# Checkpoint Solutions

**Checkpoint for Section 1.1**

1.1 Understand the problem, devise a plan of action, carry out the plan, review the results

1.2 answers will vary

1.3 analyze the problem, design a program to solve the problem, code the program, test the program

1.4 answers will vary

**Checkpoint for Section 1.2**

1.5 answers will vary, include from a file, keyboard, mouse, etc.

1.6 answers will vary, include to a screen, printer, file

1.7 sequence, selection, repetition

1.8 selection has a branch point where either a block of statements will be executed or not while a repetition structure will repeat a certain block of statements until a condition no longer is true

**Checkpoint for Section 1.3**

1.9 (a) True (b) True

1.10 calculation = myNumber + 3

1.11 (a) result \*= z; (b)result += x; (c)result /= (y\*z);

1.12 (a) greeting = hello + " " + name + "! Glad you're here."

(b) greeting = name + " Your shipping cost is $ " + shipping

(c) total = price + shipping;

greeting = "The total cost of your purchase is $ " + total;

**Checkpoint for Section 1.4**

1.13 This is a way to break a program into smaller pieces, with each piece accomplishing a task.

1.14 Pseudocode uses English phrases instead of actual code to design a program. It allows the programmer to think through the logic of the program design without worrying about specific syntax.

1.15 The diamond

1.16 Answers will vary

**Checkpoint for Section 1.5**

1.17 The type (type = javascript)

1.18 It will display alternate content for users who have disabled JavaScript.

1.19 nothing

1.20 An alert will pop up which will say Boo!

1.21 An alert will pop up that will say Ouch! Be gentle, friend!

1.22 When you want some JavaScript code to occur as soon as the page is finished loading.

**Checkpoint for Section 1.6**

1.23 properties and methods or attributes and functions

1.24 write()

1.25 document.write("<h2>Welcome to my world!</h2>");

*Use the following code for Checkpoints 1.26 and 1.27*

<html>  
<head>  
<title>Checkpoints 1.26 and 1.27</title>  
<script type="text/javascript">  
function getValue()  
{  
 fill in the blank for Checkpoint 1.26  
 document.write("Your car is a <br />");  
 fill in the blank for Checkpoint 1.27  
}  
</script>  
</head>  
<body>  
<h3 id="cars" onclick="getValue()">Lamborghini</h3>  
</body>  
</html>

1.26 var auto=document.getElementById("cars");

1.27 document.write(auto.innerHTML);

1.28 document.window.open("","extraInfo", "width=400, height=600");

**Checkpoint for Section 1.7**

1.29 A group of instructions that can be used by other parts of a program.

1.30 function warning()

{

document.write("<h3>Don't go there! You have been

warned.</h3>");

}

1.31 Values that are passed into a function

1.32 parameters are first and last

1.33 <html>  
<head>  
 <title> JavaScript Events</title>  
 <script type="text/javascript">  
 function ouch()  
 **{**

document.write("<h2>Don't be so pushy!<br />One click is enough.</h2>");  
 **}**  
 </script>  
</head>  
<body>  
 <h2 id ="hello"2>Who are you?</h2>  
 <button type="button" ondblclick="ouch()">Enter your name</button>  
</body>  
</html>