

## Activity 5: JavaScript Essential: variables, strings, and arrays

### 1. Variables and the prompt method

Create a JavaScript that will collect values of two variables from the keyboard and use them to display a message in the console. When the JS code is ran, it will ask the user to enter a name and then a lucky number. Once the values are collected it uses:

- a) a plus sign (+) to display in the console, a one line message as **Welcome to the program** \_\_\_\_\_. **Your lucky number is** \_\_\_\_\_
- b) template literal (tick marks, and \${ } around variables), to display in the console a one line message as **Good Morning** \_\_\_\_\_. **Your entered number:** \_\_\_\_\_

### 2. String and string methods

Add JS lines to the previous code that will collect a word from the keyword, using the prompt method, and apply different string methods to it. Once the word is saved in a variable, the JS code will apply the following to it:

- a) Display the **second** character of the string in the console as ➔ *The second letter of the word is:* \_\_\_\_
- b) Display the length of the word in the console as ➔ *The length of word* \_\_\_\_ *is* \_\_\_\_\_
- c) Display the word all in uppercase in the console.
- d) Extract the last two characters of the word using **slice()** method and display the result in the console as ➔ *The last two characters of the word* \_\_\_\_ *is* \_\_\_\_\_

### 3. Arrays and array methods

Add JS lines to the previous code that will create a mixed array with at least five values and apply different array method to it. Remember that since it is a mixed array, it should have number/s, true or false, character/s, and string/s. The JS code will do the following:

- a) Create a mixed array and console the resulting array, using array initializer, in the console as ➔ *Mixed array with initial values:* \_\_\_\_\_
- b) prompt a window asking the user to enter an **ANIMAL**. The value that the user enters is added to the end of the mixed array. Display the resulting array in the console as ➔ *Mixed array with an new animal added to the end:* \_\_\_\_\_
- c) prompt a window asking the user to enter an **NEGATIVE NUMBER**. The value that the user enters is added to the front, beginning, of the mixed array. Display the resulting array in the console as ➔ *Mixed array with a new NEGATIVE NUMBER added to the front, beginning, of the array :* \_\_\_\_\_
- d) create an independent copy of the mixed array and name it **copyArray**. Reverse the values in the **copyArray** and display both the mixed array and the **copyArray** in the console as ➔ *Mixed array* \_\_\_\_\_ *and reverse of copy array:* \_\_\_\_\_