

Core

Deadline: Sunday of Week 1

Difficulty Level: Basic

Est. Time: 30 - 45 mins



Code Challenge: Get On That Ride (Core)

Tinker and create JavaScript code in this exciting code challenge!



Learning Objectives

- Create variables to match a project's needs.
- Create and test JavaScript conditionals.

The purpose of this assignment is to get you used to creating and tinkering with JavaScript code.

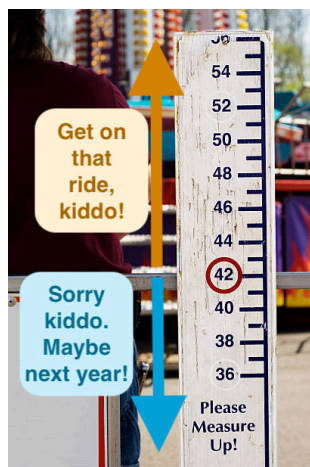
Assignment: Create a project, follow the directions below to reach a solution, zip it, and submit it.

Directions:

1. Open your Create Variables project.
2. Create the following using what you learned about conditionals, variables, and data types, and submit the assignment.

MVP

The Story: We want an app that measures a kid's height and uses that information to display whether the child is tall enough to ride the rollercoaster. You're tasked with building the logic that will display the right message to the child.



Step 1: Review and edit your variables as needed

- Are your variables accurate? Update them if need be.

Step 2: Create a conditional in which:

- If the rider's height is greater than or equal to 42, the console.log should say "Get on that ride, kiddo!". Otherwise, console.log should say "Sorry kiddo. Maybe next year."

TIP: If you get stuck, that's ok! Keep tinkering with it. Use the pages in this course to help you out.

Stretch Feature 1

Adjust the conditional statement to require both height (≥ 42 inches) and age (≥ 10 years old).

Stretch Feature 2

Adjust the conditional statement to require that **either** the height requirement (≥ 42 inches) **or** the age requirement (≥ 10 years old) must be met in order for the console.log to say "Get on that ride, kiddo!".

NOTE: use a search engine, like Google, for Stretch 2. See what you can tinker and build!

- ☒ ~~Review and edit your variables~~
- ☒ ~~Create a conditional that checks if the rider is greater than 42 inches~~
- ☒ ~~Stretch: Adjust to require height and age~~
- ☒ ~~Stretch: Adjust to require either height or age~~

Submit