DWA_03.4 Knowledge Check_DWA3.1

1. Please show how you applied a Markdown File to a piece of your code.

https://www.loom.com/share/d061545225954a3d9e0297e4483acf9b?sid=204ec794-756d-4565-8ec2-f7b7fd8882f6

Link to a short loom video of my markdown file and its preview.

2. Please show how you applied JSDoc Comments to a piece of your code.

```
X File Edit Selection View Go Run ···
                                                                                                                                      DWA 3
       JS script.js X
                 * @typedef {Object} User - The user logged in
* @prop { string} firstName - The user's firstname
* @prop {number | string} [age] - The user's age
                 * @prop { string} hobby - The user's hobby
                 * @prop {Boolean} isloggedIn - The user's login status
                * @type {User}
              const User = {
               firstName: "John",
          16 age: "35",
17 hobby: "Coding",
18 isloggedIn: false,
               * A function that log the parameter entered twice to the console

* @param {String} parameter

*/
          24 const logTwice = (parameter) => {
               console.log(parameter)
console.log(parameter)
                * A function that returns the {@link_logTwice()} function with a parameter
                 * @returns {void}}
                function hobby() {
                 return logTwice(
  `Hello, ${User.firstName} (${User.age}). I love ${User.hobby}!`
(8)
                hobby()
```

- I used a piece of code from IWA-14 challenge 1.
- I used JSDOC @typedef to create a custom type.
- An object that uses the custom type.
- Lused JSDOC comments for the two functions.

3. Please show how you applied the @ts-check annotation to a piece of your code.

```
## Script; 1 **
## Script; 1 *
```

When I omitted the first property of the object I got an error because I had static type checking in my file (// @ts-check)

4. As a BONUS, please show how you applied any other concept covered in the 'Documentation' module.

I used {@link} to point to a different function in my script.