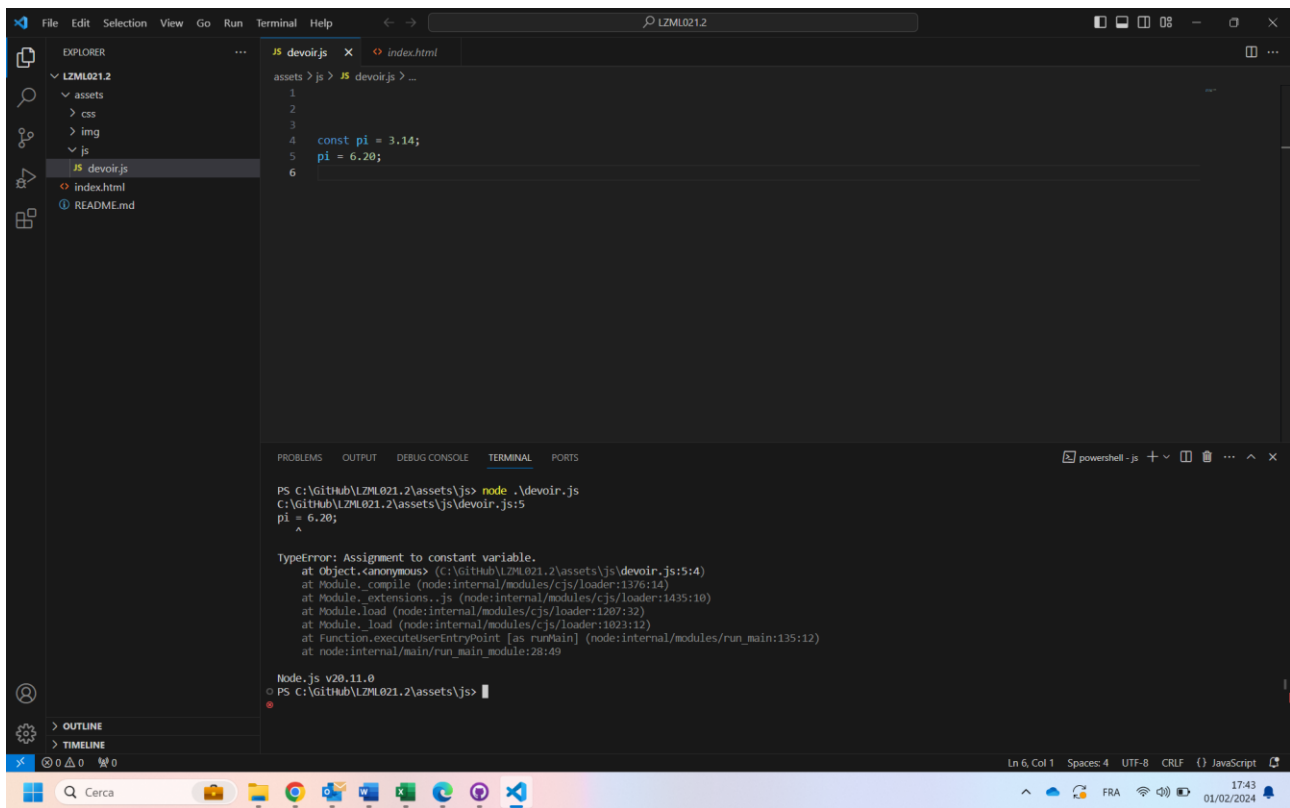


J'ai changé la valeur et la réponse a été celle la , un erreur :



The screenshot shows the Visual Studio Code interface with a file explorer on the left showing a project named 'LZML021.2' with subfolders 'assets', 'css', 'img', and 'js'. The 'js' folder contains 'devoir.js', 'index.html', and 'README.md'. The main editor displays the content of 'devoir.js' with the following code:

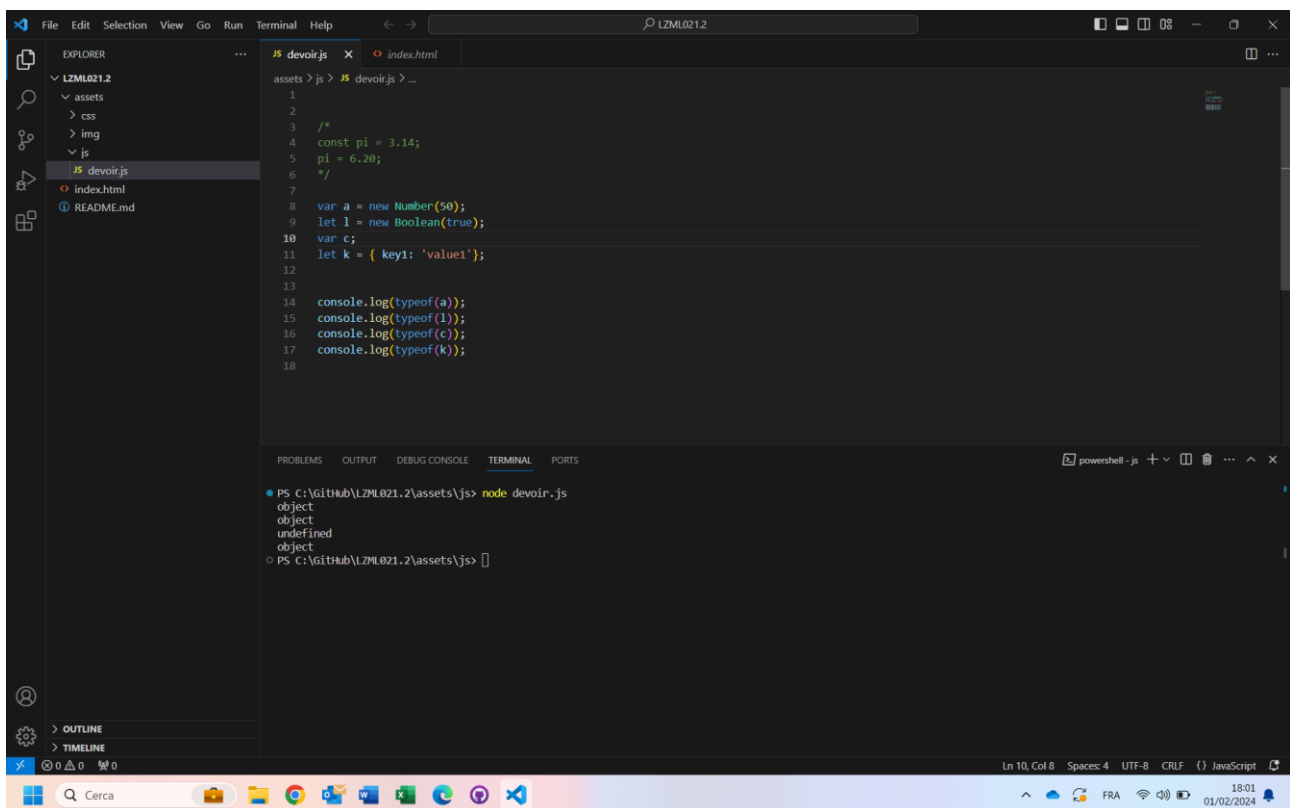
```
1
2
3
4 const pi = 3.14;
5 pi = 6.20;
6
```

The terminal at the bottom shows the command 'node .\devoir.js' being executed. The output is:

```
PS C:\Github\LZML021.2\assets\js> node .\devoir.js
C:\Github\LZML021.2\assets\js\devoir.js:5
pi = 6.20;
^
TypeError: Assignment to constant variable.
    at Object.<anonymous> (C:\Github\LZML021.2\assets\js\devoir.js:5:4)
    at Module._compile (node:internal/modules/cjs/loader:1376:14)
    at Module._extensions..js (node:internal/modules/cjs/loader:1435:10)
    at Module.load (node:internal/modules/cjs/loader:1209:32)
    at Module._load (node:internal/modules/cjs/loader:1023:12)
    at Function.executeUserEntryPoint [as runMain] (node:internal/modules/run_main:135:12)
    at node:internal/main/run_main_module:28:49

Node.js v20.11.0
PS C:\Github\LZML021.2\assets\js>
```

2) Non , parce que on a 3 objects et 1 undefined parce que la variable C n'a pas la valeur :



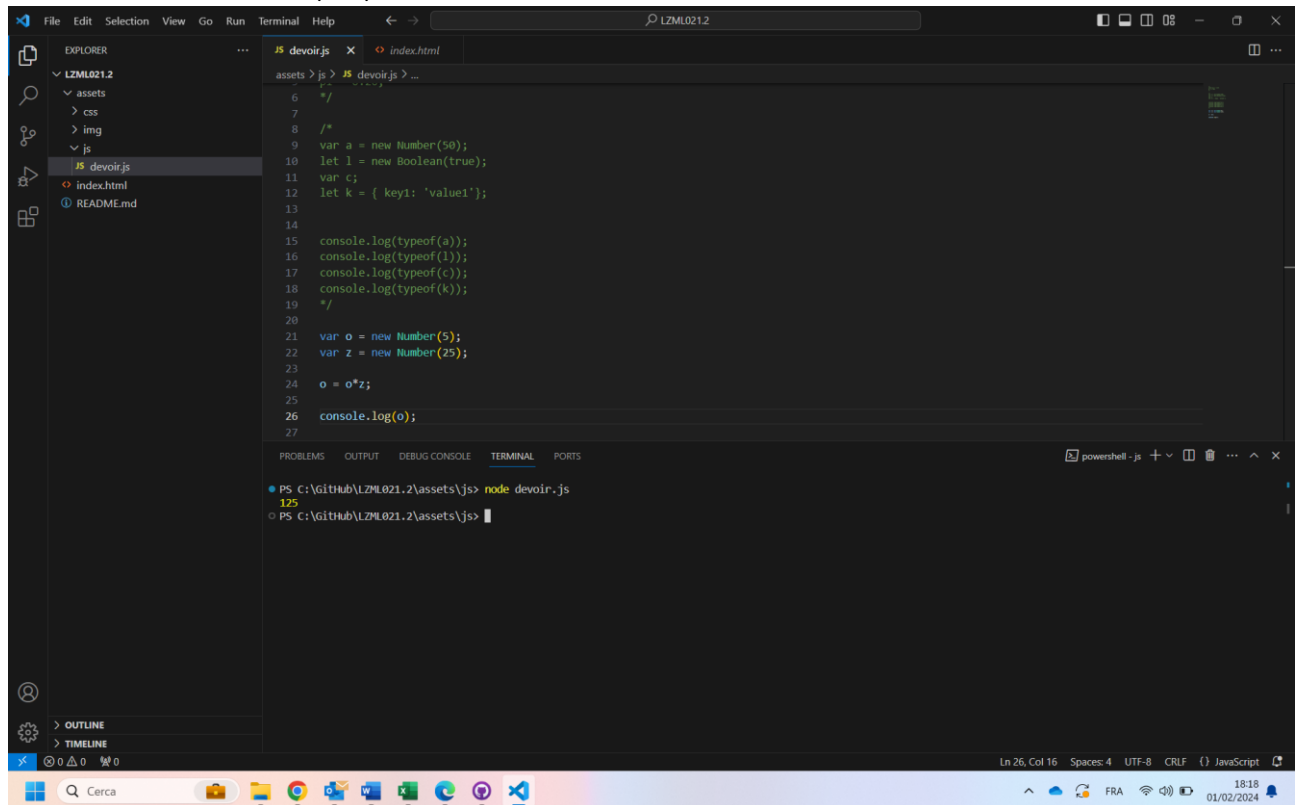
The screenshot shows the Visual Studio Code interface with the same project structure. The main editor displays the content of 'devoir.js' with the following code:

```
1
2
3 /*
4 const pi = 3.14;
5 pi = 6.20;
6 */
7
8 var a = new Number(50);
9 let l = new Boolean(true);
10 var c;
11 let k = { key1: 'value1'};
12
13
14 console.log(typeof(a));
15 console.log(typeof(l));
16 console.log(typeof(c));
17 console.log(typeof(k));
18
```

The terminal at the bottom shows the command 'node devoir.js' being executed. The output is:

```
PS C:\Github\LZML021.2\assets\js> node devoir.js
object
object
undefined
object
PS C:\Github\LZML021.2\assets\js>
```

3. le total obtenu est 125 (o*z)



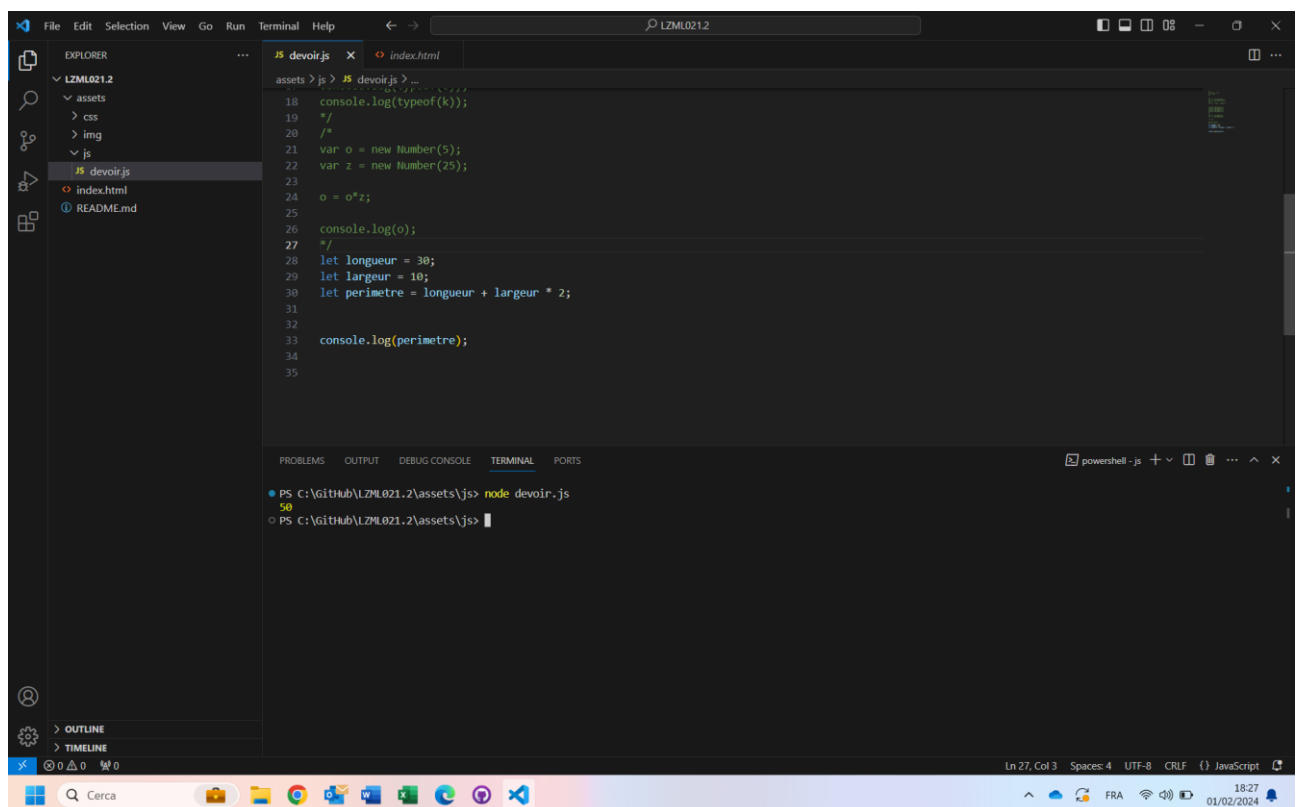
```
6  /*
7
8  /*
9  var a = new Number(50);
10 let l = new Boolean(true);
11 var c;
12 let k = { key1: 'value1'};
13
14
15 console.log(typeof(a));
16 console.log(typeof(l));
17 console.log(typeof(c));
18 console.log(typeof(k));
19 */
20
21 var o = new Number(5);
22 var z = new Number(25);
23
24 o = o*z;
25
26 console.log(o);
27
```

PS C:\Github\LZML021.2\assets\js> node devoir.js

125

PS C:\Github\LZML021.2\assets\js>

4. le résultat n'est pas correct :



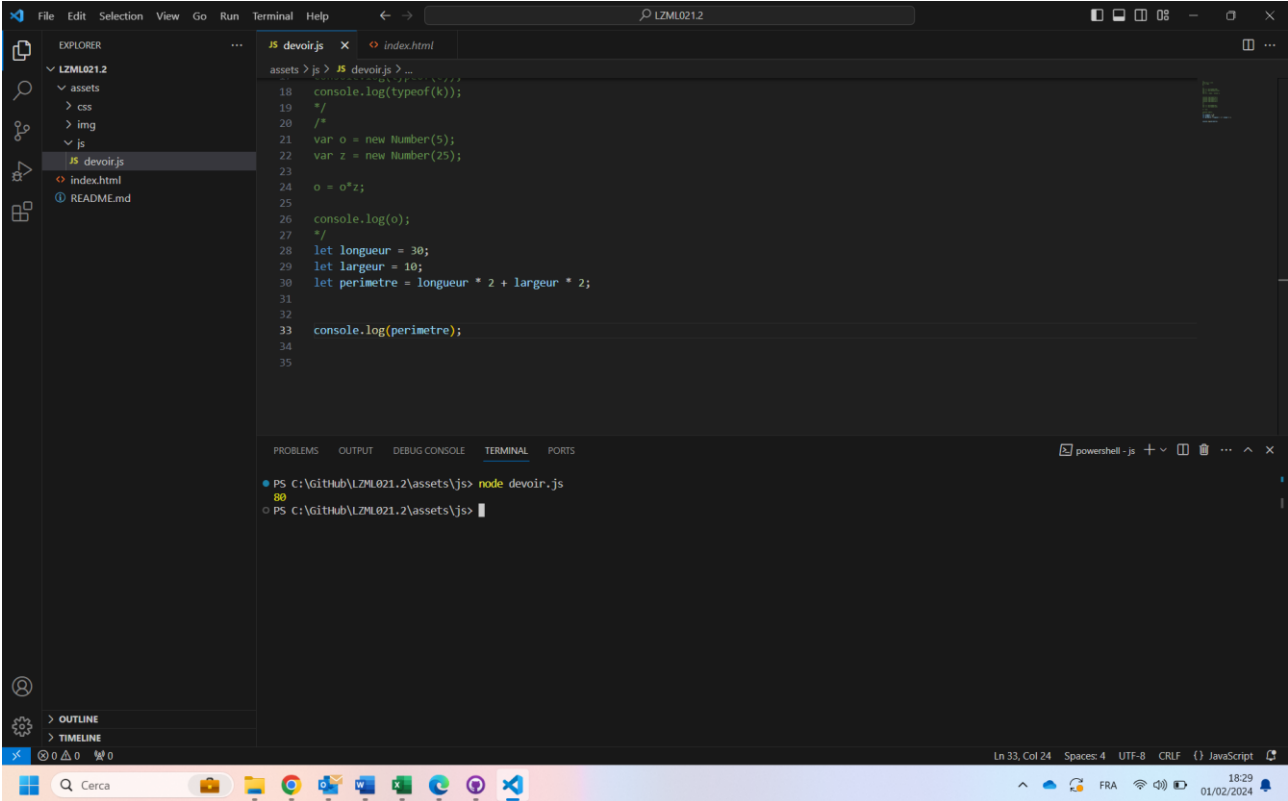
```
18 console.log(typeof(k));
19 /*
20 /*
21 var o = new Number(5);
22 var z = new Number(25);
23
24 o = o*z;
25
26 console.log(o);
27 */
28 let longueur = 30;
29 let largeur = 10;
30 let perimetre = longueur + largeur * 2;
31
32
33 console.log(perimetre);
34
35
```

PS C:\Github\LZML021.2\assets\js> node devoir.js

50

PS C:\Github\LZML021.2\assets\js>

La bonne procédure pour faire le calcul est :



```
File Edit Selection View Go Run Terminal Help
LZML021.2
EXPLORER
  LZML021.2
    assets
    css
    img
    js
      JS devoir.js
      index.html
      README.md
  OUTLINE
  TIMELINE

devoir.js
18 console.log(typeof(k));
19 /*
20 /*
21 var o = new Number(5);
22 var z = new Number(25);
23
24 o = o*z;
25
26 console.log(o);
27 /*
28 let longueur = 30;
29 let largeur = 10;
30 let perimetre = longueur * 2 + largeur * 2;
31
32
33 console.log(perimetre);
34
35

TERMINAL
powershell - js
PS C:\GitHub\LZML021.2\assets\js> node devoir.js
80
PS C:\GitHub\LZML021.2\assets\js>
```