Task 1

```
> make = "Toyota";
    'Toyota'
> model = "Prius";
    'Prius'
> colour = "Blue";
    'Blue'
> year = 2012;
    2012
> age = 2025 - year;
    13
> make
    'Toyota'
```

```
> ownIt = Boolean(true)
    true
> make
    'Toyota'
> model
    'Prius'
> colour
    'Blue'
> year
    2012
> age
    13
> ownIt
    true
```

Task 1 cont.

```
labs > lab4 > ♦ lab04.html > ♦ html > ♦ body > ♦ h1
       <!DOCTYPE html>
  2 <html lang="en">
           <!-- All techy stuff goes here, inside HEAD -->
           <meta charset="UTF-8">
           <meta name="viewport" content="width=device-width, initial-scale=1.0">
           <title>Lab 4</title>
           <link rel="stylesheet" href="lab04.css">
           <!-- jQuery library -->
           <script src="https://code.jquery.com/jquery-3.7.1.min.js"></script>
           <!-- Link to external JavaScript file -->
           <script src="lab04.js" defer></script>
       </head>
           <h1>Lab 4</h1>
  20
           <div id="output"></div>
       </body>
       </html>
```

```
labs > lab4 > JS lab04.js > ...

// declaring an array with name myCommutes

let myCommutes = ["metro bus", "UCSC taps bus", "personal car"];

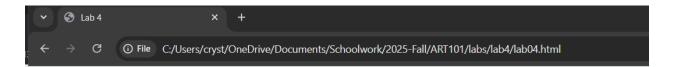
// declaring an object with name myFavouriteCommute

let myFavouriteCommute = {
    type: "Bus",
    route: 11,
    print: "Ferns",
    hasMiddleDoor: true,
    drivers: ["Old Lady", "Woman with black hair", "Crewcut guy"],
};

let megaSentence;

megaSentence = "My two top commutes from the array are: " + myCommutes[0] + ", " + myCommutes[2] + "";
megaSentence = megaSentence + "My favourite commute possesses such characteristics: type - " + myFavouriteCommute...

*("#output").html(megaSentence);
```



Lab 4

My two top commutes from the array are: metro bus, personal car

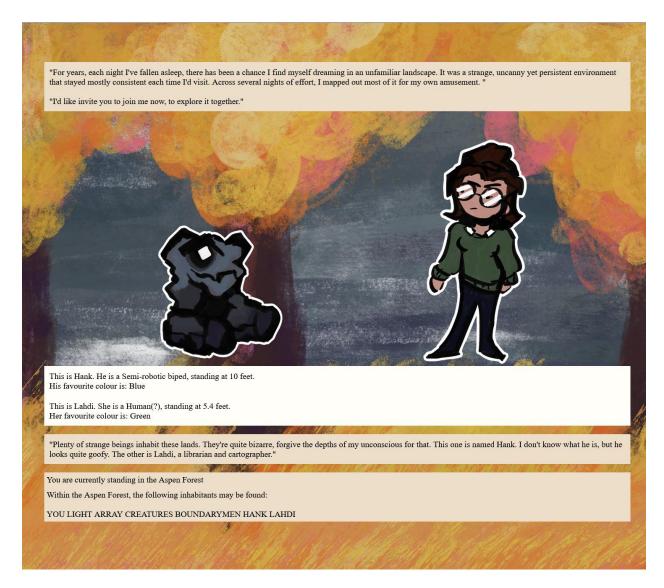
My favourite commute possesses such characteristics: type - Bus, route number 11, the best driver: Woman with black hair

Task 2

```
environ > ♦ env03.html > ♦ html > ♦ body > ♦ p
      <!doctype html>
       <html xmlns="http://www.w3.org/1999/xhtml" lang="en-EN">
              <meta charset="UTF-8">
               <meta name="viewport" content="width=device-width, initial-scale=1.0">
               <!-- Overall title of your page -->
              <title>Natasha's Inner World</title>
              <link href="env03.css" rel="stylesheet" type="text/css" />
               <!-- jQuery library -->
              <script src="https://code.jquery.com/jquery-3.7.1.min.js"></script>
               <script src="env03.js" defer></script>
                   "For years, each night I've fallen asleep, there has been a chance I find myself dr
                   It was a strange, uncanny yet persistent environment that stayed mostly consistent
                   <br><br>>
                   "I'd like invite you to join me now, to explore it together."
                   <img id="hank" src="../images/hank.png">
                   <img id="lahdi" src="../images/lahdi.png">
               <div class="flex-container"></div>
                  <div id="outputHank" class="character-introduction"></div>
                   <div id="outputLahdi" class="character-introduction"></div></div>
                  "Plenty of strange beings inhabit these lands. They're quite bizarre, forgive the o
 42
               <div id="outputLocation" class="location-details"></div>
               <div id="outputInhabitants" class="location-details"></div>
```

```
environ > JS env03.js > [2] lahdiCharacter
       // Variable
      let playerlocation = "the Aspen Forest";
      let inhabitants = ["YOU", "LIGHT ARRAY CREATURES", "BOUNDARYMEN", "HANK", "LAHDI"];
      let hankCharacter = {
          name: "Hank",
          species: "Semi-robotic biped",
          height: 10,
          fav_colour: "Blue",
      let lahdiCharacter = {
          name: "Lahdi",
          species: "Human(?)",
 18
       • height: 5.4,
          fav_colour: "Green",
      let introductionLocation = "You are currently standing in " + playerlocation;
      $("#outputLocation").append(introductionLocation);
      let introductionInhabitants = "Within " + playerlocation +
       ", the following inhabitants may be found: <br><br>";
      inhabitants.forEach(item => (introductionInhabitants += (item + ", ")))
      $("#outputInhabitants").html(introductionInhabitants);
      let introductionHank = "This is " + hankCharacter.name
      + ". He is a " + hankCharacter.species
       + ", standing at " + hankCharacter.height + " feet. <br>"
      + "His favourite colour is: " + hankCharacter.fav colour;
      $("#outputHank").html(introductionHank);
      let introductionLahdi = "This is " + lahdiCharacter.name
      + ". She is a " + lahdiCharacter.species
      + ", standing at " + lahdiCharacter.height + " feet. <br>
       + "Her favourite colour is: " + lahdiCharacter.fav_colour;
      $("#outputLahdi").html(introductionLahdi);
```

```
environ > # env03.css > ધ #grass
      BODY {
          background: ■#f5e4a1;
          padding: 50px;
          background-image: url('../images/img_env01_bg.png');
          background-size: cover;
          background-attachment: fixed;
          background-repeat: no-repeat;
      p {
          padding: 10px;
          border: 4px;
          border-color: ■#bc8a1d;
      #hank {
          width: 300px;
      #lahdi {
          width: 250px;
 25
      #grass {
          width: 1000px;
          margin: 0px;
      .flex-container {
          display: flex;
          flex-direction : row;
          justify-content: space-evenly;
          flex-wrap: nowrap;
          align-items: flex-end;
      .character-introduction {
          background-color: ■#fffef9;
          padding: 10px;
          border: 4px;
          border-color: ■#bc8a1d;
      .location-details {
          background-color: ■#edd4ca;
          padding: 10px;
          border: 4px;
          border-color: ■#bc8a1d;
```



Task 3

https://natashamakani.github.io/ART101New/

Task 4

Task 1 compare + contrast:

In comparison with the lecture, we define our variables in the same line of code as we create them, compared to a 'let catName;' line followed by 'catName=" Lazy ". I opt for 'let catName = " Lazy " style instead.

Both the lecture and the lab define objects, arrays, and perform string conjugations.

Task 1 overview:

I had no challenges. It was incredibly straightforward for me, actually!

Task 2 process:

Task 2 was a struggle for me, and that's why this lab is late. I was sick all weekend (flu vaccine reaction) and really struggled to make my html file even acknowledge the presence of the .js file, despite everything theoretically working fine. I cross-referenced with the follow-along, prior examples, everything... and I was stumped for the longest time.

Luna and I talked it over, exchanged code, and she's equally confused as to my issue. This is the first time I'm waving the white flag of surrender; It *should* work.

Collaboration:

We had scheduling conflicts (and illness) during our usual get-together time, so this week's collaboration portion was a bit scuffed. Most of our communication happened when we sat together on Tuesday evening.