**1. Compare Scopes of the var and let Keywords**

function checkScope() {

'use strict';

let i = 'function scope';

if (true) {

let i = 'block scope';

console.log('Block scope i is: ', i);

}

console.log('Function scope i is: ', i);

return "function scope";

}

**2. Mutate an Array Declared with const**

const s = [5, 7, 2];

function editInPlace() {

// Only change code below this line

// Using s = [2, 5, 7] would be invalid

s[0]= 2;

s[1]= 5;

s[2]= 7;

// Only change code above this line

}

editInPlace();

**3. Prevent Object Mutation**

function freezeObj() {

const MATH\_CONSTANTS = {

PI: 3.14

};

// Only change code below this line

// Only change code above this line

try {

MATH\_CONSTANTS.PI = 3.14;

} catch(ex) {

console.log(ex);

}

return MATH\_CONSTANTS.PI;

}

const PI = freezeObj();

**4. Use Arrow Functions to Write Concise Anonymous Functions**

const magic = () => {

return new Date();

};

**5. Write Arrow Functions with Parameters**

const myConcat = (arr1, arr2) => {

return arr1.concat(arr2);

};

console.log(myConcat([1, 2], [3, 4, 5]));

**6. Set Default Parameters for Your Functions**

// Only change code below this line

const increment = (number = 5, value = 1) => number + value;

// Only change code above this line

**7. Use the Rest Parameter with Function Parameters**

const sum = (...args) => {

return args.reduce((a, b) => a + b, 0);

}

**8. Use the Spread Operator to Evaluate Arrays In-Place**

const arr1 = ['JAN', 'FEB', 'MAR', 'APR', 'MAY'];

let arr2;

arr2 = [...arr1]; // Change this line

console.log(arr2);

**9. Use Destructuring Assignment to Extract Values from Objects**

const HIGH\_TEMPERATURES = {

yesterday: 75,

today: 77,

tomorrow: 80

};

// Only change code below this line

const {today, tomorrow} = HIGH\_TEMPERATURES;

// Only change code above this line

**10. Use Destructuring Assignment to Assign Variables from Objects**

const HIGH\_TEMPERATURES = {

yesterday: 75,

today: 77,

tomorrow: 80

};

// Only change code below this line

const {today: highToday, tomorrow: highTomorrow}= HIGH\_TEMPERATURES;

// Only change code above this line