Core | Deadline: Sunday of Week 1 | Difficulty Level: Basic | Est. Time: 15 - 30 mins

Code Challenge: Create Variables (Core)

Now that you're familiar with variables, it's time to get some experience making them.

Learning Objectives

- Create variables to solve a code problem

The purpose of this assignment is to prepare you to figure out what variables you need to create to solve a problem.

Assignment: Using VS Code, create the project below, zip it, and submit it.

Directions:

1. Open VS Code and create a new file.
2. Save the new file with the right file type - this time, it's .js - and with the following naming convention: LastName_FirstName_JS_CreateVariables.
3. Create the following using what you learned about variables and data types, and submit the assignment.

MVP (Minimum Viable Product)

The Story: A local theme park has a ride where the rider must be at least 42 inches tall to ride and is over the age of 10. They've hired the development agency you work at to build an app that measures a rider's height and age and displays whether the rider is tall enough and old enough to ride the rollercoaster. You've been tasked with building the variables for this app.

Step 1: Identify the variables needed to determine if a person can ride the rollercoaster.

Step 2: In VS Code, create those variables.

Step 3: In your same VS Code file, use comments to explain what the variables must be set to in order for the rider to ride.

> ## References
>
> *Expert Testimony: You Must Be This Reliable to Ride Expert Testimony: You Must Be This Reliable to Ride. (2022). Retrieved 24 March 2022, from https://www.natlawreview.com/article/expert-testimony-you-must-be-reliable-to-ride*

- [x] ~~Open VS Code and create a new file.~~
- [x] ~~Save the new file with the right file type - this time, it's .js - and with the following naming convention: LastName_FirstName_JS_CreateVariables~~
- [x] ~~Create the following using what you learned about variables and data types, and submit the assignment.~~

Submit

📄 1694620800794-Weyandt_Bradley_JS_CreateVariables.zip