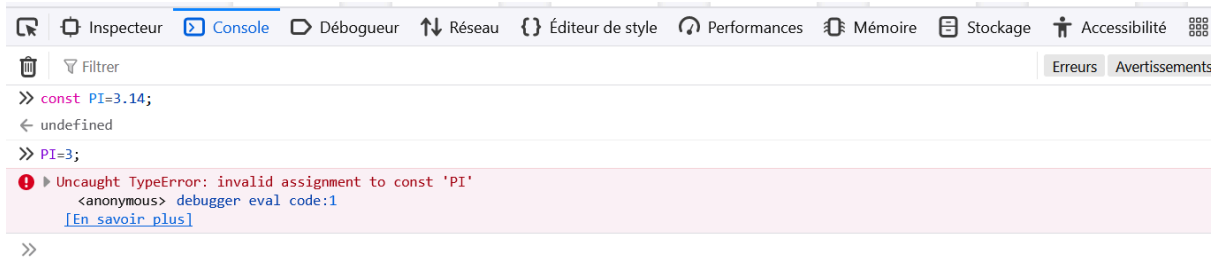


1.



The screenshot shows the Chrome DevTools Console with the 'Console' tab selected. The command prompt shows the following sequence of commands and outputs:

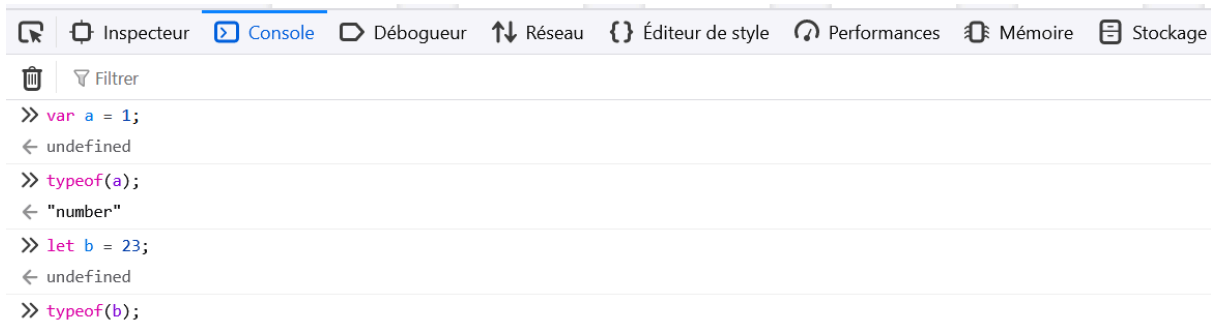
```
>> const PI=3.14;
<- undefined

>> PI=3;
[Uncaught TypeError: invalid assignment to const 'PI']
<- [Uncaught TypeError: invalid assignment to const 'PI']
```

An error message is displayed in a red box: "Uncaught TypeError: invalid assignment to const 'PI'". The error message includes the source "<anonymous> debugger eval code:1" and a link "[En savoir plus]".

Ça affiche une erreur. On ne peut pas modifier la valeur de la constante avec le même nom de variable.

2.



The screenshot shows the Chrome DevTools Console with the 'Console' tab selected. The command prompt shows the following sequence of commands and outputs:

```
>> var a = 1;
<- undefined

>> typeof(a);
<- "number"

>> let b = 23;
<- undefined

>> typeof(b);
```



The screenshot shows the continuation of the Chrome DevTools Console with the 'Console' tab selected. The command prompt shows the following sequence of commands and outputs:

```
<- "number"

>> c = 4.5;
<- 4.5

>> typeof(c);
<- "number"

>> let obj = new Object(678);
<- undefined

>> let obj = new Object(678);
<- undefined

>> typeof(obj);
<- "object"
```

Seul le type objet est différent, sûrement car typeof() ne fait pas attention à la valeur stockée , ou ce n'est pas la bonne expression pour dire que c'est un nombre quand la variable est de type objet. Par contre si on met juste le nom de la variable :



The screenshot shows the Chrome DevTools Console with the 'Console' tab selected. The command prompt shows the following sequence of commands and outputs:

```
>> obj;
<- Number { 678 }
```

On voit que cela affiche bien le type "number" + la variable stockée entre accolades.

3.

---

```
>> let e = 5;
```

```
← undefined
```

---

```
>> let f = 10;
```

```
← undefined
```

---

```
>> e = 2 * f;
```

```
← 20
```

---

4.

---

```
>> let longueur = 30;
```

```
← undefined
```

---

```
>> let largeur = 10;
```

```
← undefined
```

---

```
>> let perimetre = longueur + largeur * 2;
```

```
← undefined
```

---

On obtient pas le résultat attendu car on a juste défini une nouvelle variable.

```
>> longueur+=largeur*2;
```

```
← 50
```

---