Errata for JavaScript for Kids (updated to 8th printing)

Page 44: The final code line in the last listing on the page that reads:
"Compsognathus", undefined × 24 "Philosoraptor"
should now read:
"Compsognathus", undefined × 24, "Philosoraptor"

Page 46: We added a parenthetical to the final sentence on the page, so that it now reads: “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!”:

Page 70: In the first sentence of the paragraph preceding the final code block on the page, the sentence:
“This code asks for the element at index 2, which is the variable named kate,...”
should now read:
“This code asks for the element at index 2, which is the object referenced by the variable named kate,...”


Page 241: The part of the second code block that reads:
if (this.x < 0) {
    this.x = width;
} else if (this.x > width) {
    this.x = 0;
} else if (this.y < 0) {
    this.y = height;
should now read:
if (this.x < 0) {
    this.x = width;
} else if (this.x > width) {
    this.x = 0;
if (this.y < 0) {
    this.y = height;
}

Page 246: The code under the `Ball.prototype.move` function that reads:
if (this.x < 0) {
    this.x = width;
} else if (this.x > width) {
    this.x = 0;
} else if (this.y < 0) {
    this.y = height;
}

Should now read:
if (this.x < 0) {
    this.x = width;
} else if (this.x > width) {
    this.x = 0;
} else if (this.y < 0) {
    this.y = height;
}

Page 284: In the second paragraph under the second code block, the part that reads:
“... 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 ...”
should now read:
“... 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 ...”

Page 301: In the glossary entry for “Element,” the part that reads:
“An element is marked by start and end tags ...”
should now read:
“An element is usually marked by start and end tags ...”