

Make a new private repo on GitHub, connect it to your local repo called **javascript-challenges-variables**. Then push all new files and changes to the remote repo on Github (check Git notes for new project)

You can keep all these challenges within the same .js file since some challenges use variables from the priors

Remember to run the code, make sure you're in the right directory in the terminal and run

```
node.js <js file name>
```

Also `//` are just comments

### **Challenge 1) Declare Name Variable**

Declare a variable called `firstName` with the `let` keyword and make it equal a string of your name

```
// 'Jesse'
```

```
console.log the firstName
```

(Knowing whether to use `let` or `const` is based on if you're going to be changing the variable at all)

### **Challenge 2) Make a Greeting Message**

Using that same name variable, `console.log` the string “Hello” plus your name

(You will have to use string concatenation here. You can add strings together to make a single string with the `+` operator. Here’s an example below:)

```
// let slur = 'poo poo head';  
// console.log('You're a ' + slur);  
// output is 'You're a poo poo head';
```

### **Challenge 3) Add Two Variables**

Declare a variable called `firstNumber` and set it to 1

Declare another variable called `secondNumber` and set it to 2

`console.log` the `firstNumber + secondNumber` to get the sum

### **Challenge 4) Two-Step Arithmetic**

Declare a variable called `thirdNumber` and set it to 6

Declare a variable called `fourthNumber` and set it to 5

**Declare a variable called** `product` **and set it to**  
`thirdNumber * fourthNumber`

**Then** `console.log` **the** `product / secondNumber`

## **Challenge 5) Redclaration of Variables**

**Declare a variable called** `change` **with the** `let` **keyword and**  
**set it to 'OJ'**

`console.log` **the** `change`

**Now set** `change` **equal to 'Simpson'**

`console.log` `change` **again**

**run** `node <js file name>` **to see the difference of**  
`console.logs`

**Declare a variable called** `constant` **with the** `const` **keyword**  
**and set it to 'OJ'**

`console.log` **the** `constant`

**Then set** `constant` **equal to 'Simpson'**

`console.log` `constant` **again**

`console.logging` `constant` should have thrown an error because you can't change that shit

Delete the `constant` variable and reassignment so that the error doesn't show anymore

## Challenge 6) Swap Variables (HARD)

Declare a variable called `x` and set it to 'Labia'

Declare a variable called `y` and set it to 'Drake Bell'

Swap the variables and `console.log` them so `x` is equal to 'Drake Bell' and `y` is equal to 'Labia'

```
// console.log(x,y)
// output: Drake Bell Labia
```

Hint: Declare a variable called `temp` but don't initialize it. You are going to have to set variables to other variables

```
// let temp;
```

Once done with all challenges, commit the new changes and push them to your **javascript-challenges-variables** GitHub repo (Check Git notes if you need a refresher)