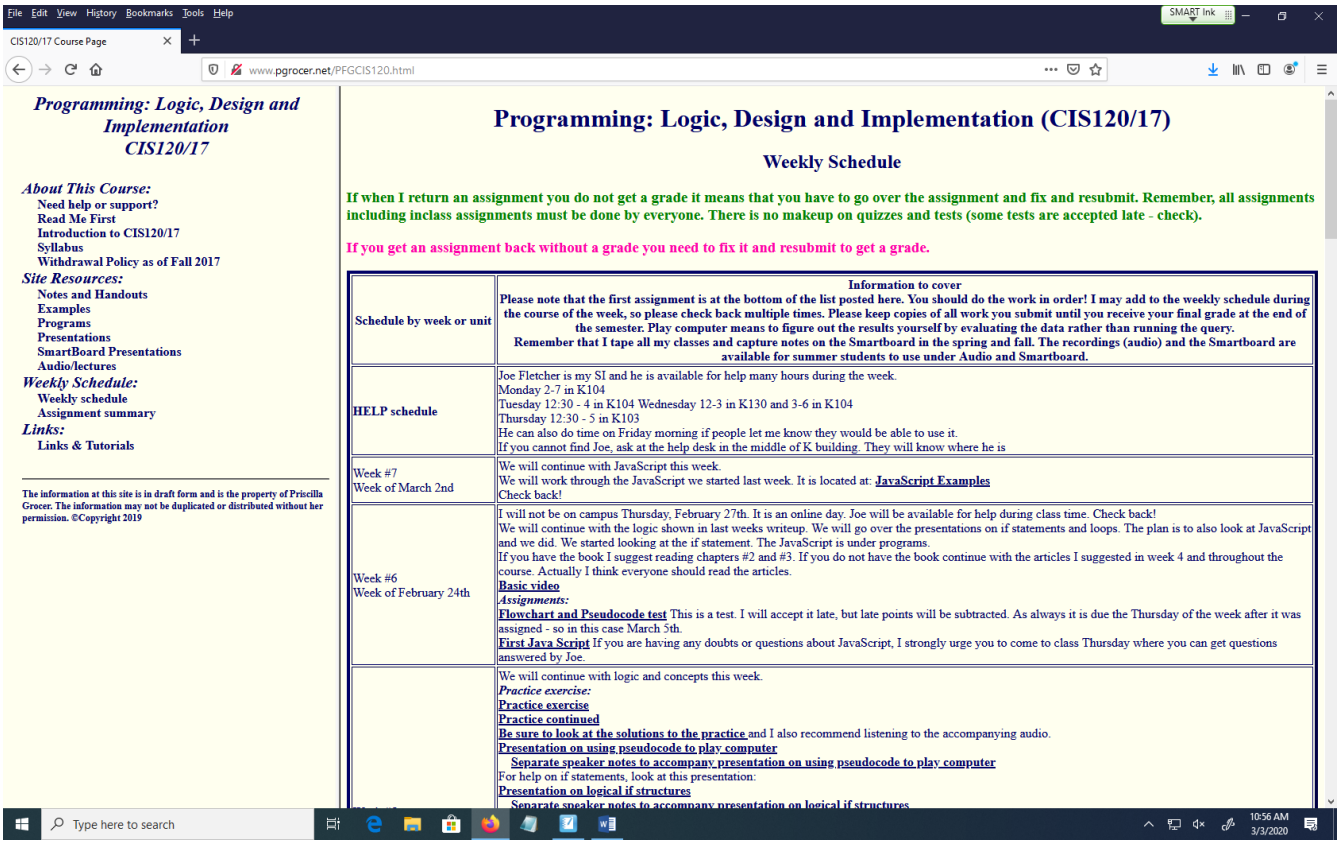
File Edit View History Bookmarks Tools Help
SMART Ink
CIS120/17 Course Page
www.pgrocer.net/PFGCIS120.html
Programming: Logic, Design and Implementation CIS120/17
About This Course:
Need help or support?
Read Me First
Introduction to CIS120/17
Syllabus
Withdrawal Policy as of Fall 2017
Site Resources:
Notes and Handouts
Examples
Programs
Presentations
SmartBoard Presentations
Audio/lectures
Weekly Schedule:
Weekly schedule
Assignment summary
Links:
Links & Tutorials
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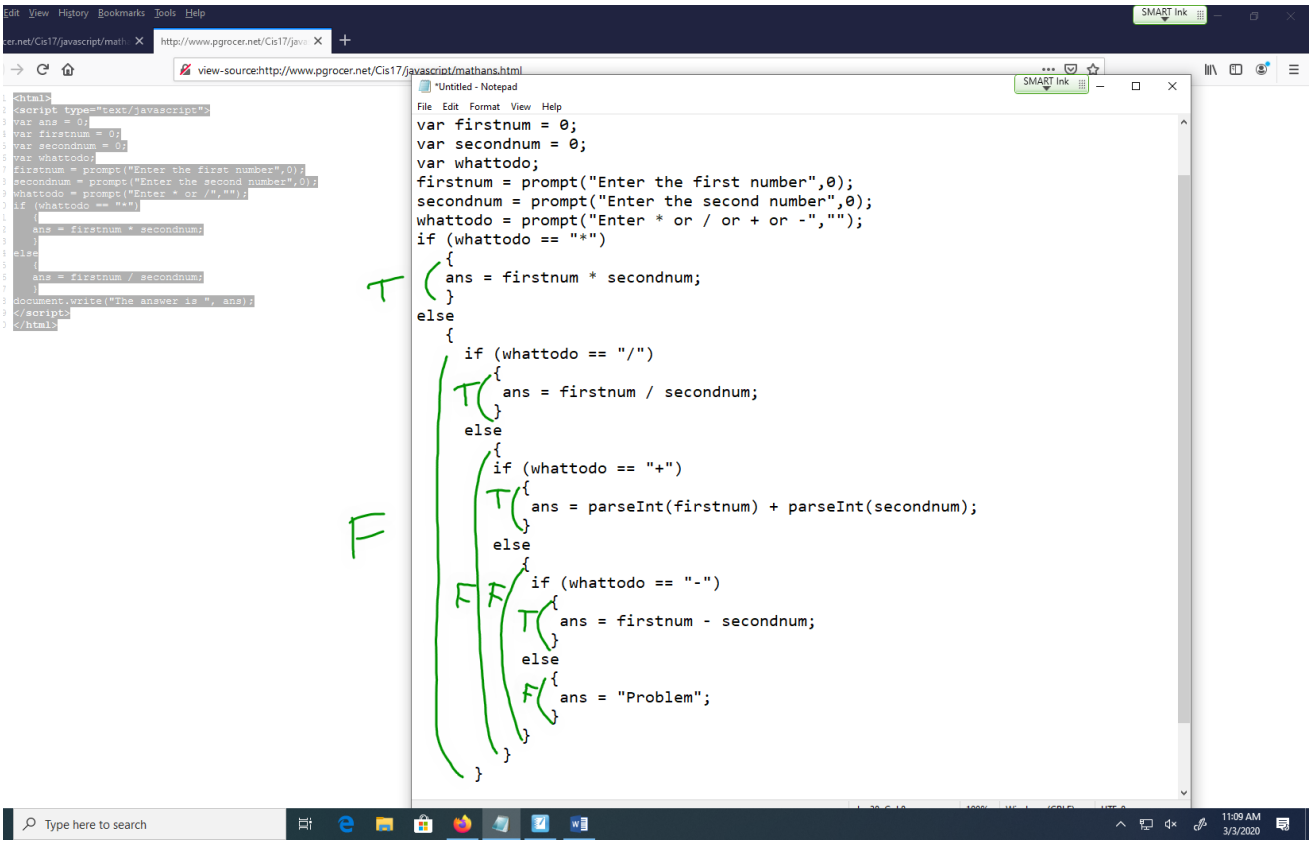
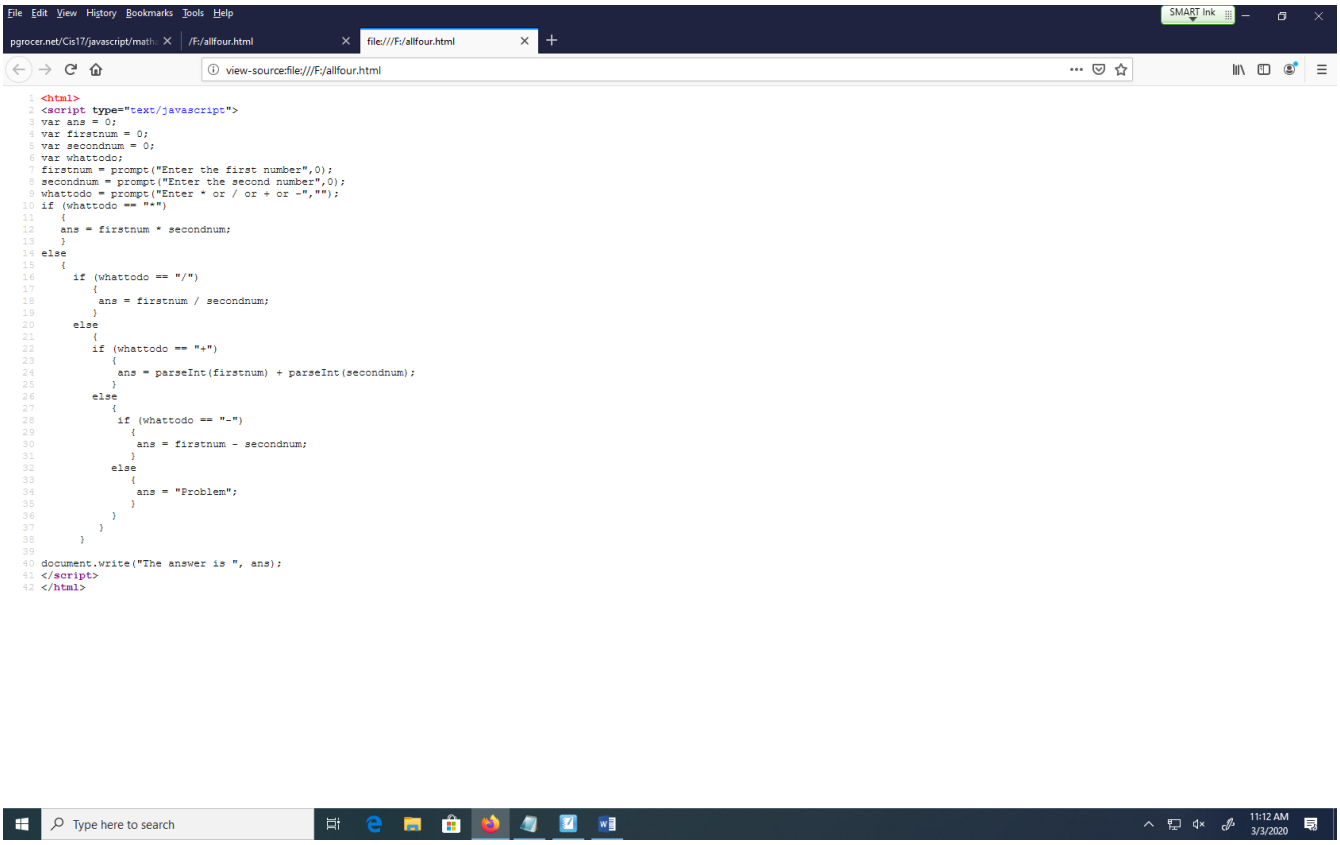
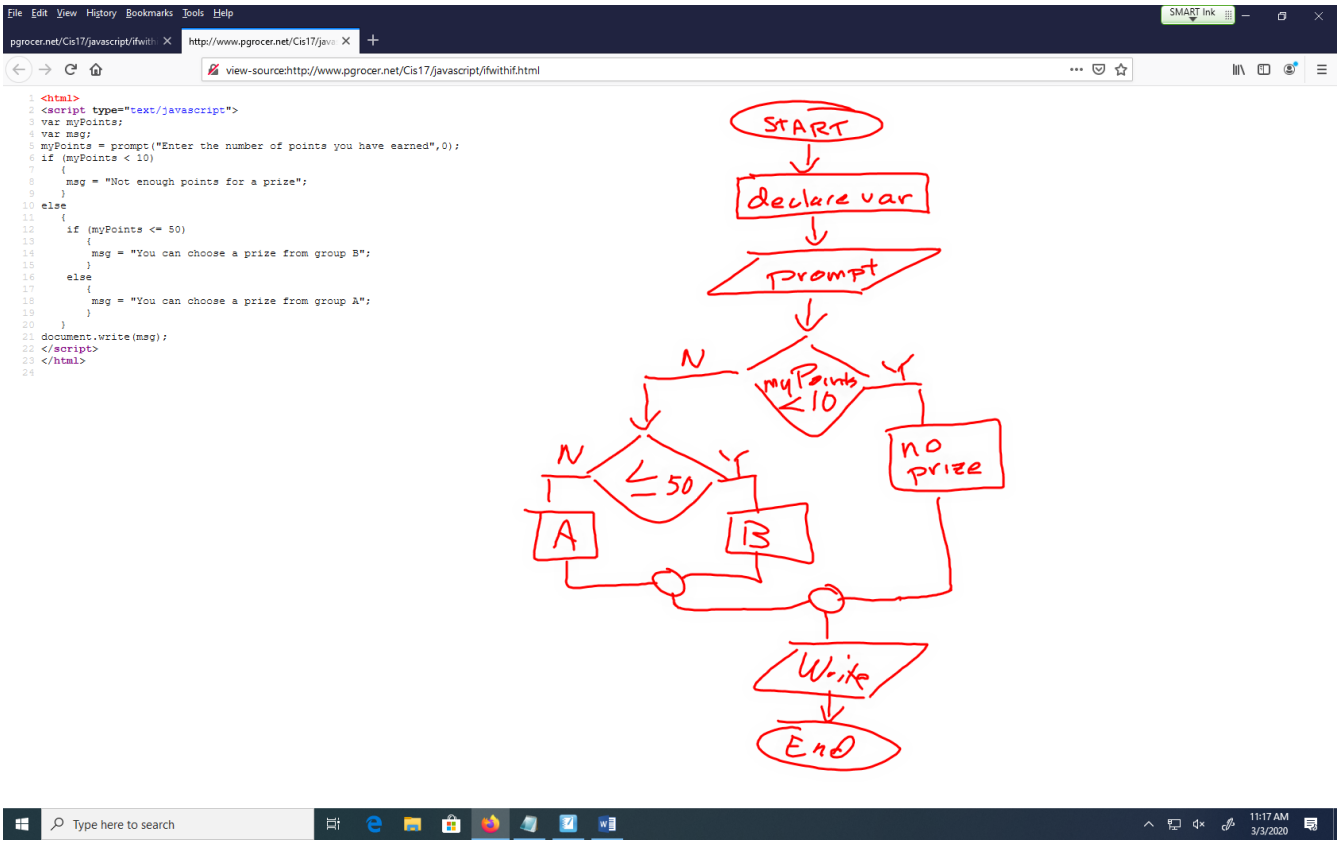
Programming: Logic, Design and Implementation (CIS120/17)
Weekly Schedule
If when I return an assignment you do not get a grade it means that you have to go over the assignment and fix and resubmit. Remember, all assignments including inclass assignments must be done by everyone. There is no makeup on quizzes and tests (some tests are accepted late - check).
If you get an assignment back without a grade you need to fix it and resubmit to get a grade.
Schedule by week or unit
Information to cover
Please note that the first assignment is at the bottom of the list posted here. You should do the work in order! I may add to the weekly schedule during the course of the week, so please check back multiple times. Please keep copies of all work you submit until you receive your final grade at the end of the semester. Play computer means to figure out the results yourself by evaluating the data rather than running the query.
Remember that I tape all my classes and capture notes on the Smartboard in the spring and fall. The recordings (audio) and the Smartboard are available for summer students to use under Audio and Smartboard.
HELP schedule
Joe Fletcher is my SI and he is available for help many hours during the week.
Monday 2-7 in K104
Tuesday 12:30 - 4 in K104 Wednesday 12-3 in K130 and 3-6 in K104
Thursday 12:30 - 5 in K103
He can also do time on Friday morning if people let me know they would be able to use it.
If you cannot find Joe, ask at the help desk in the middle of K building. They will know where he is
Week #7
Week of March 2nd
We will continue with JavaScript this week.
We will work through the JavaScript we started last week. It is located at: JavaScript Examples
Check back!
Week #6
Week of February 24th
I will not be on campus Thursday, February 27th. It is an online day. Joe will be available for help during class time. Check back!
We will continue with the logic shown in last weeks writeup. We will go over the presentations on if statements and loops. The plan is to also look at JavaScript and we did. We started looking at the if statement. The JavaScript is under programs.
If you have the book I suggest reading chapters #2 and #3. If you do not have the book continue with the articles I suggested in week 4 and throughout the course. Actually I think everyone should read the articles.
Basic video
Assignments:
Flowchart and Pseudocode test This is a test. I will accept it late, but late points will be subtracted. As always it is due the Thursday of the week after it was assigned - so in this case March 5th.
First Java Script If you are having any doubts or questions about JavaScript, I strongly urge you to come to class Thursday where you can get questions answered by Joe.
We will continue with logic and concepts this week.
Practice exercise:
Practice exercise
Practice continued
Be sure to look at the solutions to the practice and I also recommend listening to the accompanying audio.
Presentation on using pseudocode to play computer
Separate speaker notes to accompany presentation on using pseudocode to play computer
For help on if statements, look at this presentation:
Presentation on logical if structures
Separate speaker notes to accompany presentation on logical if structures
Type here to search
10:56 AM
3/3/2020


*Untitled - Notepad
File Edit Format View Help
var firstnum = 0;
var secondnum = 0;
var whattodo;
firstnum = prompt("Enter the first number",0);
secondnum = prompt("Enter the second number",0);
whattodo = prompt("Enter * or / or + or -","");
if (whattodo == "*")
{
ans = firstnum * secondnum;
}
else
{
if (whattodo == "/")
{
ans = firstnum / secondnum;
}
else
{
if (whattodo == "+")
{
ans = parseInt(firstnum) + parseInt(secondnum);
}
else
{
if (whattodo == "-")
{
ans = firstnum - secondnum;
}
else
{
ans = "Problem";
}
}
}
}
T
F
T
T
F
F
F


File Edit View History Bookmarks Tools Help
SMART Ink
pgrocer.net/Cis17/javascript/math
/F:/allfour.html
file:///F:/allfour.html
view-source:file:///F:/allfour.html
<html>
<script type="text/javascript">
var ans = 0;
var firstnum = 0;
var secondnum = 0;
var whattodo;
firstnum = prompt("Enter the first number",0);
secondnum = prompt("Enter the second number",0);
whattodo = prompt("Enter * or / or + or -","");
if (whattodo == "*")
{
ans = firstnum * secondnum;
}
else
{
if (whattodo == "/")
{
ans = firstnum / secondnum;
}
else
{
if (whattodo == "+")
{
ans = parseInt(firstnum) + parseInt(secondnum);
}
else
{
if (whattodo == "-")
{
ans = firstnum - secondnum;
}
else
{
ans = "Problem";
}
}
}
}
document.write("The answer is ", ans);
</script>
</html>
Type here to search
11:12 AM
3/3/2020

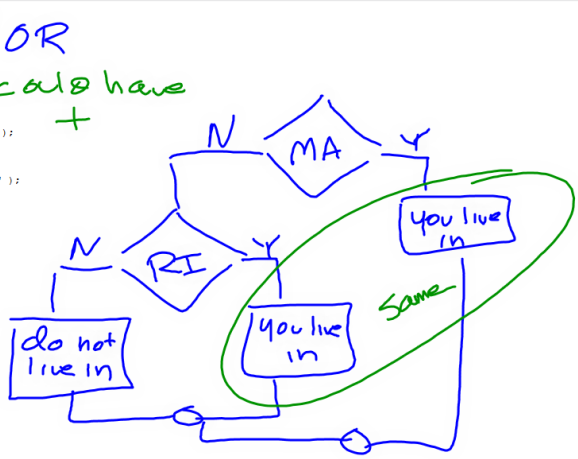

File Edit View History Bookmarks Tools Help
SMART Ink
pgrocer.net/Cis17/javascript/ifwith
http://www.pgrocer.net/Cis17/jav
view-source:http://www.pgrocer.net/Cis17/javascript/ifwithif.html
<html>
<script type="text/javascript">
var myPoints;
var msg;
myPoints = prompt("Enter the number of points you have earned",0);
if (myPoints < 10)
{
msg = "Not enough points for a prize";
}
else
{
if (myPoints <= 50)
{
msg = "You can choose a prize from group B";
}
else
{
msg = "You can choose a prize from group A";
}
}
document.write(msg);
</script>
</html>
START
declare var
prompt
myPoints < 10
N
Y
<= 50
N
Y
A
B
no prize
Write
End
Type here to search
11:17 AM
3/3/2020

File Edit View History Bookmarks Tools Help

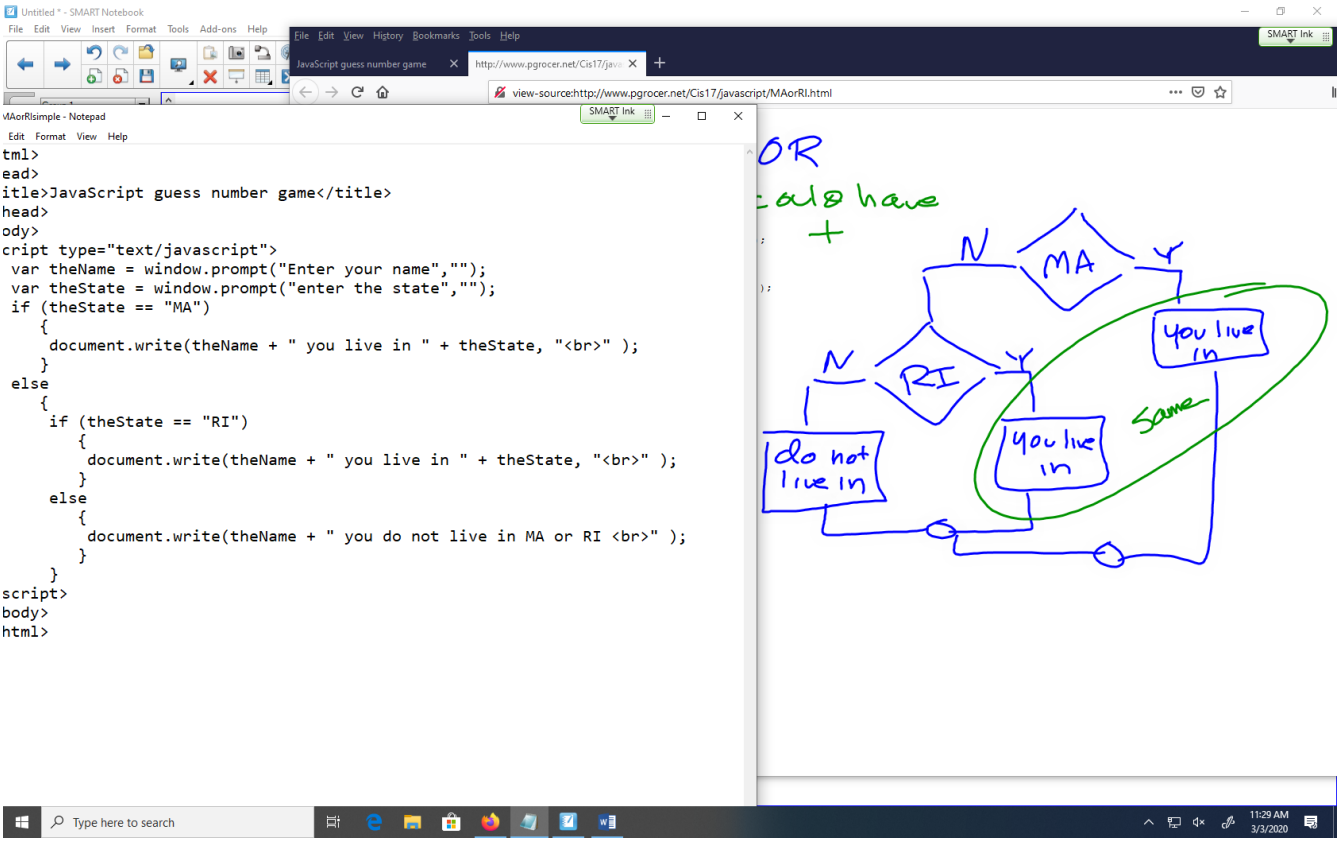
JavaScript guess number game | http://www.pgrocer.net/Cis17/java

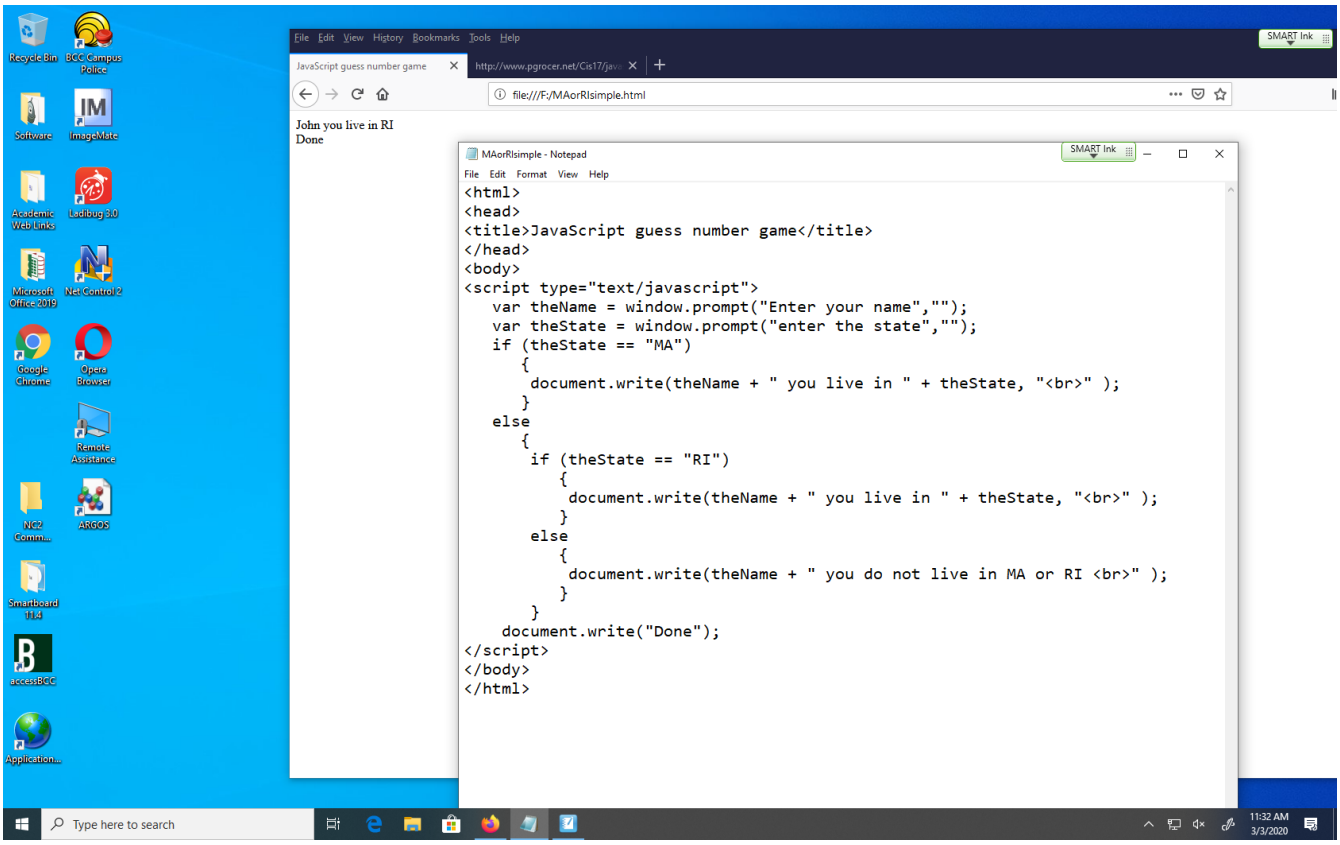
view-source:http://www.pgrocer.net/Cis17/javascript/MAorRI.html

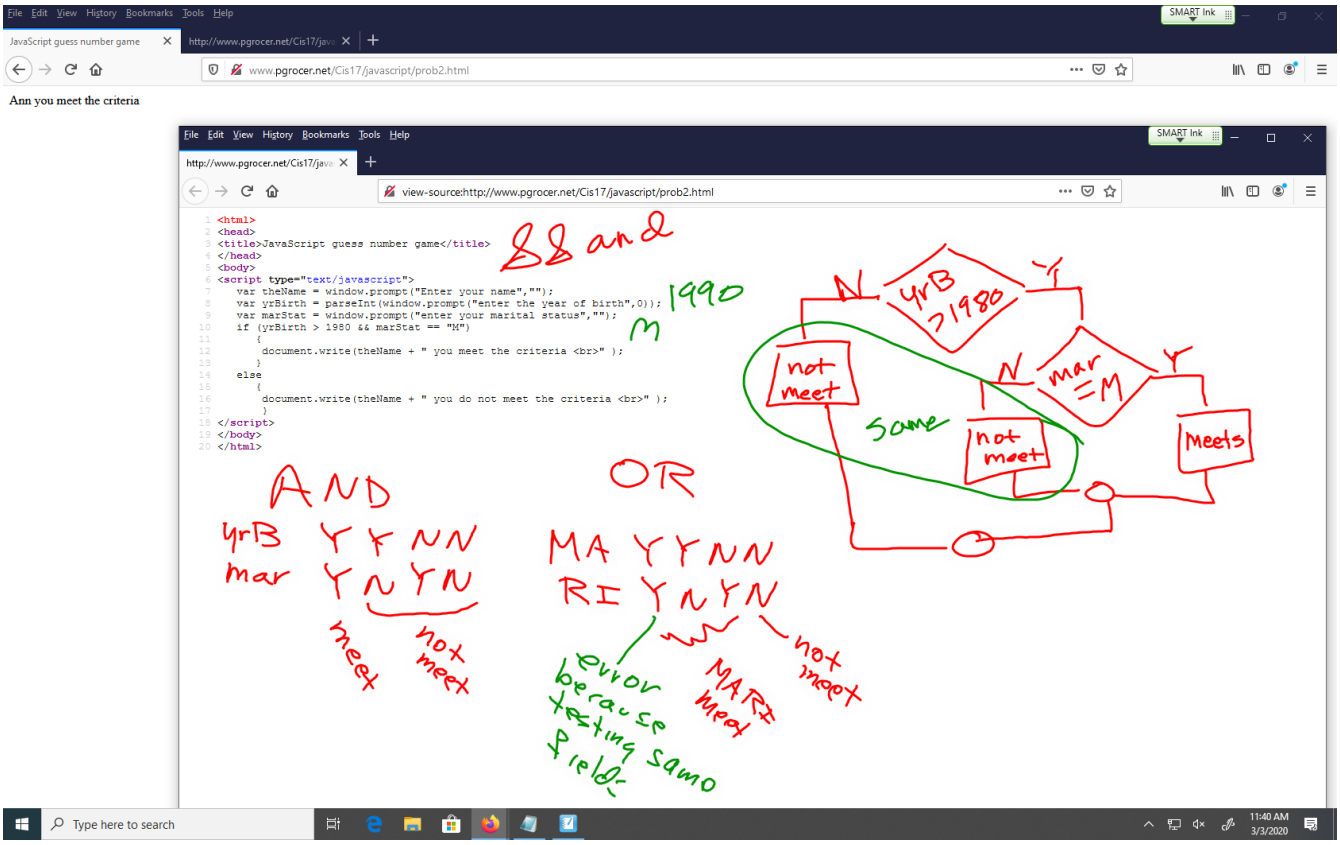
```
<html>
<head>
<title>JavaScript guess number game</title>
</head>
<body>
<script type="text/javascript">
   var theName = window.prompt("Enter your name","");
   var theState = window.prompt("enter the state","");
   if (theState == "MA" || theState == "RI")
      {
       document.write(theName + " you live in " + theState, "<br>" );
      }
   else
      {
       document.write(theName + " you do not live in MA or RI <br>" );
      }
</script>
</body>
</html>
```

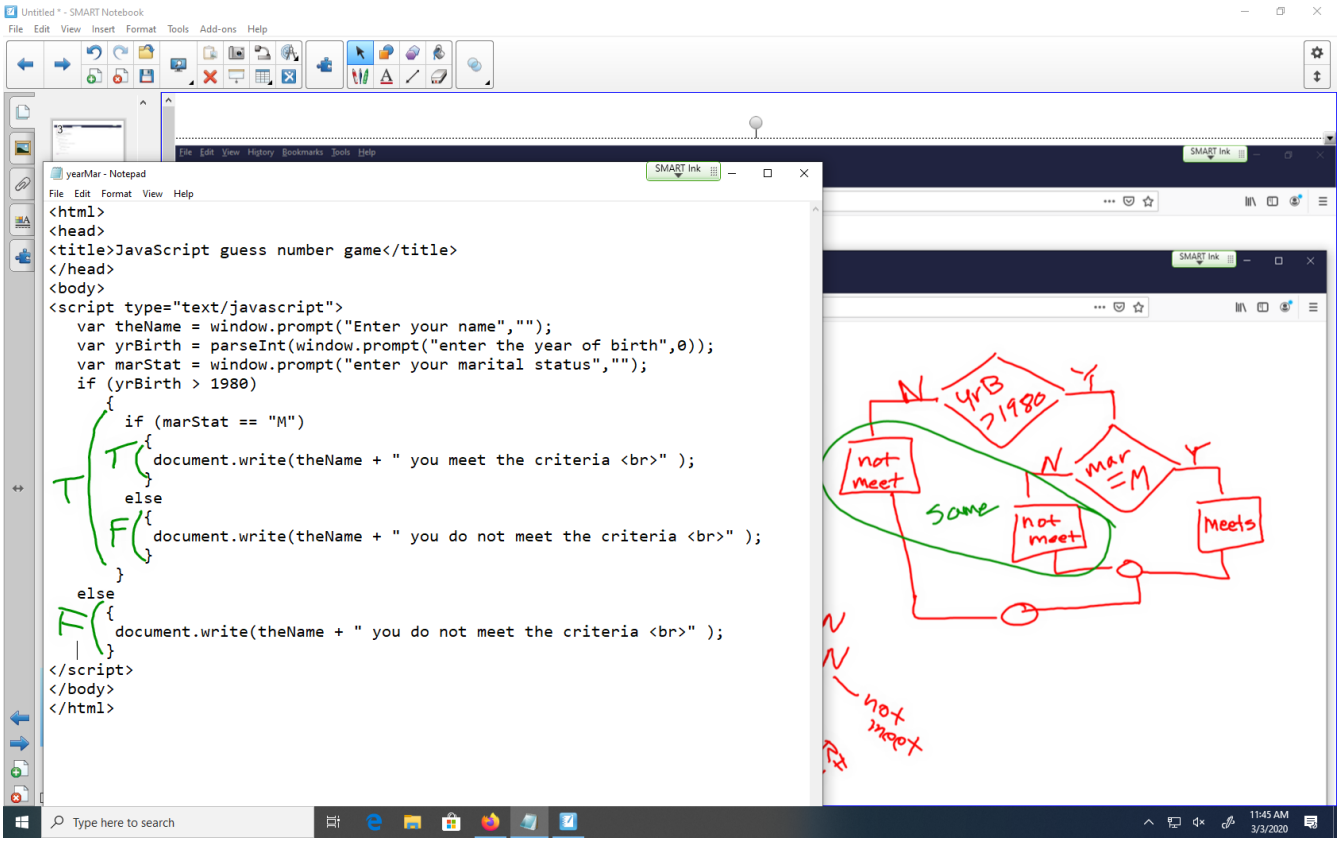


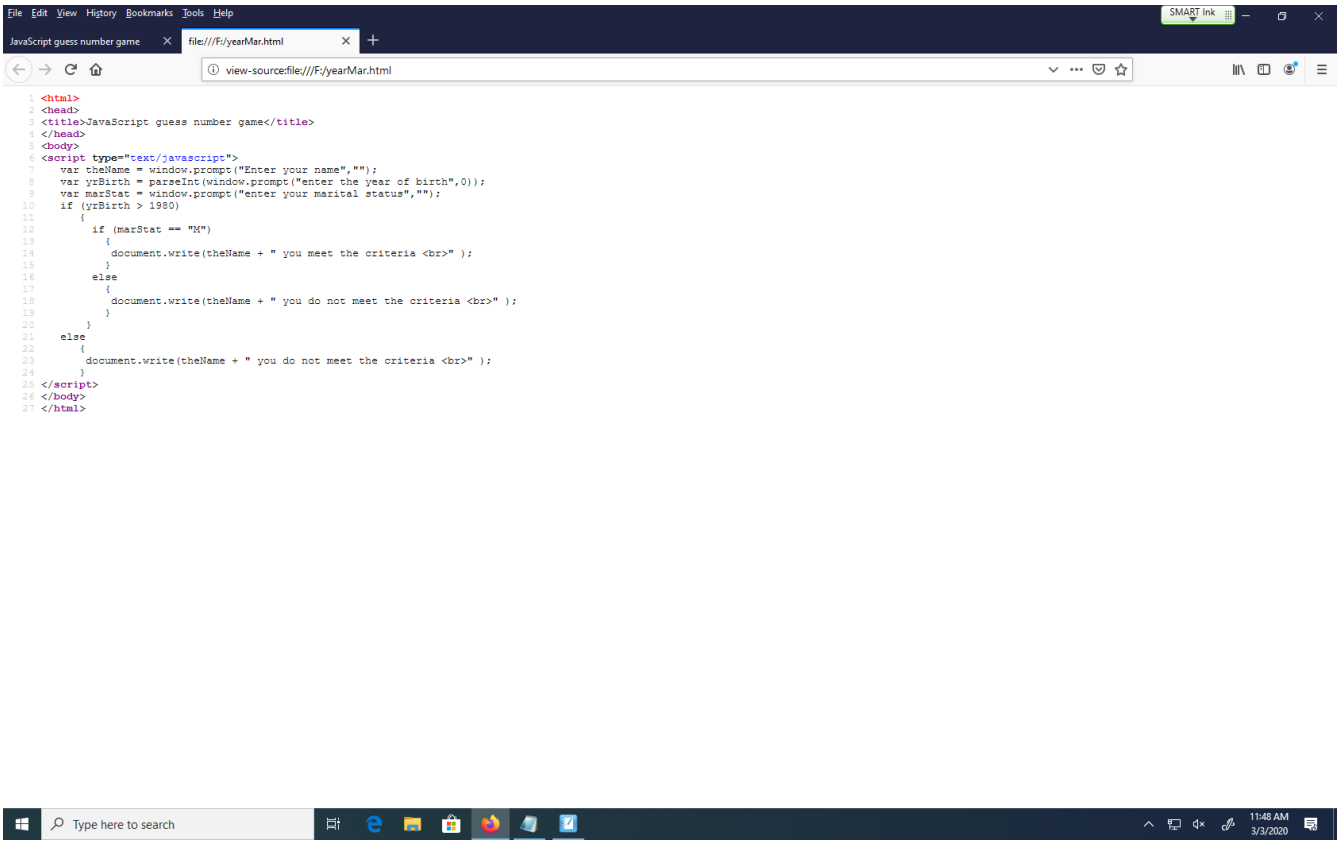
Type here to search 11:23 AM 3/3/2020

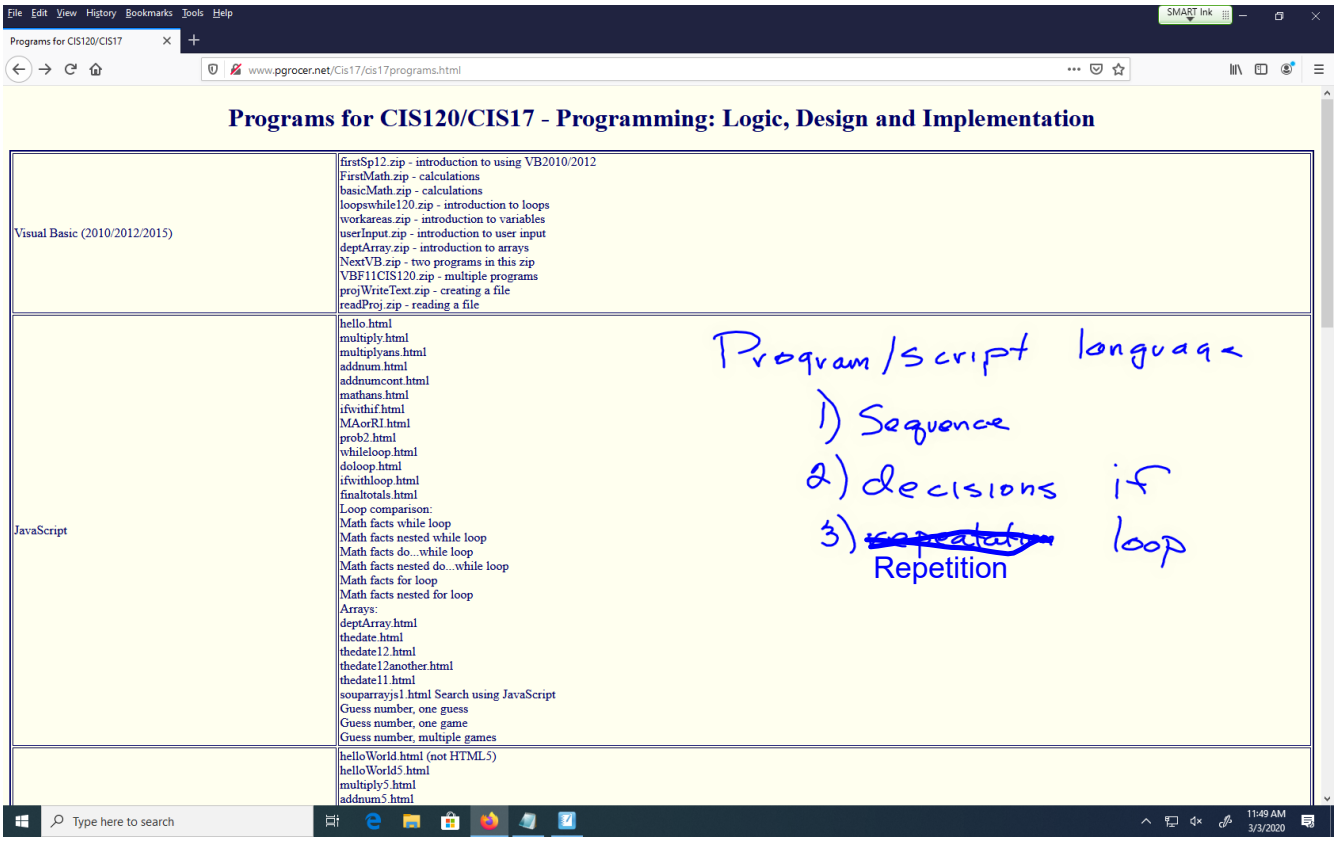

Untitled * - SMART Notebook
File Edit View Insert Format Tools Add-ons Help
File Edit View History Bookmarks Tools Help
JavaScript guess number game
http://www.pgrocer.net/Cis17/java
view-source:http://www.pgrocer.net/Cis17/javascript/MAorRI.html
SMART Ink
MAorRIsimple - Notepad
Edit Format View Help
tml>
ead>
itle>JavaScript guess number game</title>
head>
ody>
cript type="text/javascript">
var theName = window.prompt("Enter your name","");
var theState = window.prompt("enter the state","");
if (theState == "MA")
{
document.write(theName + " you live in " + theState, "
");
}
else
{
if (theState == "RI")
{
document.write(theName + " you live in " + theState, "
");
}
else
{
document.write(theName + " you do not live in MA or RI
");
}
}
script>
body>
html>
OR
also have
+
N
MA
Y
N
RI
Y
you live in
Same
you live in
do not live in
Type here to search
11:29 AM
3/3/2020


JavaScript guess number game
file:///F:/MAorRIsimple.html
John you live in RI
Done
MAorRIsimple - Notepad
<html>
<head>
<title>JavaScript guess number game</title>
</head>
<body>
<script type="text/javascript">
var theName = window.prompt("Enter your name","");
var theState = window.prompt("enter the state","");
if (theState == "MA")
{
document.write(theName + " you live in " + theState, "
");
}
else
{
if (theState == "RI")
{
document.write(theName + " you live in " + theState, "
");
}
else
{
document.write(theName + " you do not live in MA or RI
");
}
}
document.write("Done");
</script>
</body>
</html>


JavaScript guess number game
www.pgrocer.net/Cis17/javascript/prob2.html
Ann you meet the criteria
view-source:http://www.pgrocer.net/Cis17/javascript/prob2.html
<html>
<head>
<title>JavaScript guess number game</title>
</head>
<body>
<script type="text/javascript">
var theName = window.prompt("Enter your name","");
var yrBirth = parseInt(window.prompt("enter the year of birth",0));
var marStat = window.prompt("enter your marital status","");
if (yrBirth > 1980 && marStat == "M")
{
document.write(theName + " you meet the criteria
");
}
else
{
document.write(theName + " you do not meet the criteria
");
}
</script>
</body>
</html>
88 and
1990
M
yrB >1980
N
Y
not meet
mar =M
N
Y
same
not meet
Meets
AND
yrB Y F N N
mar Y N Y N
meet
not meet
OR
MA Y F N N
RI Y N Y N
error because testing same field
MARR Meet
not meet
Type here to search
11:40 AM
3/3/2020


yearMar - Notepad
<html>
<head>
<title>JavaScript guess number game</title>
</head>
<body>
<script type="text/javascript">
var theName = window.prompt("Enter your name","");
var yrBirth = parseInt(window.prompt("enter the year of birth",0));
var marStat = window.prompt("enter your marital status","");
if (yrBirth > 1980)
{
if (marStat == "M")
{
document.write(theName + " you meet the criteria
");
}
else
{
document.write(theName + " you do not meet the criteria
");
}
}
else
{
document.write(theName + " you do not meet the criteria
");
}
</script>
</body>
</html>
yrB >1980
not meet
mar =M
some
not meet
Meets
not meet


File Edit View History Bookmarks Tools Help
SMART Ink
JavaScript guess number game
file:///F:/yearMar.html
view-source:file:///F:/yearMar.html
<html>
<head>
<title>JavaScript guess number game</title>
</head>
<body>
<script type="text/javascript">
var theName = window.prompt("Enter your name","");
var yrBirth = parseInt(window.prompt("enter the year of birth",0));
var marStat = window.prompt("enter your marital status","");
if (yrBirth > 1980)
{
if (marStat == "M")
{
document.write(theName + " you meet the criteria
");
}
else
{
document.write(theName + " you do not meet the criteria
");
}
}
else
{
document.write(theName + " you do not meet the criteria
");
}
</script>
</body>
</html>
Type here to search
11:48 AM
3/3/2020



File Edit View History Bookmarks Tools Help

Programs for CIS120/CIS17

www.pgrocer.net/Cis17/cis17programs.html

Programs for CIS120/CIS17 - Programming: Logic, Design and Implementation

Visual Basic (2010/2012/2015)	firstSp12.zip - introduction to using VB2010/2012 FirstMath.zip - calculations basicMath.zip - calculations loopswhile120.zip - introduction to loops workareas.zip - introduction to variables userInput.zip - introduction to user input deptArray.zip - introduction to arrays NextVB.zip - two programs in this zip VBF11CIS120.zip - multiple programs projWriteText.zip - creating a file readProj.zip - reading a file
JavaScript	hello.html multiply.html multiplyans.html addnum.html addnumcont.html mathans.html ifwithif.html MAorRI.html prob2.html whileloop.html doloop.html ifwithloop.html finaltotals.html Loop comparison: Math facts while loop Math facts nested while loop Math facts do...while loop Math facts nested do...while loop Math facts for loop Math facts nested for loop Arrays: deptArray.html thedate.html thedate12.html thedate12another.html thedate11.html souparrayjs1.html Search using JavaScript Guess number, one guess Guess number, one game Guess number, multiple games
	helloWorld.html (not HTML5) helloWorld5.html multiply5.html addnum5.html

Program/Script language

1) Sequence

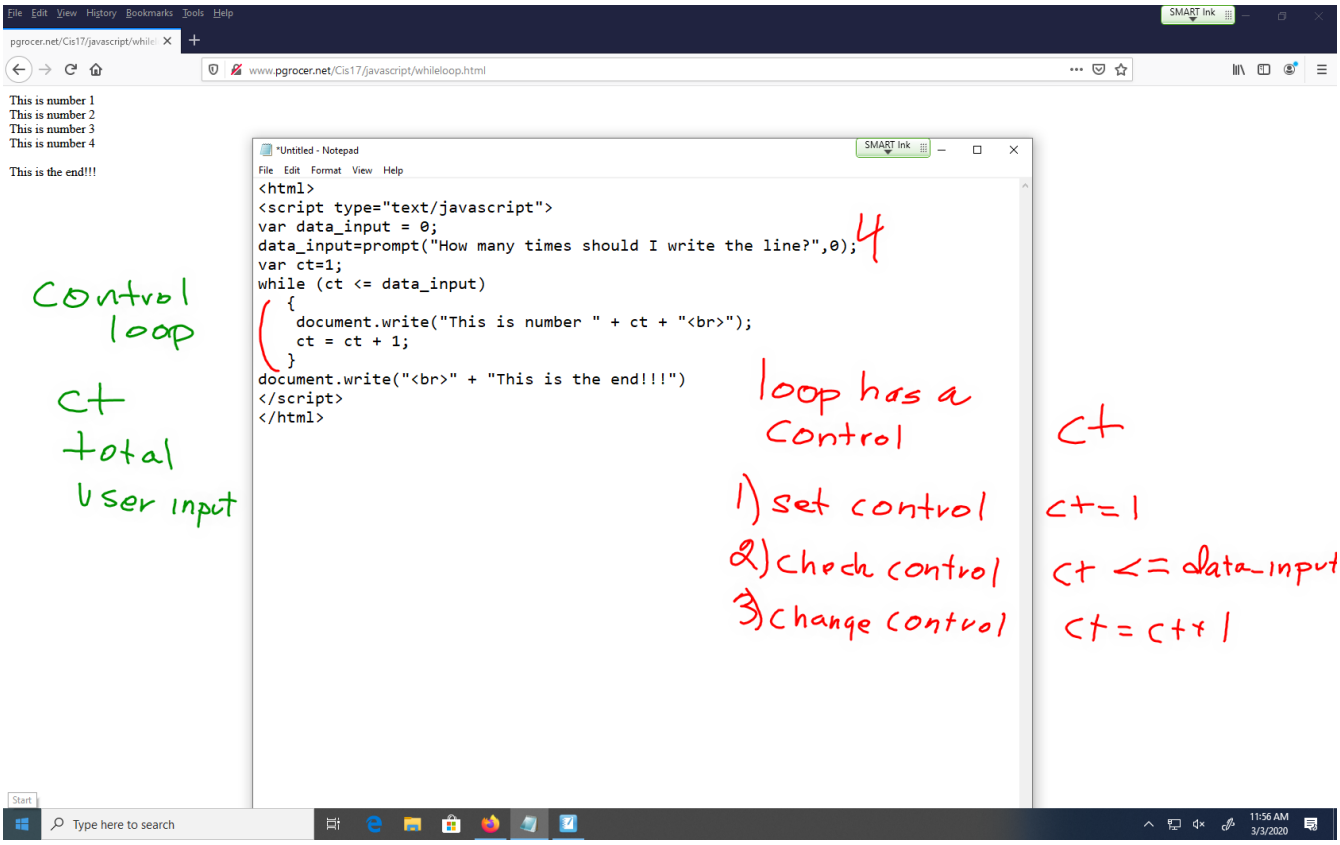
2) decisions if

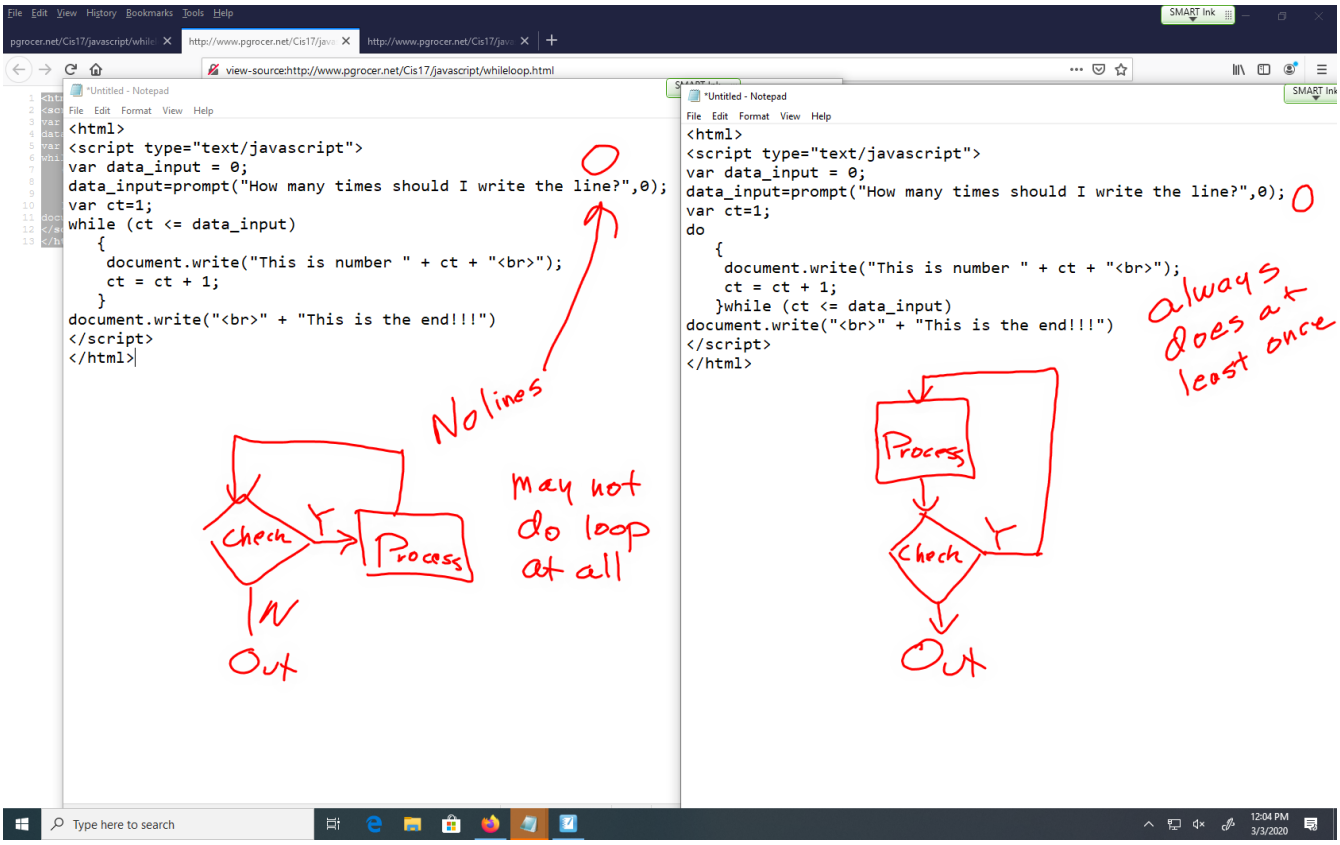
3) ~~repetition~~ loop

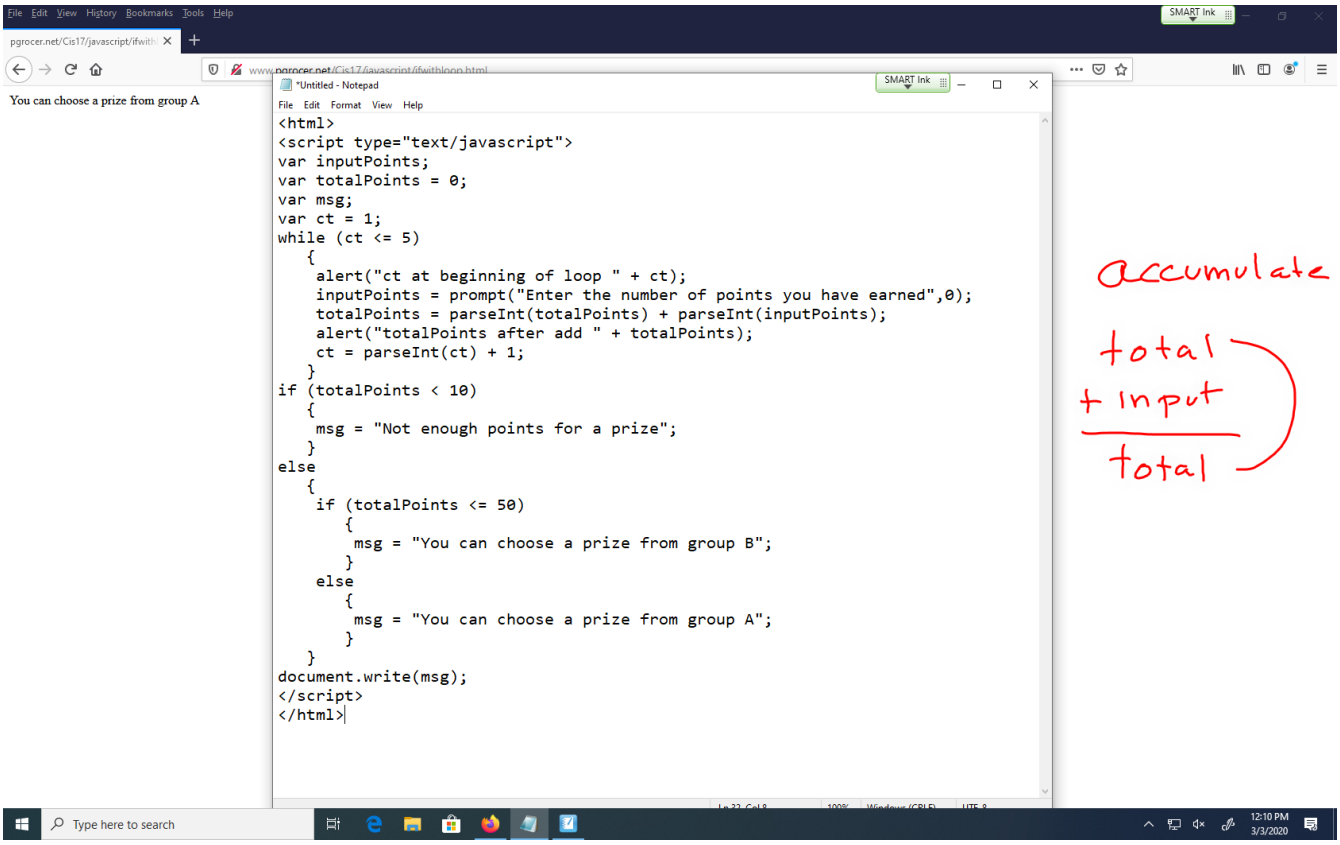
Repetition

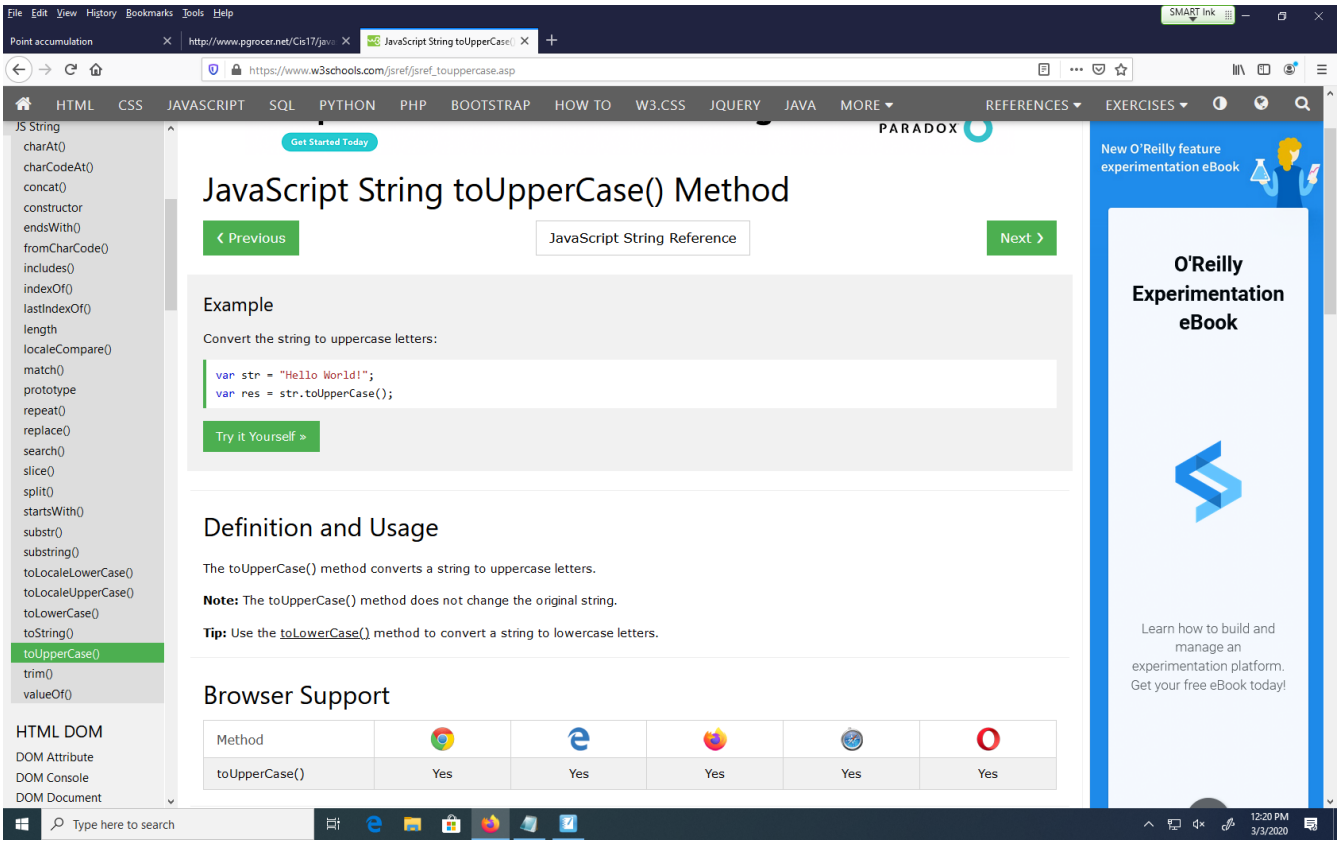
Type here to search

11:49 AM 3/3/2020


This is number 1
This is number 2
This is number 3
This is number 4
This is the end!!!
*Untitled - Notepad
<html>
<script type="text/javascript">
var data_input = 0;
data_input=prompt("How many times should I write the line?",0);
var ct=1;
while (ct <= data_input)
{
document.write("This is number " + ct + "
");
ct = ct + 1;
}
document.write("
" + "This is the end!!!")
</script>
</html>
Control loop
ct
total
User input
loop has a control
1) set control
2) check control
3) change control
ct
ct=1
ct <= data_input
ct = ct+1


*Untitled - Notepad
<html>
<script type="text/javascript">
var data_input = 0;
data_input=prompt("How many times should I write the line?",0);
var ct=1;
while (ct <= data_input)
{
document.write("This is number " + ct + "
");
ct = ct + 1;
}
document.write("
" + "This is the end!!!")
</script>
</html>
0
No lines
Check
Y
Process
N
Out
may not do loop at all
*Untitled - Notepad
<html>
<script type="text/javascript">
var data_input = 0;
data_input=prompt("How many times should I write the line?",0);
var ct=1;
do
{
document.write("This is number " + ct + "
");
ct = ct + 1;
}while (ct <= data_input)
document.write("
" + "This is the end!!!")
</script>
</html>
0
always does at least once
Process
Check
Y
Out


You can choose a prize from group A
*Untitled - Notepad
File Edit Format View Help
<html>
<script type="text/javascript">
var inputPoints;
var totalPoints = 0;
var msg;
var ct = 1;
while (ct <= 5)
{
alert("ct at beginning of loop " + ct);
inputPoints = prompt("Enter the number of points you have earned",0);
totalPoints = parseInt(totalPoints) + parseInt(inputPoints);
alert("totalPoints after add " + totalPoints);
ct = parseInt(ct) + 1;
}
if (totalPoints < 10)
{
msg = "Not enough points for a prize";
}
else
{
if (totalPoints <= 50)
{
msg = "You can choose a prize from group B";
}
else
{
msg = "You can choose a prize from group A";
}
}
document.write(msg);
</script>
</html>
accumulate
total
+ input
total
Type here to search


JavaScript String toUpperCase() Method
Previous
JavaScript String Reference
Next
Example
Convert the string to uppercase letters:
var str = "Hello World!";
var res = str.toUpperCase();
Try it Yourself »
Definition and Usage
The toUpperCase() method converts a string to uppercase letters.
Note: The toUpperCase() method does not change the original string.
Tip: Use the toLowerCase() method to convert a string to lowercase letters.
Browser Support
Method
toUpperCase()
Yes
Yes
Yes
Yes
Yes
HTML DOM
DOM Attribute
DOM Console
DOM Document
O'Reilly Experimentation eBook
Learn how to build and manage an experimentation platform. Get your free eBook today!