1.

Add a `console.log()` statement that outputs the string `"Hi there!"` to the console. Don't forget your quotes around the message!

```
console.log("Hi there!")
```

Submit and go to next challenge (Ctrl + Enter)

✓ Felicidades, tu código ha sido aprobado. Envía tu código para continuar.

🕚 "¡Hacia adelante!"

Step 2
Now you should see the first message from the bot in the console.

It is time to add a second message from the bot.

Add another `console.log` statement to output the message `"I am excited to talk to you."` to the console.

```
console.log('I am excited to talk to you.');
```

Submit and go to next challenge (Ctrl + Enter)

✓ Felicidades, tu código ha sido aprobado. Envía tu código para continuar.

Step 3
In the previous lectures, you learned about the `let` keyword and how to declare variables in JavaScript.

Here is a reminder of how to declare a variable using the `let` keyword:

▼ Example Code

```
let greeting;
```

Use the `let` keyword to declare a variable called `bot`.

NOTE: You are using `let` here because later on in the workshop, you will be changing the value of the `bot` variable.

```
let bot;
```

Submit and go to next challenge (Ctrl + Enter)

Step 4
Now, it is time to assign a value to your `bot` variable.

In the previous lectures, you learned how to assign values to variables like this:

▼ Example Code

```
variableName = "Here is the value";
```

Remember that what is on the right side of the assignment operator `=` is the value that you are assigning to the variable on the left side.

Assign the string `"teacherBot"` to the `bot` variable.

```
bot = "teacherBot";
```

Submit and go to next challenge (Ctrl + Enter)

Step 5
Now, it is time to initialize the `botLocation` variable.

When you need to declare variables with multiple words, you can use the *camelCase* naming convention.

When using `camelCase`, the first word is all lowercase and the first letter of each subsequent word is capitalized.

Here is an example:

▼ Example Code

```
let thisIsCamelCase = "Alice the camel is actually a ho
```

Declare and assign the string `"the universe"` to the `botLocation` variable on the same line using the `let` keyword.

```
let botLocation = "the universe";
```

Submit and go to next challenge (Ctrl + Enter)

Step 6
Now, it is time to add another message from the bot.

Add another `console` statement to the code that logs the message `"Allow me to introduce myself."`.

```
console.log("Allow me to introduce myself.");
```

Submit and go to next challenge (Ctrl + Enter)

Create a variable called `botIntroduction`.

Then use string concatenation with the `+` operator to join the string `"My name is "` followed by the `bot` variable followed by a period (`.`).

Assign this value to the `botIntroduction` variable.

Then, log the `botIntroduction` variable to the console.

```
10 let botIntroduction;
11 botIntroduction = "My name is "+ bot + ".";
12 console.log(botIntroduction);
```

Submit and go to next challenge (Ctrl + Enter)

Step 8
The next message from the bot will concern the bot's location.

Create a variable called `botLocationSentence`.

Then use string concatenation with the `+` operator to join the string `"I live in "` with the `botLocation` variable followed by a period (`.`).

Assign this value to the `botLocationSentence` variable.

Then, log the value of `botLocationSentence` to the console.

```
13 let botLocationSentence;
14 botLocationSentence = "I live in "+ botLocation + ".";
15 console.log(botLocationSentence);
```

Submit and go to next challenge (Ctrl + Enter)

```
console.log(name); // "Jane"
```

Using reassignment, assign the string `"professorBot"` to the `bot` variable.

```
16 bot = "professorBot";
```

Submit and go to next challenge (Ctrl + Enter)

Step 10
Now it is time to see the new `bot` value.

Start by creating a new variable called `nicknameIntroduction`.

Use string concatenation to join the string `"My nickname is "` with the `bot` variable followed by a period (`.`).

Assign the resulting string to the `nicknameIntroduction` variable.

Then, log the value of `nicknameIntroduction` to the console.

```
18 let nicknameIntroduction;
19 nicknameIntroduction = "My nickname is "+ bot + ".";
20 console.log(nicknameIntroduction);
```

Submit and go to next challenge (Ctrl + Enter)

Step 11
Now it looks like the bot wants to change their nickname.

Using reassignment, assign the string `"awesomeTeacherBot"` to the `bot` variable.

```
bot = "awesomeTeacherBot";
```

Submit and go to next challenge (Ctrl + Enter)

variable followed by a period.

Assign the result to the `newNicknameGreeting` variable.

Then, log the value of `newNicknameGreeting` to the console.

```
23 let newNicknameGreeting;
24 newNicknameGreeting = "I love my nickname but I wish people would call me "+bot +".";
25 console.log(newNicknameGreeting);
```

Submit and go to next challenge (Ctrl + Enter)

✔ Congratulations, your code passes. Submit your code to continue.

Step 13
The last few messages from the bot will focus on the bot's favorite subject.

Start by creating a new variable called `favoriteSubject` and assign it the string `"Computer Science"`.

```
26 let favoriteSubject ;
27 favoriteSubject = "Computer Science";
```

Submit and go to next challenge (Ctrl + Enter)

Step 14
Next, create a variable called `favoriteSubjectSentence`.

Use string concatenation to join the string `"My favorite subject is "` with the `favoriteSubject` variable followed by a period.

Assign the result to the `favoriteSubjectSentence` variable.

Then, log the value of `favoriteSubjectSentence` to the `console`.

```
28 let favoriteSubjectSentence;
29 favoriteSubjectSentence = "My favorite subject is "+favoriteSubject +".";
30 console.log(favoriteSubjectSentence);
```

Submit and go to next challenge (Ctrl + Enter)

Step 15

For the final step, you will log the bot's message of `"Well, it was nice to talk to you. Have a nice day!"` to the console.

And with that, your greeting bot is complete!

```
31 console.log("Well, it was nice to talk to you. Have a nice day!");
```

Submit and go to next challenge (Ctrl + Enter)

2.

```
1   console.log("Hello! I'm your coding fun fact guide!");
2   let botName = "Juan";
3   let botLocation = "Valencia";
4   let favoriteLanguage = "Valenciano";
5   console.log("My name is "+botName+" and I live on "+botLocation+".");
    console.log("My favorite programming language is "+favoriteLanguage+".")
    ;
6   let codingFact;
7   codingFact = favoriteLanguage;
8   console.log(codingFact);
9   codingFact = "El mejor pueblo es Aldaia y su idioma favorito es el " +
    favoriteLanguage;
10  console.log(codingFact);
11  codingFact = "Su idioma favorito apareció hace 120 años y es el "+
    favoriteLanguage;
12  console.log(codingFact);
13  console.log("It was fun sharing these facts with you. Goodbye! - "+
    (botName)+" from "+ (botLocation)+".");
14
```

1. You should log `"Hello! I'm your coding fun fact guide!"` to the console.

2. You should declare a `botName` variable. Double check for any spelling or casing errors.

3. Your `botName` variable should be a string.

4. You should declare a `botLocation` variable. Double check for any spelling or casing errors.

5. Your `botLocation` variable should be a string.

6. You should declare a `favoriteLanguage` variable. Double check for any spelling or casing errors.

7. Your `favoriteLanguage` variable should be a string.

8. You should log to the console `"My name is (botName) and I live on (botLocation)."` and add the variables to the string.

9. You should log to the console `"My favorite programming language is (favoriteLanguage)."` and add the variable to the string.

10. You should use `let` to declare a new variable `codingFact`.

11. You should give `codingFact` a value that includes `favoriteLanguage`.

12. You should log `codingFact` to the console.

13. You should assign a new value to `codingFact` that also contains `favoriteLanguage`, and log it to the console.

14. You should assign a value to `codingFact` for the third time that also contains `favoriteLanguage`, and log it to the console.

15. You should log to the console `"It was fun sharing these facts with you. Goodbye! - (botName) from (botLocation)."` and add the values of the variables.

3.

```
1   let adjective ="guapo";
2   let noun ="chico";
3   let verb = "patinaba";
4   let place ="Plaza mayor";
5   let adjective2 ="rico";
6   let noun2 = "chica";
7
8   let firstStory;
9   firstStory = "Once upon a time, there was a(n) " + adjective + " " +
    noun + " who loved to eat " + noun2 + ". The "+ noun +" lived in a " +
    place + " and had " + adjective2 + " nostrils that blew fire when it
    was " + verb + ".";
10  console.log("First story: "+firstStory);
11
12  let secondStory;
13
14  adjective = "alto";
15  noun = "mesa";
16  verb = "estaran";
17  place = "playa";
18  adjective2 = "fuerte";
19  noun2 =  "plato";
20
21  secondStory = "Once upon a time, there was a(n) " + adjective + " " +
    noun + " who loved to eat " + noun2 + ". The "+ noun +" lived in a " +
    place + " and had " + adjective2 + " nostrils that blew fire when it
    was " + verb + ".";
22
23  console.log("Second story: "+secondStory);
24
```

✔ 1. You should declare an `adjective` variable.

✔ 2. You should declare a `noun` variable.

✔ 3. You should declare a `verb` variable.

✔ 4. You should declare a `place` variable.

✔ 5. You should declare an `adjective2` variable.

✔ 6. You should declare a `noun2` variable.

✔ 7. You should assign a string value to the `adjective` variable.

✔ 8. You should assign a string value to the `noun` variable.

✔ 9. You should assign a string value to the `verb` variable.

✔ 10. You should assign a string value to the `place` variable.

✔ 11. You should assign a string value to the `adjective2` variable.

✔ 12. You should assign a string value to the `noun2` variable.

✔ 13. You should declare a `firstStory` variable.

✔ 14. You should use the correct story format for the first story: `"Once upon a time, there was a(n) [adjective] [noun] who loved to eat [noun2]. The [noun] lived in a [place] and had [adjective2] nostrils that blew fire when it was [verb]."`. Pay attention to spaces.

✔ 15. You should log your first story using the message `"First story: [firstStory]"`.

✔ 16. You should declare a `secondStory` variable.

✔ 17. You should reassign the `adjective` variable for the second story.

✔ 18. You should reassign the `noun` variable for the second story.

✔ 19. You should reassign the `verb` variable for the second story.

✔ 20. You should reassign the `place` variable for the second story.

✔ 21. You should reassign the `adjective2` variable for the second story.

✔ 22. You should reassign the `noun2` variable for the second story.

✔ 23. You should use the correct story format for the second story: `"Once upon a time, there was a(n) [adjective] [noun] who loved to eat [noun2]. The [noun] lived in a [place] and had [adjective2] nostrils that blew fire when it was [verb]."`. Pay attention to spaces.

✔ 24. You should log your second story using the format `"Second story: [secondStory]"`.

✔ 25. The `firstStory` should not be the same as the `secondStory`.