**Declaring variables (solutions)**

Here are the solutions to the previous exercise, which was to practice declaring variables.

**Please note:** The solutions presented here use single quotes and double quotes interchangeably to delimit pieces of text. This is done on purpose to illustrate that both ways of representing text are possible and acceptable so that you are aware of it.

**Task 1 solution to: Declare a new variable named petDog and give it the name Rex.**

var petDog = 'Rex';

RunReset

**Task 2 solution to: Declare a new variable named petCat and give it the name Pepper.**

var petCat = 'Pepper';

RunReset

**Task 3 solution to: Console log the petDog variable.**

var petDog = 'Rex'; // Task 1 solution

console.log(petDog);

RunReset

**Task 4 solution to: Console log the petCat variable.**

var petCat = 'Pepper'; // Task 2 solution

console.log(petCat);

RunReset

**Task 5 solution to: Console.log the string "My pet dog's name is: " and the petDog variable.**

var petDog = 'Rex'; // Task 1 solution

console.log("My pet dog's name is: " + petDog);

RunReset

Please note that in this specific example, because the text in line 2 contains a single quote within it, you should use double quotes to surround the whole piece of text. Otherwise, JavaScript will return an error. We will cover this issue in more detail later.

**Task 6 solution to: Console.log the string "My pet cat's name is: " and the petCat variable.**

var petCat = 'Pepper'; // Task 2 solution

console.log("My pet cat's name is: " + petCat);

RunReset

Please note that in this specific example, because the text in line 2 contains a single quote within it, you should use double quotes to surround the whole piece of text. Otherwise, JavaScript will return an error. We will cover this issue in more detail later.

**Task 7 solution to: Declare another variable and name it catSound. Assign the string of "purr" to it.**

var catSound = "purr";

RunReset

**Task 8 solution to: Declare another variable and name it dogSound. Assign the string of "woof" to it.**

var dogSound = "woof";

RunReset

**Task 9 solution to: Console.log the variable petDog, then the string "says", then the variable dogSound.**

var petDog = 'Rex'; // Task 1 solution

var dogSound = "woof"; // Task 8 solution

console.log(petDog, "says", dogSound);

RunReset

**Task 10 solution to: Console.log the variable petCat, then the string "says", then the variable catSound.**

var petCat = 'Pepper'; // Task 2 solution

var catSound = "purr"; // Task 7 solution

console.log(petCat, "says", catSound);

RunReset

**Task 11 solution to: Reassign the value stored in catSound to the string "meow".**

var catSound = "purr"; // Task 7 solution

catSound = "meow";

RunReset

**Task 12 solution to: Console.log the variable petCat, then the string "now says", then the variable catSound.**

var petCat = 'Pepper'; // Task 2 solution

var catSound = "meow"; // Task 11 solution

console.log(petCat, "now says", catSound);