Swift Academy – Homework #3

Send javascript files (html/css files if needed) to address: [dimitrov.webmaster@gmail.com](mailto:dimitrov.webmaster@gmail.com) before 08.03.2016 18:30:00.

For subject type: [SWIFT][HW3] – Javascript homework

Ex.1 Assign all the possible javascript literals (data types) to a different variable;

Ex. 2 Search in google and find how to use **typeof.** Try **typeof** onall variables from previous exercise.

Ex. 3 Create null, undefined variable and try **typeof** on them. What is the result?

Ex. 4 – Read all articles from: <http://www.w3schools.com/js/default.asp> (located on the left aside menu), and do next exercise:

* Assign two variables with two numbers (like30, 50):
  + Provide +, -, \*, / of these numbers and output the result;
* Create an object variable “**dog**”. Dog must have properties: legs, furColor and an method bark(). When calling bark() the method should print: “bau-bau” (for printing use: console.log(‘text-text’));
* Create a variable with random number;
* Create a variable for holding different cars (use array for storing car names);
* \*Write a function that takes two parameters and return their multiplication;

\*For output you can use as you wish: window.alert(), document,write(), innerHTML, console.log();