How to check variables:

* Use ***typeof*** operator
* 6 build-in data types:
* **boolean** : represents values *true* or false
* **number** : represents integer and floating point values
* **string** : represents textual data
* **null** : can only be represented as the value *null*. It's used to indicate the absence of a value
* **undefined** : can only be represented as the value undefined
* **symbol :** returns a value of type **symbol**

***SyntaxError*** telling some of your variables have ***invalid names*** happens when variable name starts with a **number**, or have **JavaScripts keyword.**

Example:

True: let x=dinhlong

const x=\_12dinhlong

False: let x=3dinhlong

let x=varlong

2. Circle Area

let x=prompt("Enter Radius?")

console.log("Area is",Number(x)\*3.14);

3. Celsius to Fahrenheit

let x=prompt("Enter the temperature in Celsius?")

console.log("The temperature in Fahrenheit is",(Number(x)\*1.8+32))

**TURTLE EXERCISE**

1. Draw a Square

for(i=0;i<4;i++)

{fd(100)

rt(90)}

2. Draw a equilateral triangles

rt(30)

fd(100)

rt(120)

fd(100)

rt(120)

fd(100)

3. Draw Circles

for(i=0;i<18;i++)

{

//this is one circle:

for(u=0;u<360;u++)

{

fd(1)

rt(1)

} //

rt(20)

}