

JavaScript for Kids

A Playful Introduction to Programming

by Nick Morgan

errata updated to print 9

Page	Error	Correction	Print corrected
44	<pre>"Compsognathus", undefined × 24 "Philosoraptor"]</pre>	<pre>"Compsognathus", undefined × 24, "Philosoraptor"]</pre>	Print 2
46	This means that there is an easy way to access the last element in an array, however long that array is:	This means that there is an easy way to access the last element in an array, however long that array is (unless it's empty, of course!):	Print 2
70	This code asks for the element at index 2, which is the variable named kate	This code asks for the element at index 2, which is the object referenced by the variable named kate	Print 2
215	Deletion (of exercise)	#4: Drawing the Man in Hangman	Print 4
241, 246	<pre>if (this.x < 0) { this.x = width; } else if (this.x > width) { this.x = 0; } else if (this.y < 0) { this.y = height;</pre>	<pre>if (this.x < 0) { this.x = width; } else if (this.x > width) { this.x = 0; } if (this.y < 0) { this.y = height;</pre>	Print 2
284	To generate these random numbers, we can call <code>Math.floor(Math.random() * 38)</code> , which gives us a random number from 0 to 37, and then add 1 to the result to get a number between 1 and 38 . . .	To generate these random numbers, we can call <code>Math.floor(Math.random() * 38)</code> , which gives us a random number from 0 to 37, and then add 1 to the result to get a number from 1 to 38 . . .	Print 2
301	An element is marked by start and end tags (which determine what type of element it is) and includes everything in between.	An element is usually marked by start and end tags (which determine what type of element it is) and includes everything in between.	Print 2