

Introduction to Conditions - Practice Problems

Level 1

1. Write a program that takes a number in a variable. Output if the number is positive or not.
2. Write a program that takes a user password. If the value is "opensesame", output a welcome message.
3. Write a program that takes a username with more than seven characters. IF the length of the string is correct, tell them so, otherwise tell them they did not enter a valid username.

Level 2

1. Take an email address. Make sure that the email address contains an '@' character. If it does not, tell them that their email is invalid. Otherwise, show their email address.
2. Take a variable representing a user age. Let them know if their age is divisible by three or not.
- ~~3. Ask the user if they would like to continue using a confirm window. If they click ok, show a pop-up that says "Moving on...". Reminder: a confirm window returns a value of true (OK) or false (cancel).~~
- ~~4. Ask the user if they would like to see something cool. If they click ok, take them to a cool website (your choice), otherwise, take them to a lame website (your choice). You can change the current browser location with the javascript: `location.href="http://web_address";`~~

Level 3

1. Use the math class to generate two random numbers between 1 and 6. Add the two numbers together and this will represent the sum of the roll of a pair of dice. If the sum is 7, tell them they won. Otherwise, tell them they lost.