

The image shows a web browser window with the address bar displaying `www.pgrocer.net/Cis17/cis17programs.html`. The browser's content area shows a list of files: `uorloop.html`, `ifwithloop.html`, and `finaltotals.html`. A Notepad window titled `finaltotalsfix - Notepad` is open over the browser, displaying the following JavaScript code:

```
<html>
<head>
<title>Point accumulation</title>
</head>
<body>
<script type="text/javascript">
  var playerOneTotal = 0;
  var playerTwoTotal = 0;
  var playerOneEntry = 0;
  var playerTwoEntry = 0;
  var contProg = "Y";
  while (contProg == "Y")
  {
    playerOneEntry = parseInt(window.prompt("Enter the points player one"));
    playerTwoEntry = parseInt(window.prompt("Enter the points player two"));
    playerOneTotal = playerOneTotal + playerOneEntry;
    playerTwoTotal = playerTwoTotal + playerTwoEntry;
    contProg = window.prompt("Do you want to play again, Y or N?", "");
  }
  document.write("The total for player one is: " + playerOneTotal);
  document.write("<br>");
  document.write("The total for player two is: " + playerTwoTotal);
</script>
</body>
```

The browser's left sidebar shows a "JavaScript" section and a link to "Beginning JavaScript embedded in HTML5 examples from CIS122". The Windows taskbar at the bottom shows the system clock as 11:02 AM on 3/22/2018.

```
File Edit View History Bookmarks Tools Help SMART Ink
finaltotalsfix - Notepad
File Edit Format View Help
playerOneEntry = parseInt(window.prompt("Enter the points player one"));
playerTwoEntry = parseInt(window.prompt("Enter the points player two"));
playerOneTotal = playerOneTotal + playerOneEntry;
playerTwoTotal = playerTwoTotal + playerTwoEntry;
contProg = window.prompt("Do you want to play again, Y or N?","");
}
document.write("The total for player one is: " + playerOneTotal);
document.write("<br>");
document.write("The total for player two is: " + playerTwoTotal);
if (playerOneTotal > playerTwoTotal)
{
    document.write("Player one wins");
}
else
{
    if (playerTwoTotal > playerOneTotal)
    {
        document.write("Player two wins");
    }
    else
    {
        document.write("tie");
    }
}
</script>
```

JavaScript

Beginning JavaScript
HTML5
examples from CIS122

- psychksecond5.html
- usingAND5.html
- usingOR5.html
- whilaleop5.html

11:09 AM
3/22/2018

```
File Edit View History Bookmarks Tools Help
finaltotalsfix - Notepad
File Edit Format View Help

playerOneEntry = parseInt(window.prompt("Enter the points player one"));
playerTwoEntry = parseInt(window.prompt("Enter the points player two"));
playerOneTotal = playerOneTotal + playerOneEntry;
playerTwoTotal = playerTwoTotal + playerTwoEntry;
contProg = window.prompt("Do you want to play again, Y or N?","");
}
document.write("The total for player one is: " + playerOneTotal);
document.write("<br>");
document.write("The total for player two is: " + playerTwoTotal);
if (playerOneTotal > playerTwoTotal)
{
    document.write("Player one wins");
}
else
{
    if (playerTwoTotal > playerOneTotal)
    {
        document.write("Player two wins");
    }
    else
    {
        document.write("tie");
    }
}
document.write(msg);
</script>
```

JavaScript

Beginning JavaScript
HTML5
examples from CIS122

- paychksecond5.html
- usingAND5.html
- usingOR5.html
- whileloop5.html

Could assign literal to msg and then write msg at the bottom.

11:10 AM
3/22/2018

The screenshot shows a web browser window with the following content:

Math Facts

1 + 1 = 2
2 + 2 = 4
3 + 3 = 6

The end of the math facts

The source code view shows the following HTML and JavaScript:

```
1 <html>
2 <head>
3 <title>This is a math facts program</title>
4 </head>
5 <body>
6 <h2>Math Facts</h2>
7 <script type="text/javascript">
8 var ct = 1;
9 while (ct <= 3)
10 {
11     ans = ct + ct;
12     document.write(ct + " + " + ct + " = " + ans + "<br />");
13     ct = ct + 1;
14 }
15 </script>
16 <h2>The end of the math facts</h2>
17 </body>
18 </html>
```

A handwritten note in blue ink says "Should have var ans = 0;" with an arrow pointing to the line "var ct = 1;".

File Edit View History Bookmarks Tools Help

This is a math facts program

← → ↻ 🏠 cisweb.bristolcc.edu

Math Facts

$1+1=2$
 $1+2=3$
 $1+3=4$
 $2+1=3$
 $2+2=4$
 $2+3=5$
 $3+1=4$
 $3+2=5$
 $3+3=6$

The end of the math facts

File Edit View History Bookmarks Tools Help SMART Ink

http://cisweb.bristolcc.edu/~pgroc

← → ↻ 🏠 view-source:http://cisweb.br

```

1 <html>
2 <head>
3 <title>This is a math facts program</title>
4 </head>
5 <body>
6 <h2>Math Facts</h2>
7 <script type="text/javascript">
8   var ct = 1;
9   var ctin;
10  while (ct <= 3)
11  {
12    ctin = 1;
13    while (ctin <= 3)
14    {
15      ans = ct + ctin;
16      document.write(ct + "+" + ctin + "=" + ans + "<br />");
17      ctin = ctin + 1;
18    }
19    ct = ct + 1;
20  }
21 </script>
22 <h2>The end of the math facts</h2>
23 </body>
24 </html>

```

Handwritten notes on the right side of the code window:

ct	ctin	ans
1	1	2
1	2	3
1	3	4
2	1	3
2	2	4
2	3	5
3	1	4
3	2	5
3	3	6

Handwritten note: "drop down reset to 1" with an arrow pointing to line 12 of the code.

Math Facts

1+1=2
 1+2=3
 1+3=4
 2+1=3
 2+2=4
 2+3=5
 3+1=4
 3+2=5
 3+3=6

The end of the math facts

<u>Inner</u>	<u>Outer loop</u>
Control	Control
ctin	ct
Set	Set
Check	Check
Change	Change

```

1 <html>
2 <head>
3 <title>This is a math facts program</title>
4 </head>
5 <body>
6 <h2>Math Facts</h2>
7 <script type="text/javascript">
8   var ct = 1;
9   var ctin;
10  while (ct <= 3)
11  {
12    ctin = 1;
13    while (ctin <= 3)
14    {
15      ans = ct + ctin;
16      document.write(ct + "+" + ctin + "=" + ans + "<br />");
17      ctin = ctin + 1;
18    }
19    ct = ct + 1;
20  }
21 </script>
22 <h2>The end of the math facts</h2>
23 </body>
24 </html>
    
```

ct	ctin	ans
1	1	2
1	2	3
1	3	4
2	1	3
2	2	4
2	3	5
3	1	4
3	2	5
3	3	6

outer
 drop down
 reset to 1
 inner

File Edit View History Bookmarks Tools Help SMART Ink

This is a math facts program x http://cisweb.bristolcc.edu/~pgroc x +

view-source:http://cisweb.bristolcc.edu/~pgrocer/CIS120

```
1 <html>
2 <head>
3 <title>This is a math facts program</title>
4 </head>
5 <body>
6 <h2>Math Facts</h2>
7 <script type="text/javascript">
8   var ct = 1;
9   do
10  {
11    ans = ct + ct;
12    document.write(ct + " + " + ct + " = " + ans + "<br />");
13    ct = ct + 1;
14  } while (ct <= 3)
15 </script>
16 <h2>The end of the math facts</h2>
17 </body>
18 </html>
```

always execute loop once

Windows taskbar: 11:34 AM 3/22/2018

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This is a math facts program x http://cisweb.bristolcc.edu/~pgroc x http://cisweb.bristolcc.edu/~pgroc x +

view-source:http://cisweb.bristolcc.edu/~pgrocer/CIS12 Search

```
1 <html>
2 <head>
3 <title>This is a math facts program</title>
4 </head>
5 <body>
6 <h2>Math Facts</h2>
7 <script type="text/javascript">
8 var ct = 1;
9 var ctin;
10 do
11 {
12   ctin = 1;
13   do
14   {
15     ans = ct + ctin;
16     document.write(ct + "+" + ctin + "=" + ans + "<br />");
17     ctin = ctin + 1;
18   } while (ctin <= 3)
19   ct = ct + 1;
20 } while (ct <= 3)
21 </script>
22 <h2>The end of the math facts</h2>
23 </body>
24 </html>
```

- ☆ Bookmarks
- 📁 View Pocket List
- 🕒 History
- ⬇ Downloads
- 📌 Synced Tabs
- 🖼 Screenshots

11:36 AM 3/22/2018

The image shows a side-by-side comparison of a web browser displaying a simple math facts program and its source code. The left browser window shows the rendered page with the title "Math Facts", three math facts (1+1=2, 2+2=4, 3+3=6), and the text "The end of the math facts". The right browser window shows the source code for the same page, with handwritten green annotations explaining parts of the code.

Left Browser Window:

- Address bar: `http://cisweb.bristolcc.edu/~pgroc`
- Page Title: "This is a math facts program"
- Content:

Math Facts

1+1=2
2+2=4
3+3=6

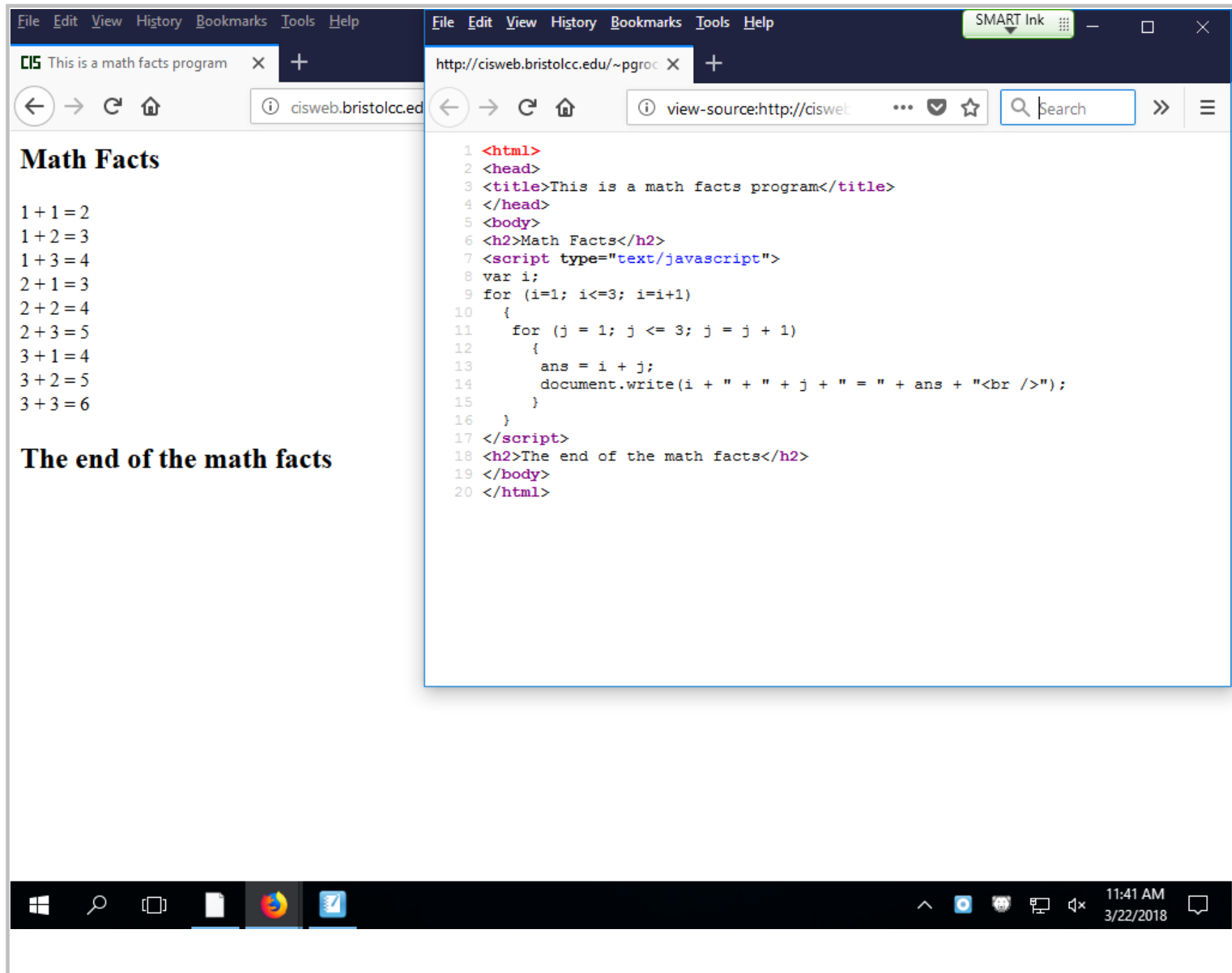
The end of the math facts

Right Browser Window (Source Code):

```
1 <html>
2 <head>
3 <title>This is a math facts program</title>
4 </head>
5 <body>
6 <h2>Math Facts</h2>
7 <script type="text/javascript">
8 var i;
9 for (i=1; i<=3; i=i+1)
10 {
11     ans = i + i;
12     document.write(i + "+" + i + "=" + ans + "<br />");
13 }
14 </script>
15 <h2>The end of the math facts</h2>
16 </body>
17 </html>
```

Handwritten Annotations:

- Green scribbles over lines 7-9: "set", "check", "change".
- Green text on the left: "i is control".
- Green text on the right: "i = i + 1" and "i = i++".



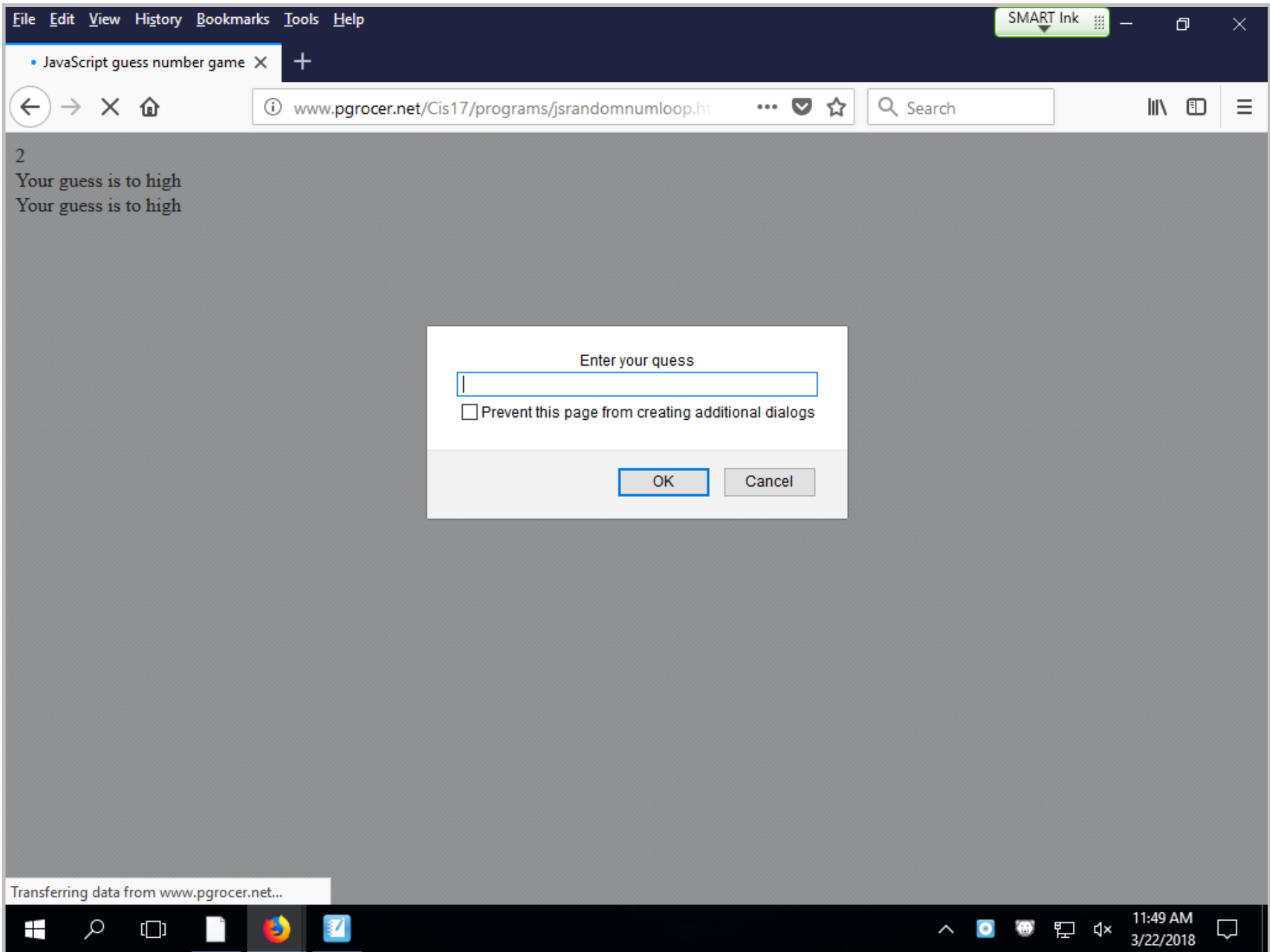
JavaScript guess number game

3
Your guess is to low

```
1 <html>
2 <head>
3 <title>JavaScript guess number game</title>
4 </head>
5 <body>
6 <script type="text/javascript">
7   var theRanNum = Math.floor(Math.random()*5)+1;
8   document.write(theRanNum);
9   document.write("<br>");
10  var myGuess = parseInt(window.prompt("Enter your guess"));
11  if (theRanNum == myGuess)
12    {
13      document.write("You got it");
14    }
15  else
16    {
17      if (theRanNum > myGuess)
18        {
19          document.write("Your guess is to low");
20        }
21      else
22        {
23          document.write("Your guess is to high");
24        }
25    }
26 </script>
27 </body>
28 </html>
```

1 to 5

```
graph TD
    Start(( )) --> Equal{equal}
    Equal -- Y --> GotIt[got it]
    Equal -- N --> RGT{R > G}
    RGT -- Y --> Low[low]
    RGT -- N --> High[high]
    Low --> Loop(( ))
    High --> Loop
    Loop --> Equal
```



File Edit View History Bookmarks Tools Help

JavaScript guess number game X http://www.pgrocer.net/Cis17/prog X +

view-source:http://www.pgrocer.net/Cis17/programs/jsr ... Search

```
1 <html>
2 <head>
3 <title>JavaScript guess number game</title>
4 </head>
5 <body>
6 <script type="text/javascript">
7   var theRanNum = Math.floor(Math.random()*5)+1;
8   document.write(theRanNum);
9   do
10    {
11     document.write("<br>");
12     var myGuess = parseInt(window.prompt("Enter your guess"));
13     if (theRanNum == myGuess)
14     {
15       document.write("You got it");
16     }
17     else
18     {
19       if (theRanNum > myGuess)
20       {
21         document.write("Your guess is to low");
22       }
23       else
24       {
25         document.write("Your guess is to high");
26       }
27     }
28   } while (theRanNum != myGuess)
29 </script>
30 </body>
31 </html>
```

Set
var myGuess = 0;

not equal

Control myGuess
Set prompt
changing

check

File Edit View History Bookmarks Tools Help SMART Ink

JavaScript guess number game x http://www.pgrocer.net/Cis17/proc X +

view-source:http://www.pgrocer.net/Cis17/programs/jsr ... Search

```
1 <html>
2 <head>
3 <title>JavaScript guess number game</title>
4 </head>
5 <body>
6 <script type="text/javascript">
7     var playAgain = "Y";
8     do
9     {
10        var theRanNum = Math.floor(Math.random()*5)+1;
11        document.write(theRanNum);
12        do
13        {
14            document.write("<br>");
15            var myGuess = parseInt(window.prompt("Enter your guess"));
16            if (theRanNum == myGuess)
17            {
18                document.write("You got it");
19            }
20            else
21            {
22                if (theRanNum > myGuess)
23                {
24                    document.write("Your guess is to low");
25                }
26                else
27                {
28                    document.write("Your guess is to high");
29                }
30            }
31        } while (theRanNum != myGuess)
32        playAgain = window.prompt("Do you want to play again, Y or N");
33        document.write("<br>");
34    } while (playAgain != "N")
35 </script>
36 </body>
37 </html>
```

Game

File Edit View History Bookmarks Tools Help SMART Ink

JavaScript guess number game X http://www.pgrocer.net/Cis17/prog X +

view-source:http://www.pgrocer.net/Cis17/programs/jsr Search

```
1 <html>
2 <head>
3 <title>JavaScript guess number game</title>
4 </head>
5 <body>
6 <script type="text/javascript">
7   var playAgain = "Y";
8   do
9     {
10    var theRanNum = Math.floor(Math.random()*5)+1;
11    document.write(theRanNum);
12    do
13      {
14        document.write("<br>");
15        var myGuess = parseInt(window.prompt("Enter your guess"));
16        if (theRanNum == myGuess)
17          {
18            document.write("You got it");
19          }
20        else
21          {
22            if (theRanNum > myGuess)
23              {
24                document.write("Your guess is to low");
25              }
26            else
27              {
28                document.write("Your guess is to high");
29              }
30          }
31        } while (theRanNum != myGuess)
32    playAgain = window.prompt("Do you want to play again, Y or N");
33    document.write("<br>");
34  } while (playAgain != "N")
35 </script>
36 </body>
37 </html>
```

Outside loop handles playing game again - and includes getting the random number.
Inside loop plays a game.

Windows taskbar: 12:05 PM 3/22/2018

Rock, Paper, Scissors
 1 2 3

