Module 3: Introduction to JavaScript
Video 3.3: Variables

Exercises

Task 1:

Open the VS code editor (please refer to this VS code tutorial). Create a file named 'variables-01.js'. In the file, copy the starter code. Declare a variable named myName and assign your name (a string) to it. Once done, run 'node variables-01.js' in the terminal of your code editor.

Starter Code:

```javascript
/*Instructions
- Insert a line where you declare a variable named 'myName' and assign it
your name.
*/
//your code here

//////////////
function greetings(name) {
    return `Greetings ${name}.`;
}

//leave this line unchanged to console log the results
console.log('results: ', greetings(myName));

//don't change this line
module.exports = {myName,greetings} ;
```

Task 2:

Open the VS code editor. Create a file named 'variables-02.js'. In the file, copy the starter code. Declare a variable named 'current year' and assign it a number that represents the current year. Once done, run 'node variables-02.js' in the terminal of your code editor.

Starter code:

```
//Instructions
// Declare a variable named 'current year' and assign it a number that
represents the current year
//YOUR CODE BELOW

//console log the result
console.log('current year result: ', currentYear); //should be the value
of the currentYear variable
//don't change this line
module.exports = { currentYear };
```

Task 3:
Open the VS code editor. Create a file named 'variables-03.js'. The given code checks whether a number is even or not. We're using a variable named 'verdict' inside the function, and it can hold a boolean value (just the values 'true' or 'false' without the inverted commas). Change the value of verdict as per the instructions in the block. Once done, run 'node variables-03.js' in the terminal of your code editor.

Starter code:

```
//Instructions
// The given code checks whether a number is even or not. Change the
value of verdict as per the instructions in the block
function isEven(num) {
let verdict;
if (num % 2 === 0) {
//Assign the value true to the variable 'verdict'
} else {
//Assign the value false to the variable 'verdict'
}
return verdict
}

let myNum = 4;

//don't change the code from this line
let checkEven = isEven(myNum);
console.log(`Is ${myNum} even? ${checkEven}`);
module.exports = {isEven,checkEven}
```