

Chapter 1 (Alerts)

1. Alert these following (individually):
 - I. First Name
 - II. Last Name
 - III. Email
 - IV. Phone Number
 - V. Password
2. Correct this statement: **alert"You're learning JavaScript!";**
3. Code an alert statement displaying any message you like.

Chapter 2 (Variables for string)

1. Declare any variable in the camelCase format.
2. Declare a variable of your choice without defining it. Then, in a second statement, assign it a string of your choice.
3. Declare the variable teamName and Alert your Team name.
4. This statement has already been coded. `var bestMan = "Charlie";`
Assign the variable a new string.

Chapter 3 (Variables for numbers)

1. Declare a variable "caseQty"
2. Assign to the variable caseQty, which has already been declared, the value 144.
3. Rewrite this statement so the variable can be used in a math operation. `var num = "9";`
4. In one statement declare a variable. In a second statement assign it the sum of 2 numbers.

5. What is the value of orderTotal?

```
var merchTotal = 100;
```

```
var shippingCharge = 10;
```

```
var orderTotal = merchTotal + shippingCharge;
```

Try it yourself.

6. In the first statement declare a variable and assign it a number. In the second statement, change the value of the variable by adding it together with a number.

Chapter 4 (Variable names Legal and Illegal)

1. Correct this statement.

```
var product cost = 3.45;
```

2. Rewrite this using camelCase.

```
var Nameofband;
```

3. In a single statement declare a legally-named variable and assign a number to it.

4. Declare a variable that is a combination of your first and last names. Use camelCase.

5. List the legal and Illegal Variables.

Chapter 5 (Math Expression I)

1. What is the name and symbol of the arithmetic operator that gives you the remainder when one number is divided by another?

2. What is the value of num?

```
var num = 20 % 6;
```

3. In a single statement, declare the variable largeNum and assign it the result of 1,000 multiplied by 2,000.
4. Assign to a variable the value represented by one variable subtracted from the value represented by another variable
5. Assign to a variable the remainder when one number is divided by another. The variable hasn't been declared beforehand. Make up the variable name.
6. Code an alert that displays the result of a multiplication on 2 numbers.

===== THE END =====

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