02.04 Lab Solution

1. Continuing where we left off with the "timely greeting", add to the logic so that:

- if the hour is between midnight and 2 AM, the greeting is "Good Evening"
- if the hour is between 2-4 AM, greeting is "Hey, Night Owl!"
- all other greeting times remain the same

```
let dateTime = new Date();
let hr = dateTime.getHours();
let greeting = 'Good ';

if(hr < 2) {
    greeting += "Evening!";
} else if(hr < 4) {
    greeting = "Hey, Night Owl!";
} else if(hr < 12) {
    greeting += " Morning!";
} else if(hr < 18) {
    greeting += " Afternoon!";
} else {
    greeting += 'Evening!';
}

console.log(greeting);
```

2. Test the output by hard-coding **hr**. Sample hr values and their expected output:

- When **hr = 1**, output should be "Good Evening!";
- When **hr = 3**, output should be "Hey, Night Owl!";
- When **hr = 6**, output should be "Good Morning!";
- When **hr = 15**, output should be "Good Afternoon!";
- When **hr = 20**, output should be "Good Evening!";

```
let dateTime = new Date();
let hr = dateTime.getHours();
let greeting = 'Good ';

// HARD-CODED EXAMPLE:
hr = 2;

if(hr < 2) {
    greeting += "Evening!";
} else if(hr < 4) {
    greeting = "Hey, Night Owl!";
} else if(hr < 12) {
    greeting += " Morning!";
} else if(hr < 18) {
```

```
    greeting += " Afternoon!";
} else {
    greeting += 'Evening!';
}

console.log(greeting); // Hey, Night Owl!
```

- **END Lab 02.04 Solution**