

```
> result = '3' + 2
console.log(result)//"32"
result = '3' + true;
console.log(result)//"3true"
result = '3' + undefined
console.log(result)//"3undefined"
result = '3' + null;
console.log(result)//"3null"
```

32

3true

3undefined

3null

⏪ undefined

```
> result = '4' - '2';
console.log(result);//2
result = '4' - 2;
console.log(result);//2
```

2

2

⏪ undefined

```
> result = '4' - '2';
console.log(result);//2
result = '4' - 2;
console.log(result);//2
result = '4' * 2;
console.log(result);//8
result = '4' / 2;
console.log(result);//2
```

2

2

8

2

⏪ undefined

```
> let result;
result = 'hello' - 'world';
console.log(result);//NaN
result = '4' - 'hello';
console.log(result);//NaN
```

NaN

NaN

⏪ undefined

```
> let result;  
result = '4' - true;  
console.log(result); //3  
result = 4 + true;  
console.log(result); //5  
result = 4 + false;  
console.log(result); //4
```

3

5

4

⏪ undefined

```
> let result;  
result = 4 + null;  
console.log(result); //4  
result = 4 - null;  
console.log(result); //4
```

4

4

⏪ undefined

```
> let result;  
result = 4 + undefined;  
console.log(result); //NaN  
result = 4 - undefined;  
console.log(result); //NaN  
result = true + undefined;  
console.log(result); //NaN  
result = null + undefined;  
console.log(result); //NaN
```

NaN

NaN

NaN

NaN

```

> const a = 5, b = 2, c = 'hello';
< undefined
> const a = 5, b = 2, c = 'hello';

//equal to operator
console.log(a == 5); // true
console.log(b == '2'); // true
console.log(c == 'Hello'); //false

true VM495:4
true VM495:5
false VM495:6
< undefined
> const a = 3, b = 'hello';

// not equal operator
console.log(a != 2); // true
console.log(b != 'Hello'); //true

true VM834:4
true VM834:5
< undefined
> const a = 2;

// strict equal operator
console.log(a === 2); //true
console.log(a === '2'); // false

true VM1102:4
false VM1102:5
< undefined
> const a = 2, b = 'hello';

//strict not equal operator
console.log(a !== 2); // false
console.log(a !== '2') // true
console.log(b !== 'Hello'); // true

false VM1584:4
true VM1584:5
true VM1584:6

> const a = 3;

// greater than operator
console.log(a > 2); // true

true VM1768:4

> // check if the number is positive or negative/zero

const number = prompt("Enter a number: ");

// check if number is greater than 0
if (number > 0) {
  console.log("The number is positive");
}
// if number is not greater than 0
else {
  console.log("The number is either a negative number or 0");
}

console.log("The if...else statement is easy");
The number is positive VM2619:7
The if...else statement is easy VM2619:14

```

```
// check if the number is positive or negative/zero
```

```
const number = prompt("Enter a number: ");
```

```
// check if number is greater than 0
```

```
if (number > 0) {
```

```
    console.log("The number is positive");
```

```
}
```

```
// if number is not greater than 0
```

```
else {
```

```
    console.log("The number is either a negative number or 0");
```

```
}
```

```
console.log("The if...else statement is easy");
```

```
> let trafficLight = "green";
```

```
let message = ""
```

```
switch (trafficLight) {
```

```
    case "red":
```

```
        message = "Stop immediately.";
```

```
        break;
```

```
    case "yellow":
```

```
        message = "Prepare to stop.";
```

```
        break;
```

```
    case "green":
```

```
        message = "Proceed or continue driving.";
```

```
}
```

```
console.log(message)
```

```
//Output: Proceed or continue driving.
```

```
> let day = 3;
let activity;

switch (day) {

  case 1:
    console.log("Sunday");
    break;

  case 2:
    console.log("Monday");
    break;

  case 3:
    console.log("Tuesday");
    break;

  case 4:
    console.log("Wednesday");
    break;

  case 5:
    console.log("Thursday");
    break;

  case 6:
    console.log("Friday");
    break;

  case 7:
    console.log("Saturday");
    break;

  default:
    console.log("Invalid Day");
}
```