavaScript Examples </h3>
<a href=/JavaScript/> JavaScript Examples </a>
```

7. Replace your base index.htm file in your CartGIS folder on myfolder.