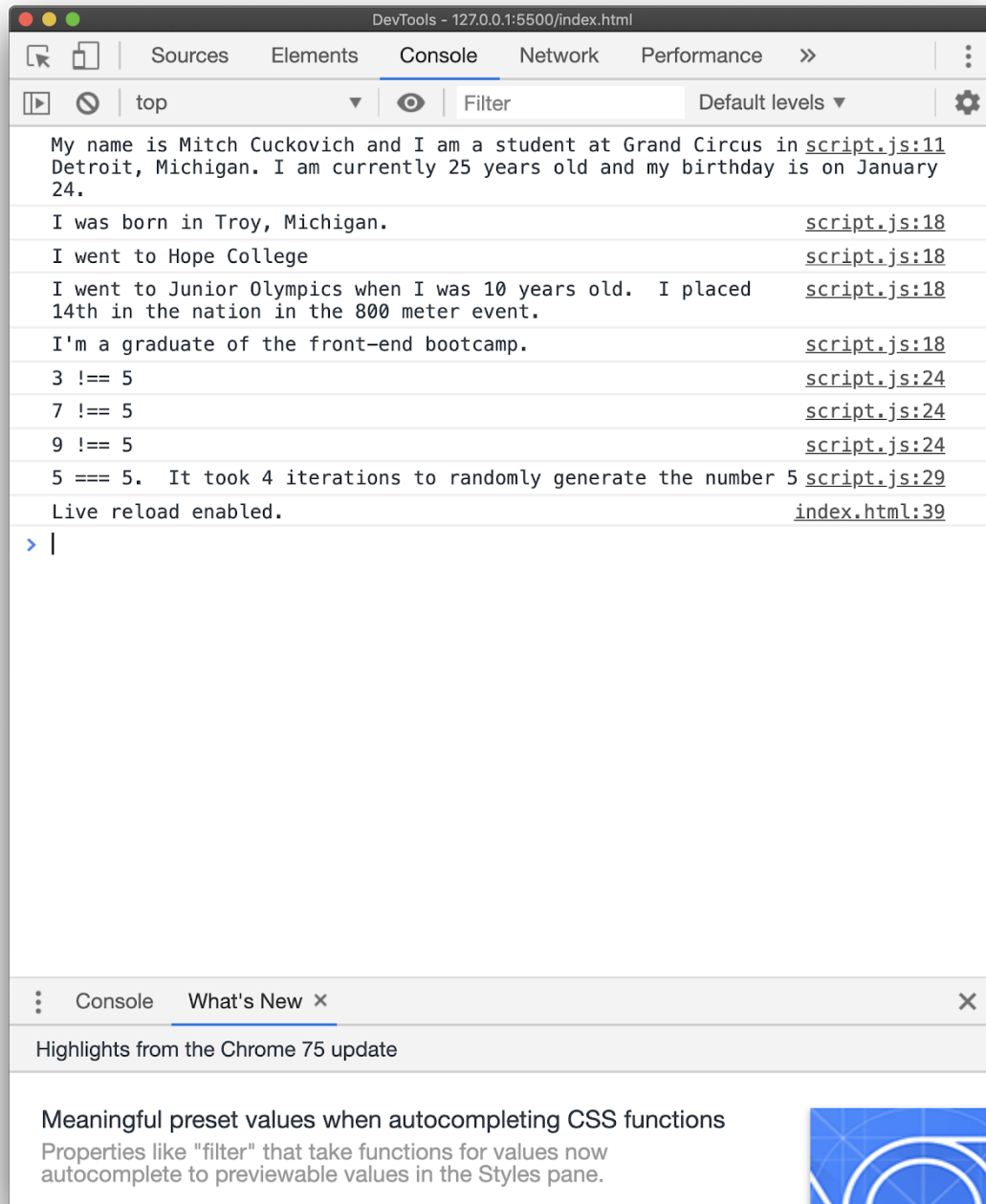


JAVASCRIPT LAB 1 - VARIABLES, CONDITIONS & LOOPS

Task: This lab focuses on declaring and initializing variables, conditional statements, template literals, and constructing loops. The goal is to properly log statements to the console by using a mixture of the aforementioned topics. You will only need to construct an `index.html` and `script.js` file. Final output example:



Build Specifications:

- Declare and initialize the following variables with appropriate values:
 - **name** (string) - Mitch Cuckovich
 - **age** (number) - 25
 - **birthday** (string) - January 24
 - **detroitGC** (boolean) - choose either true or false
 - **lifeEvents** (array with 4 items. 4 important life events)
 - "I was born in Troy, Michigan.",
 - "I went to Hope College",
 - "I went to Junior Olympics when I was 10 years old. I placed 14th in the nation in the 800 meter event.",
 - "I'm a graduate of the front-end bootcamp."
- Write an if/else statement that runs one of two console.log methods. Your console.log methods must incorporate the variables: **name**, **age**, and **birthday**.
 - If **detroitGC** is true, log the following message to the console:
 - My name is **name** and I am a student at Grand Circus in Detroit, Michigan. I am currently **age** years old and my birthday is on **birthday**.
 - else
 - My name is **name** and I am a student at Grand Circus in Grand Rapids, Michigan. I am currently **age** years old and my birthday is on **birthday**.
- Write a for loop that starts at 0 and iterates by increments of 1 while i is less than the length of the **lifeEvents** array. Each iteration of the loop should log a new sentence from the **lifeEvents** array. You should only have one console.log method.
- Declare and initialize a variable named **counter** to the value of 0.
- Write a while loop that loops while true.
 - Declare a variable named **randomNumber** that is initialized to a random integer between 1 and 10. Google search how to do this.
 - Write an if/else statement that has two conditions
 - If **randomNumber** is not equal to 5
 - Increment **counter**
 - Use a console.log method to say: "**randomNumber** !== 5"
 - Else
 - Increment **counter**
 - Use a console.log method to say: "5 === 5. It took **counter** iterations to randomly generate the number 5."
 - Break

Tests: Same as build specifications.

