Basic JavaScript Exercises

typeof Operator Exercises

In the following exercises declare all your variables with `const` unless you are told otherwise

1. **Type Identification**

   - Create a variable `num` with the value `10`.
   - Create a variable `str` with the value `"Hello"`.
   - Create a variable `bool` with the value `true`.
   - Use the `typeof` operator to determine the type of each variable and use `console.log` to print the results using `console.log`.

2. **Comparing Variable Types**

   - Create a variable `firstVar` with the value `42`.
   - Create another variable `secondVar` with the value `"42"`.
   - Use the `typeof` operator to compare their types and use `console.log` to print whether they are the same type or not using `console.log`.

3. **Undefined and Null Types**

   - Create a variable `noValue` and leave it undefined.
   - Create another variable `emptyValue` and set it to `null`.
   - Use the `typeof` operator on both `noValue` and `emptyValue` and use `console.log` to print the results to observe the differences.

4. **Debugging Variables** Create a few variables of different types (number, string, boolean). Use `console.log` and `typeof` to print each variable's value and type, like "The value of x is 10 and its type is number."