

MATH METHODS

Assignment # 26-30
JAVASCRIPT

1. Write a program that takes a **positive integer** from user & display the following in your browser.
 - a. number
 - b. round off value of the number
 - c. floor value of the number
 - d. ceil value of the number

```
number: 3.45214  
round off value: 3  
floor value: 3  
ceil value: 4
```

2. Write a program that takes a **negative floating point** number from user & display the following in your browser.
 - a. number
 - b. round off value of the number
 - c. floor value of the number
 - d. ceil value of the number

number: -2.673
round off value: -3
floor value: -3
ceil value: -2

3. Write a program that displays the absolute value of a number.

E.g. absolute value of -4 is 4 & absolute value of 5 is 5

The absolute value of -4 is 4

4. Write a program that simulates a dice using random() method of JS Math class. Display the value of dice in your browser.:

random dice value: 4

random dice value: 6

5. Write a program that simulates a coin toss using random() method of JS Math class. Display the value of coin in your browser

2

random coin value: Heads

1

random coin value: Tails

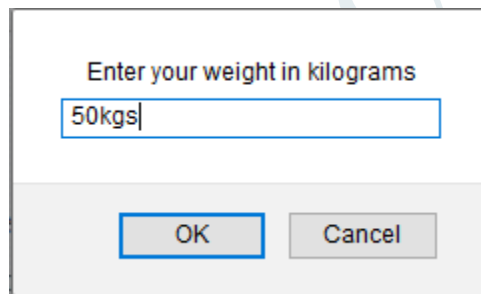
6. Write a program that shows a random number between 1 and 100 in your browser.

random number between 1 and 100: 84

7. Write a program that asks the user about his weight. Parse the user input and display his weight in your browser.

Possible user inputs can be:

- a. 50
- b. 50kgs
- c. 50.2kgs
- d. 50.2kilograms



Enter your weight in kilograms

The weight of user is 58.3 kilograms

8. Write a program that stores a random secret number from 1 to 10 in a variable. Ask the user to input a number between 1 and 10. If the user input equals the secret number, congratulate the user.

Enter a number between 1 and 10

OK Cancel

Try again!

Prevent this page from creating additional dialogs

OK

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