**Chapter 2**

Humid = true

isValid = true;

sendFile = true

level = 2

bob is better

buyIt 1 = 3, buyIt 2 = 1

**Chapter 3**

Test = 1

Variables = years, guests, defaultSounds, pet

Functions = dogYears, makeTea, secret, speak

BI funct = console.log, alert,

Arguments = myDog, 4, guests, “Earl Grey”, “Enter a type of pet”, pet

Parameters = dogName, age, cups, tea, kind, pet

Args = width, height, radius, x, y, centerX, centerY, Area + area, Distance + distance

Params = width, height, x1, y1, x2, y2, r,

Locals = dx, dy, d2, d, area

Globals = x, y, radius, centerX, center, width, height, centerX, centerY, area, distance

Clunk 120

Argument

Return

Var

Parameters

Shadow

Globals

Calling

Pass by value

Built In Functions

Reusing code

Scope

Local variable

**Chapter 5**

Cadi = false, fiat = false, chevy = true

Play function - If !this.playing, this.playing = true,

Pause function – this.playing

Song.play() , song.pause();

Add the started property

My watch stopped a midnight

**Chapter 7**

Infinity

4242

21 1

200

0

Result: 5

3 bananas 2 apples

**Chapter 8**

Algorithm:

Loop for the number of ships we want to create

Generate a random location for the new ship

Generate a random direction (vertical or horizontal) for the new ship

Test to see if the new ships locations collide with any existing ships locations

Add the new ships locations to the ships array.