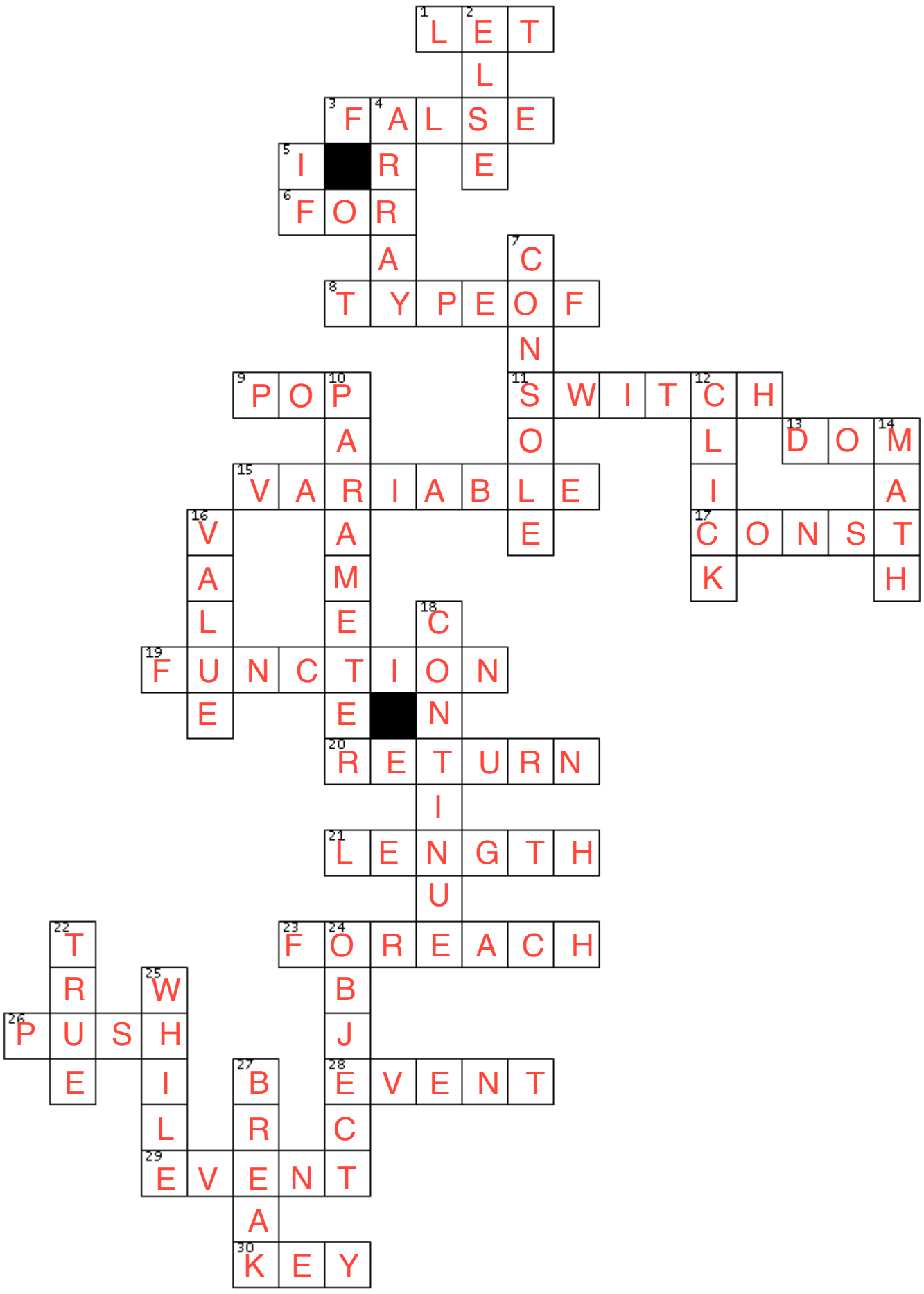
Puzzlemaker is a puzzle generation tool for teachers, students and parents. Create and print customized word search, criss-cross, math puzzles, and more-using your own word lists.

JS1



ACROSS

1. A way to declare a variable that can change
3. A Boolean value meaning “no” or “incorrect”
6. A loop that repeats code a set number of times
8. Tells the type of a variable (e.g. number, string, object)
9. Removes the last value from an array
11. A way to run different code based on different values
13. The structure of a webpage that JavaScript can read and change
15. A container for storing data in a program
17. A way to declare a variable that cannot be reassigned
19. A reusable block of code that does something
20. Gives back a value from a function

21. Tells how many items are in an array or string
23. Runs a function once for each item in an array
26. Adds a value to the end of an array
28. Something that happens like a click, scroll, or key press
29. Listener Code that waits for an event and runs when it happens
30. The name used in an object to access a value

DOWN
2. Used after "if" to run different code if the condition is false
4. A list-like structure used to store multiple values
5. A statement that runs code only if a condition is true
7. log() Prints a message or value to the browser console
10. A value you pass into a function
12. A type of event triggered by mouse click
14. random() Gives a random number between 0 (inclusive) and 1 (exclusive)
16. The data stored in an object under a key
18. Skips the rest of the loop and starts the next cycle
22. A Boolean value meaning “yes” or “correct”
24. A collection of data with key-value pairs
25. A loop that keeps running while a condition is true
27. Stops a loop early

Use the clues to fill in the words above.

Words can go across or down.
Letters are shared when the words intersect.

30 of 30 words placed.

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