

1) If you type the following code in the console window, what result will you get?

```
3 > 2 > 1 === false
```

```
//// true////
```

```
////////////////////////////////
```

2) If the value of x is 40, then what is the output of the following program?

```
(x % 10 == 0)?
```

```
////true////
```

```
////////////////////////////////
```

3) Which is the correct way to write a comment in JavaScript?

a) {#...#} b) <!--.....--!> c) //..... d) \\ .....

```
////d ////
```

```
////////////////////////////////
```

4)Wich one of the following is correct?

a) i+=1 b) i+=1 c) i=i++1 d) +i+

```
////b////
```

```
////////////////////////////////
```

5) How do you declare a variable in javascript and give a short explanation of their difference?

```
////
```

```
let name = "mori";
```

```
undefined
```

```
name
```

```
'mori'
```

```
const hiWord = 369
```

```
undefined
```

```
hiWord
```

```
369
```

Explanation :

- 1- Use const if the value should not be change.
- 2- When use let we can not change the value of the variable after set the variable but in var we can change value of variable.

```
>> let age = 22;
← undefined

>> age
← 22

>> let age= 23;
! ▶ Uncaught SyntaxError: redeclaration of let age
  <anonymous> debugger eval code:1
  [Learn More]

>> var name = mort i
! ▶ Uncaught ReferenceError: mort i is not defined
  <anonymous> debugger eval code:1
  [Learn More]

>> var name = "mort i"
← undefined

>> name
← "mort i"

>> var name = "nasi"
← undefined

>> name
← "nasi"

>>
```

//// //////////////////////////////////////

6) What is null in javascript?

////

expresses a lack of identification, indicating that a variable points to no object. ////

//// //////////////////////////////////////

7) What will (1=="1") return ?

////true////

////////////////////////////////////

8)at first declare a variable and give it a value.then type the name of the variable and its value in the console. ////

```
let name = "mori"
```

undefined

name

'mori'

////

//////////////////// 9) for

assigning a value to a variable we use:

a) \*

b) = true

c) -

d) x