



Instructions:

- Open **01.01-Lab.html** in your Code Editor.
- Write your code in the **script** tags, where starter code is provided.
- Debug the following variables by making them into legal names with value of indicated data type.
- Replace all instances of **VAR** in the **console.log** with your variable.

Example:

Question 0:

0. type: string

```
// let first-name = Bob;  
// console.log('0.', 'VAR', VAR, typeof(VAR));
```

Solution:

0. type: string

- Remove the hyphen from the variable name.
- Put the value of the string in quotes: "Bob" or 'Bob'.

```
let firstName = 'Bob';  
console.log('0.', 'firstName', firstName, typeof(firstName));  
// 0. firstName Bob string
```

On your own:

1. type: number

```
let admission Fee = $10;  
console.log('1.', 'VAR', VAR, typeof(VAR));
```

2. type: string

```
let #1sportsCar = "Porsche";  
console.log('2.', 'VAR', VAR, typeof(VAR));
```

3. type: boolean

```
let is Online = FALSE;  
console.log('3.', 'VAR', VAR, typeof(VAR));
```

4. type: number

```
let %done = 22.5%;  
console.log('4.', 'VAR', VAR, typeof(VAR));
```

5. type: undefined

```
let password "&123b45d";  
console.log('5.', 'VAR', VAR, typeof(VAR));
```

6. type: string

```
let 26miles = marathon;  
console.log('6.', 'VAR', VAR, typeof(VAR));
```

7. type: string

```
let $100000Bar = "candy bar";  
console.log('7.', 'VAR', VAR, typeof(VAR));
```

8. type: number

```
let firstPrize = 7,500;  
console.log('8.', 'VAR', VAR, typeof(VAR));
```

9. type: boolean

```
let i_Won! = True;  
console.log('9.', 'VAR', VAR, typeof(VAR));
```

10. type: undefined

```
let greeting = Hola;  
console.log('10.', 'VAR', VAR, typeof(VAR));
```

- **END Lab 01.01**
- **SEE Lab 01.01 Solution**