

# 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 ( <b>unless it's empty, of course!</b> ):	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 <b>object referenced by</b> the variable named kate	Print 2
215	Deletion (of exercise)	<del>#4: Drawing the Man in Hangman</del>	Print 4
241, 246	<pre>if (this.x &lt; 0) {   this.x = width; } else if (this.x &gt; width) {   this.x = 0; } else if (this.y &lt; 0) {   this.y = height;</pre>	<pre>if (this.x &lt; 0) {   this.x = width; } else if (this.x &gt; width) {   this.x = 0; } if (this.y &lt; 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 <b>between</b> 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 <b>from</b> 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 <b>usually</b> marked by start and end tags (which determine what type of element it is) and includes everything in between.	Print 2