

Name: Nicholas Chibuike-Eruba

Student No: 18630

GitHub link: https://github.com/El-Nico/fewd_lab2

Questions

3. Length of array is 7

8. $x+y=15$, $y-x=5$, $x*y=50$, $y/x=2$, $x\%2=1$, $x++=6$, $x--=4$

9. $a+b=5$ hello, $b+c=$ HelloWorld, $a+d=15$

10 $a==c$ true, $a===c$ false, $a==x$ true, $a!=b$ true, $a>b$ false, $a<b$ true, $a>=b$ false, $a<=b$ true, $a>=c$ true, $a<=c$ true

13. $x='Hi!'$

Codecademy

The screenshot displays the Codecademy web interface for the 'Introduction to JavaScript' course, specifically the 'Review Variables' lesson. On the left, a sidebar titled 'Learn' contains a list of topics: 'you will use in all your future programming endeavors.', 'Let's review what we learned:', 'Variables hold reusable data in a program and associate it with a name.', 'Variables are stored in memory.', 'The `var` keyword is used in pre-ES6 versions of JS.', 'Let is the preferred way to declare a variable when it can be reassigned, and `const` is the preferred way to declare a variable with a constant value.', 'Variables that have not been initialized store the primitive data type `undefined`.', 'Mathematical assignment operators make it easy to calculate a new value and assign it to the same variable.', 'The `+` operator is used to concatenate strings including string values held in variables', 'In ES6, template literals use backticks ``` and ``${}`` to interpolate values into a string.', 'The `typeof` keyword returns the data type (as a string) of a value.' Below this is an 'Instructions' section with the text 'To learn more about variables take on these challenges!' and two bullet points: 'Create variables and manipulate the values' and 'Check what happens when you try concatenating strings using variables of different data types'. The main area is a code editor titled 'main.js' with line numbers 1 through 10. At the bottom, there is a navigation bar with a 'Run' button, a 'Back' button, a progress indicator '10/10', an 'Up Next' button, and a 'Get Help' link.