Exercise 4

1. Develop a simple JavaScript program to let the user input his/her name and age, and to display a welcome message **both in the webpage and the console**. The expected user interfaces are as follows:

In web page:

Hello, **Ohtani** !
You are <u>28</u> years old!

In Console:

```
Hello, Ohtani!                          ex-4-1.html:34
You are 28 years old!                   ex-4-1.html:38
```

If the age is 1 (birth year is 2021), the result should be:

Hello, **Kid** !
You are <u>one</u> year old!

```
Hello, Kid!
You are one year old!
```

If the value of age is not a valid number (including age 0), the error message should be displayed both in a popup window and in the console:

```
Hello, IU!
Your input is incorrect!
```

The web page should also show a message "Your age is a mystery!".

Hello, IU !
Your age is a mystery!

Other Requirements:

(1) In the welcome message, the user's name should be displayed in "Firebrick" color and with thick (粗體) characters.

(2) The user's age should be displayed in "Navy" color and with an underline (底線).

(3) The font (字型) is set to "*Helvetica*".

Hints:

● Please use the <span> tag and declare class selectors to change the styles of *name* and *age*.

● CSS properties used in this page include: *font-family*, *font-weight*, *color*, and *text-decoration*.

● Please study how to get "this year": https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Date.

● Don't forget to use *console.log()* to output massages in the console.

2. Develop a JavaScript program that displays a "square" that is composed of images of assigned or random Pokemons based on the given side length. The expected user interfaces are as follows:

Show the question: "Please input the Pokemon you like (1=pikachu, 2=bulbasaur, 3=charmander, 4=squirtle, 5=random):" with default value 1.
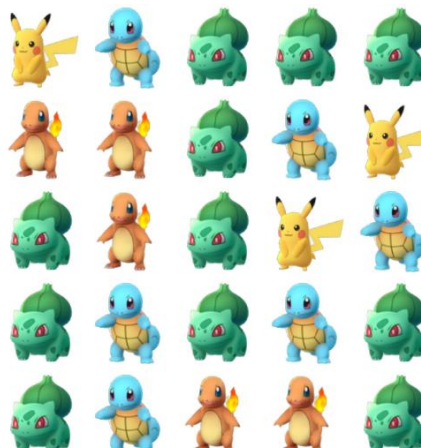

Show the question: "Please input the side length (>=1 and <=10):" with default value 5.

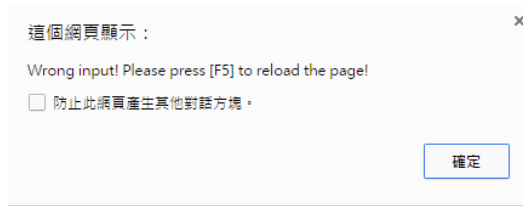If the user chooses 1~4, the square is composed of repeated images of the assigned Pokemon:

If the user chooses 5 (i.e., random), the square is composed of random images of Pokemons.

If the user inputs a wrong data, please show an alarm message **"Wrong input! Please press [F5] to reload the page!"** in a popup window.

(Wrong data: not 1~5 for the first question, and not 1~10 for the second question)

Note that the size of Pokemon images should set to 100(px)x100(px).

The file names of Pokemon images are pikachu.png, bulbasaur.png, charmander.png, and squirtle.png.

Hint:

- Use *Math.random()* and *Math.floor()* to generate random numbers.

  https://www.w3schools.com/jsref/jsref_random.asp

  https://www.w3schools.com/jsref/jsref_floor.asp