

4. Assigning variables and printing to the console.

Filename: hello_World.js

- Write a script that prints "Hello World!" to the console.
- Expand script with an integer variable `age` that has the value 4.
- Print "Age: " and the value of `age` in the console.
- Enter the following comment in the script: "Now we change the value of the variable `age`:".
- Change the value in the variable `age` to your own age. Print a new line to the console with appropriate text and the new value for `age`.
- Run your script.

Solution:

```
console.log("Hello World!");
var age = 4;
console.log("Age:", age );

// Now we change the value of the variable age:
var age = 40;
console.log("My age is", age);
```

5. Pyramid-shaped printing

Filename: stars.js

- Create a script that prints three lines of stars "*" so that it looks like a pyramid on the screen.
- Run the script and make changes until you see that the script works properly.

Solution:

```
console.log("  *  ");
console.log(" *** ");
console.log("*****");
```
