

Introduction to JS Fundamentals – Classwork Tasks

Average Time: 30 min

Learning Objective:

Understanding the concepts of different data types, hoisting and arrays in JavaScript

Assignment Requirements:

Task 1

- Open Chrome dev console
- Create different variables for different data types you learned.
- Print them on the console
- Now print their type in the console using the type of method in JS

Task 2

- Now open VS Code
- Create new script session1.js (Note: .js extension to denote JS files)
- Initialize a variable with a const keyword
- In the second line, try to reassign the same variable to a different value
- Now run the code with node session1.js (we asking the node to run our JS code) and observe the error it gives. Now fix the error.

Task 3

- Create a new file, arraysPractise.js
- Create a new array to store your most preferred browser in order ["Chrome", "Safari"]
- Now print the length of the array
- Now print these statements and fetch the value from the array you just created
My name is \${name value from the array} [hint: use index approach to fetch value.]
- Now reassign any of your index with a new value in the array
- Print that index value from the array and confirm if the value is replaced in the array
- Use .push method to add new browser to array at the end
- Print the length of array now, it should have been increased by 1

Expected Outcome:

Upon completion, you should be able to:

- Check the variable type
- Print on the dev console
- Declare, assign, and reassign values to a variable
- Use let, const
- Know what would happen if you reassign value to a variable declared with const
- Initialize and use an array in Javascript