

Setting up

Welcome to Programming

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Declaring variables (solutions)

Here are the solutions to the previous exercise, which was to practice declaring variables.

Please note: The solutions presented here use single quotes and double quotes interchangeably to delimit pieces of text. This is done on purpose to illustrate that both ways of representing text are possible and acceptable so that you are aware of it.

Task 1 solution to: Declare a new variable named `petDog` and give it the name `Rex`.

```
1 var petDog = 'Rex';
```

Run

Reset

No Output

Task 2 solution to: Declare a new variable named `petCat` and give it the name `Pepper`.

```
1 var petCat = 'Pepper';
```

Run

Reset

Task 3 solution to: Console log the `petDog` variable.

```
1 var petDog = 'Rex'; // Task 1 solution
2 console.log(petDog);
3
```

Run

Reset

Task 4 solution to: Console log the `petCat` variable.

```
1 var petCat = 'Pepper'; // Task 2 solution
2 console.log(petCat);
3
```

Run

Reset

Task 5 solution to: Console.log the string `"My pet dog's name is: "` and the `petDog` variable.

```
1 var petDog = 'Rex'; // Task 1 solution
2 console.log("My pet dog's name is: " + petDog);
```

Run

Reset

Please note that in this specific example, because the text in line 2 contains a single quote within it, you should use double quotes to surround the whole piece of text. Otherwise, JavaScript will return an error. We will cover this issue in more detail later.

Task 6 solution to: Console.log the string `"My pet cat's name is: "` and the `petCat` variable.

```
1 var petCat = 'Pepper'; // Task 2 solution
2 console.log("My pet cat's name is: " + petCat);
```

Run

Reset

Please note that in this specific example, because the text in line 2 contains a single quote within it, you should use double quotes to surround the whole piece of text. Otherwise, JavaScript will return an error. We will cover this issue in more detail later.

Task 7 solution to: Declare another variable and name it `catSound`. Assign the string of `"purr"` to it.

```
1 var catSound = "purr";
```

Run

Reset

Task 8 solution to: Declare another variable and name it `dogSound`. Assign the string of `"woof"` to it.

```
1 var dogSound = "woof";
```

Run

Reset

Task 9 solution to: Console.log the variable `petDog`, then the string `"says"`, then the variable `dogSound`.

```
1 var petDog = 'Rex'; // Task 1 solution
2 var dogSound = "woof"; // Task 8 solution
3 console.log(petDog, "says", dogSound);
```

Run

Reset

Task 10 solution to: Console.log the variable `petCat`, then the string `"says"`, then the variable `catSound`.

```
1 var petCat = 'Pepper'; // Task 2 solution
2 var catSound = "purr"; // Task 7 solution
3 console.log(petCat, "says", catSound);
```

Run

Reset

Task 11 solution to: Reassign the value stored in `catSound` to the string `"meow"`.

```
1 var catSound = "purr"; // Task 7 solution
2 catSound = "meow";
```

Run

Reset

Task 12 solution to: Console.log the variable `petCat`, then the string `"now says"`, then the variable `catSound`.

```
1 var petCat = 'Pepper'; // Task 2 solution
2 var catSound = "meow"; // Task 11 solution
3 console.log(petCat, "now says", catSound);
```

Run

Reset

✓ Completed

Go to next item

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