

Foundations Project Part 2: Exercise 1

Question 1:

Based on the story of Julius Caesar's secret party and the Caesar Cipher, identify potential variables you would need. Please ensure you use appropriate variable naming conventions in JavaScript.

partyLocation
shiftValue
encryptedCode
decryptedCode
isPartySafe

Question 2:

After identifying the variables from the story, specify their primitive data types in JavaScript. Also, provide these variables with some initial values.

let partyLocation = "GARDEN"; // String
let shiftValue = 3; // Number
let encryptedCode = ""; // String
let decryptedCode = ""; // String
let isPartySafe = false; // Boolean

Question 3:

From the variables you've identified, determine which ones should be declared using **const** and which ones should use **let**.

The only constant would be used for shiftValue because the shifted value of 3 is fixed.

Question 4:

Given the variable **shiftValue**, write a piece of code to check if its value is an integer.

const shiftValue = 3
Number.isInteger(shiftValue)