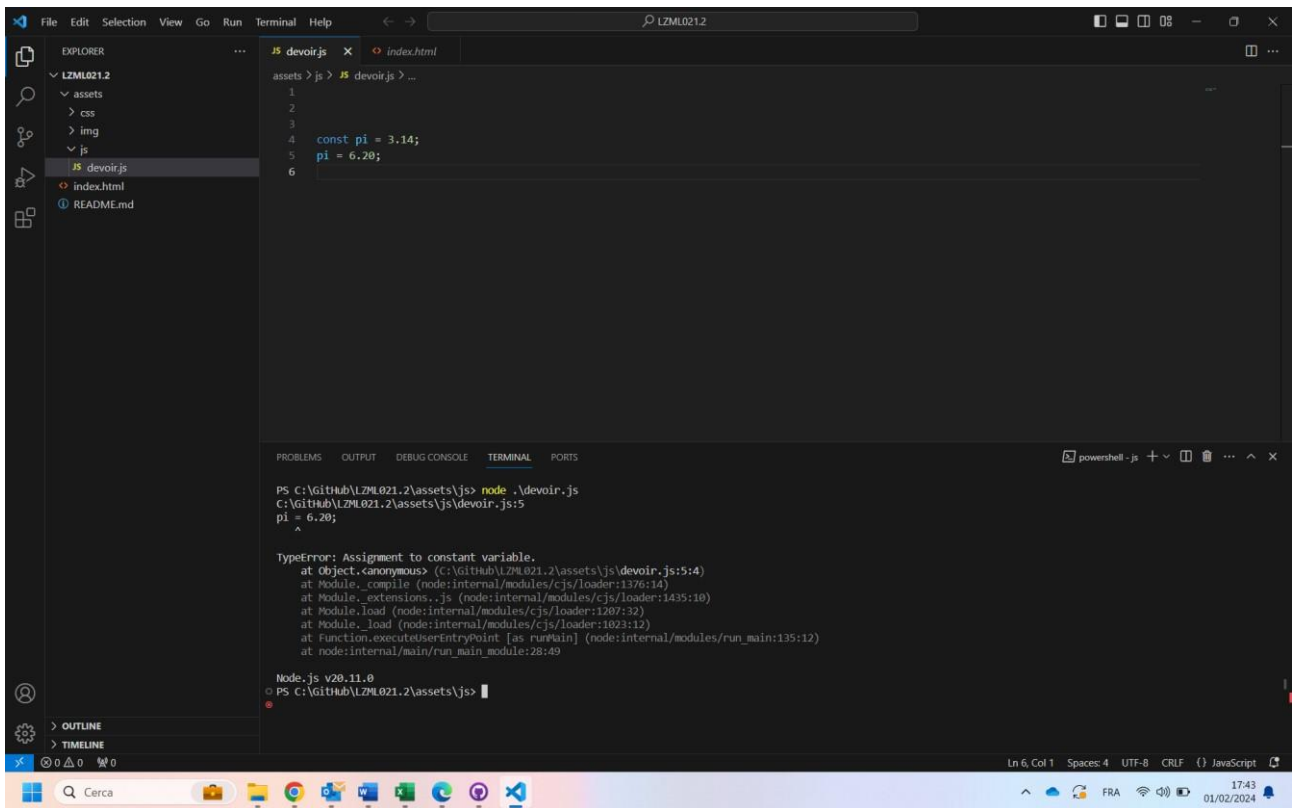


J'ai changé la valeur et la réponse a été celle la , un erreur :



The screenshot shows the Visual Studio Code editor with a file named `devoir.js` open. The code in the file is:

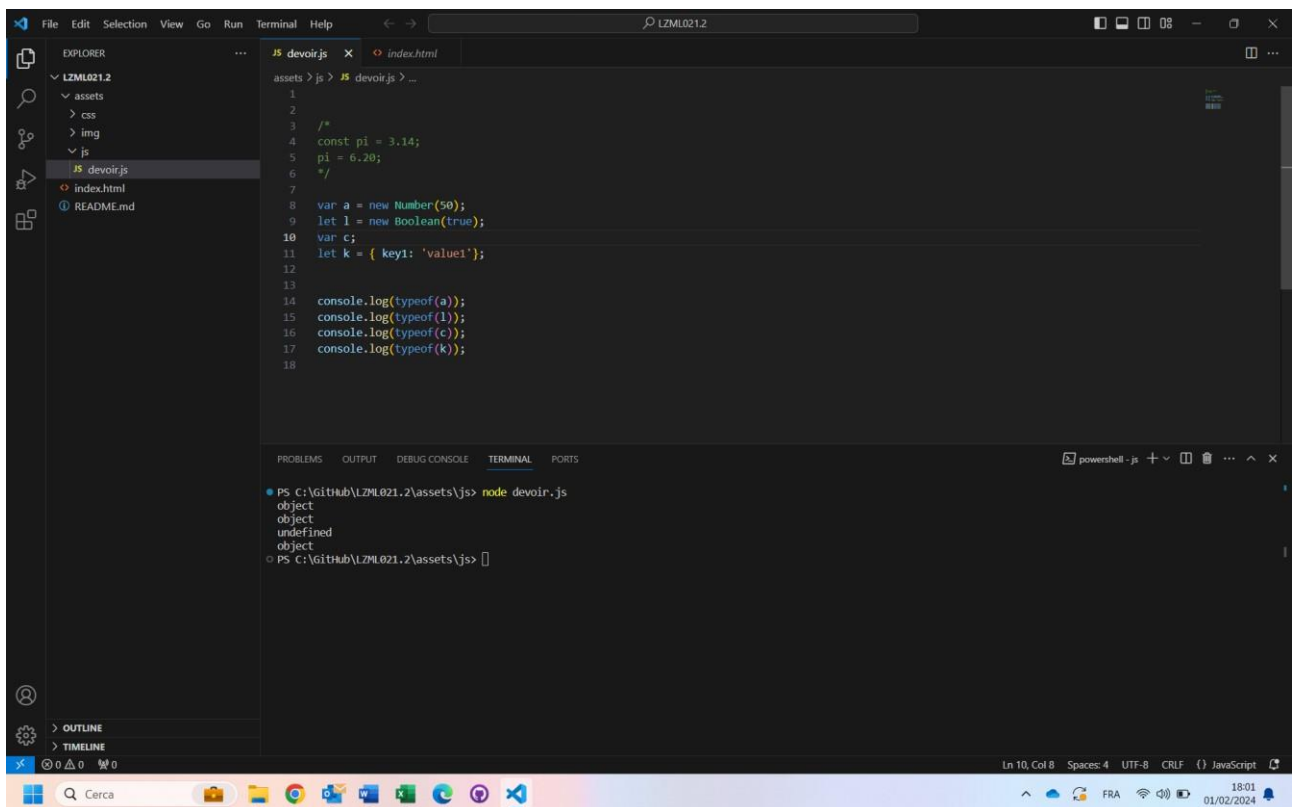
```
1
2
3
4 const pi = 3.14;
5 pi = 6.20;
6
```

The terminal output shows the command `node .\devoir.js` being executed, resulting in a `TypeError: Assignment to constant variable.` error at line 5, column 4. The error message includes the following stack trace:

```
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:1207:32)
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
```

The terminal also shows the Node.js version `v20.11.0` and the current directory `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 editor with a file named `devoir.js` open. The code in the file is:

```
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 output shows the command `node devoir.js` being executed, resulting in the following output:

```
object
object
undefined
object
```

The terminal also shows the current directory `C:\Github\LZML021.2\assets\js`.

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

The screenshot shows a Visual Studio Code editor with a file named `devoir.js` open. The file contains the following JavaScript code:

```
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
```

The terminal at the bottom shows the command `node devoir.js` being executed, resulting in an error message: `125 PS C:\Github\LZML021.2\assets\js> node devoir.js`. The error message is partially visible and indicates a runtime error.

4 . le résultat n'est pas correct, parce que on doit multiplier les variables par 2 :

The screenshot shows the same Visual Studio Code editor with the `devoir.js` file. The code has been updated to correctly calculate the perimeter of a rectangle:

```
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
```

The terminal shows the command `node devoir.js` being executed, resulting in the output `50` and `50`, indicating that the calculation is now correct.

La bonne procédure pour faire le calcul est :

