```
// Create a variable named age and set it to your age
let age = 21

/* Write an if statement to check if age is greater than or equal to 18.
If it is, log "You are an adult" to the console. If not, log "You are a minor." */
if (age >= 18) {
    console.log("You are an adult");
} else {
    console.log("You are a minor");
}
```

```
/* Create a variable named temperature and set it to a temperature value (in celsius).
Write an if statement to check if temperature is greater than or equal to 30.
If it is, log "It's hot outside!" to the console. If not, log "It's cool outside." */
function fahrenheitToCelsius(fahrenheit) {
  let celsius = (fahrenheit - 32) * 5/9;
  return celsius;
}

let temperatureInFahrenheit = 80; // Change this to the desired temperature in Fahrenheit

let temperatureInCelsius = fahrenheitToCelsius(temperatureInFahrenheit);

// if statement for if temp >= 30
  if (temperatureInCelsius >= 30) {
    console.log("It's hot outside!");
  } else {
    console.log("It's cool outside.");
}
```

```
// Write a for loop that counts from 1 to 10 and logs each number to the console. for (let i = 1; i <= 10; i++) { console.log(i); }
```

```
/* Create an array called fruits with the following fruits: "apple,"
"banana," "cherry," "date," and
"elderberry." Write a for loop that iterates over the fruits array and logs
each fruit to the console */
const fruits = ["apple", "banana", "cherry", "date", "elderberry"];

for (let i = 0; i < fruits.length; i++) {
   console.log(fruits[i]);
}</pre>
```

] ⊘ top ▼ ⊘ Filter Default levels ▼ 9 4	
You are an adult	<u>u2-t1.js.html:1</u>
It's cool outside.	<u>u2-t1.js.</u> html:3
1	<u>u2-t1.js.</u> html:43
2	<u>u2-t1.js.</u> html:4
3	<u>u2-t1.js.</u> html:4
4	u2-t1.js.html:4
5	<u>u2-t1.js.</u> html:4
6	u2-t1.js.html:42
7	<u>u2-t1.js.html:4</u>
8	<u>u2-t1.js.html:4</u> 2
9	<u>u2-t1.js.html:4</u> 2
10	<u>u2-t1.js.html:4</u>
apple	<u>u2-t1.js.html:5</u> 0
banana	<u>u2-t1.js.html:5</u>
cherry	<u>u2-t1.js.html:50</u>
date	<u>u2-t1.js.</u> html:50
elderberry	<u>u2-t1.js.html:50</u>