**Common Mistakes**

**Variables and Conditionals**

- When creating a variable, you must start with variable keyword (**const**, **let** or **var**) followed by the name you want to give the variable, followed by the assignment operator **=** followed by the value you want to assign to the variable.

**--- CORRECT** **const** money **=** 120.5;

**XXX WRONG** const = money = (120.5);

**XXX WRONG** const money === 120.5;

- **if** statements must be followed by **( )** which should include the thing that you want to check (the conditional expression).

**--- CORRECT**  if (colour === "red") { ... }

**XXX WRONG** if colour === "red" { ... }

- **Do not** put semicolons **;** beside the conditional expression, (the part surrounded by these) of the if statements. This stops the if statement from working.

**--- CORRECT** if (age >= 100) { ... }

**XXX WRONG** if (age >= 100)**;** { ... }

- If you want to check and see if something is true or not you must use the double equals sign **==** or triple **===** If you just use a single equal sign like this = you are assigning a value and not checking a value.

**--- CORRECT** if (name **===** "James") { ... }

**XXX WRONG** if (name = "James") { ... }

- When assigning or testing a **boolean** variable make sure that **true** and **false** are not strings. They should not be surrounded by inverted commas

**--- CORRECT** const isMale = true; // This is a boole

**XXX WRONG** const isMale = "true"; // This is a string. It’s wrong if you wanted to create boole

- When using logical operators (AND **&&** OR **||**) you may need to repeat the variable that you are checking

**--- CORRECT**  if (country === "USA" **||** country === "MEX" **||** country === "CAN") { ... }

**XXX WRONG**  if (country === "USA" || "MEX" || "CAN") { ... }

- When sticking strings together (concatenating) don't forget to use the **+** operator.

const firstName = "James";

const lastName = "Finn";

**--- CORRECT** alert(firstName **+** " " **+** lastName);

**XXX WRONG** alert(firstName " " lastName);