

## 02.01 Lab Solution

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### Instructions:

- Open **02.01-Lab.html** in your Editor. Write the Lab code in the **script** tags.

1. Declare a variable called `lucyIsOnline` and set its value to `false`. Write an if-else statement:

```
let lucyIsOnline = false;

if (lucyIsOnline) {
    console.log("Lucy is online");
} else {
    console.log("Lucy is not online");
}
```

2. Declare a variable `price`, and set it equal to 88. Write an if-else statement:

- if `price` is greater than or equal to 100, `console.log 'Expensive'`
- if `price` is less than 100, `console.log 'Cheap'`

```
let price = 88;

if(price > 100) {
    console.log('Expensive');
} else {
    console.log('Cheap');
}
```

3. Add an "else if" clause to the statement:

- if `price` is greater than 100, `console.log 'Expensive'`
- if `price` is between 50-99, `console.log 'Reasonable'`
- if `price` is less than 50, `console.log 'Cheap'`

```
if(price > 100) {
    console.log('Expensive');
} else if (price > 50) {
    console.log('Reasonable');
} else {
    console.log('Cheap');
}
```

4. Declare two variables: stars and review. Set stars equal to 4 and review equal to an empty string.

Write an if else-else if-else statement:

- if 5 stars, review is "Great"
- if 4 stars, review is "Good"
- if 3 stars, review is "Meh"
- if 2 stars, review is "Bad"
- if 1 star, review is "Awful"
- console.log review below the whole thing

```
let stars = 4;
let review = "";

if (stars == 5) {
  review = "Great";
} else if (stars == 4) {
  review = "Good";
} else if (stars == 3) {
  review = "Meh";
} else if (stars == 2) {
  review = "Bad";
} else {
  review = "Awful";
}
```

5. Debug the following:

```
let animal = 'cow';
let sound = '';

if (animal == 'dog') {
  sound = 'Woof';
} else if (animal == 'cat') {
  sound = 'Meow';
} else if (animal == 'cow') {
  sound = 'Moo';
} else {
  console.log('Animal and sound both unknown');
}
console.log(sound + '!!'); // expected: Moo!
```

6. Given these variables, write an if-else with three "else if" blocks to evaluate multiple temperature ranges:

```
let fahrenheit = 95;
let weather = "";
```

- above 90 is hot
- 70-89 is warm
- 50-69 is cool
- 32-49 is cold
- below 32 is freezing

```
if(fahrenheit > 90) {  
    weather = "hot";  
} else if (fahrenheit > 70) {  
    weather = "warm";  
} else if (fahrenheit > 50) {  
    weather = "cool";  
} else if (fahrenheit > 32) {  
    weather = "cold";  
} else { // 32 and below  
    weather = "freezing";  
}  
console.log('The weather is ' + weather);
```

**END Lab 02.01 SEE Lab 02.01 Solution**