PART 1

LAB SESSION

✓ **Primitives**

Lab 4a: null and undefined

1. Create *4a-null-vs-undefined.js*

```
var a;
var b = null;

if (!a) console.log("a is falsy and undefined");
if (!b) console.log("b is falsy and null");
if (a == b)
    console.log("undefined is equal to null");
else
    console.log("undefined is not equal to null");
```

What is the output? Do you agree?

Lab 4b: Number bigger than MAX_SAFE_INTEGER

The purpose for this lab is to understand what happens when a number is bigger than MAX_SAFE_INTEGER.

1. Create *4b-max-safe-int.js* and run it.

```js
const a = Number.MAX_SAFE_INTEGER + 1;
const b = Number.MAX_SAFE_INTEGER + 2;
if (a === b) console.log("a is equal to b");
else console.log("a is not equal to b");
```

What is the output? Do you agree?

Lab 4c: Number vs BigInt

1. Create *4c-number-vs-bigint.js* and run it.

```
const a = 123;
console.log(typeof a);
const b = 123n;
console.log(typeof b);
if (a === b) console.log("The number 123 is equal to the bigint 123");
else console.log("The number 123 is not equal to the bigint 123");
```

What is the output? Do you agree?