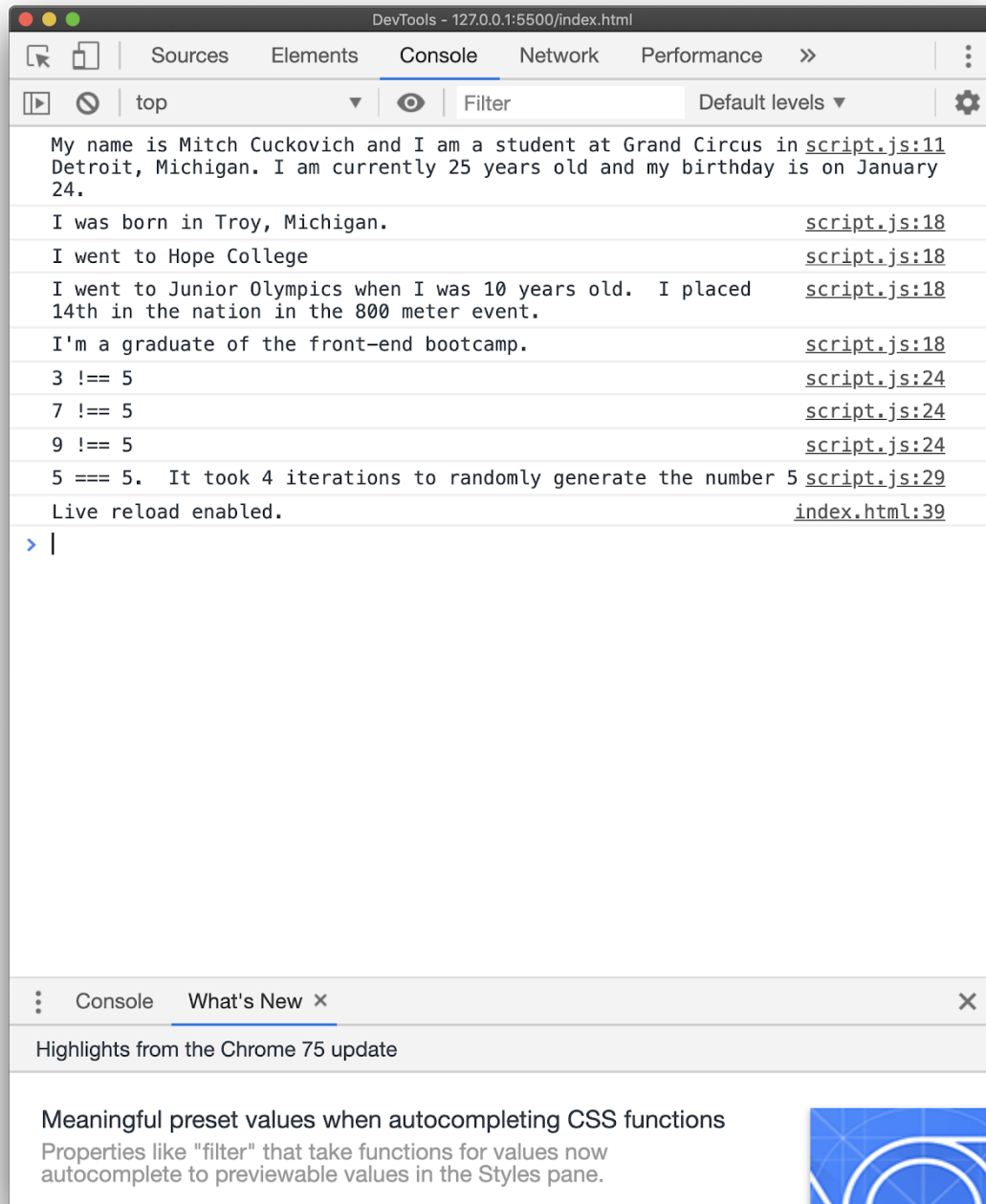


## JAVASCRIPT LAB 1 - VARIABLES, CONDITIONS & LOOPS

**Task:** This lab focuses on declaring and initializing variables, conditional statements, template literals, and constructing loops. The goal is to properly log statements to the console by using a mixture of the aforementioned topics. You will only need to construct an `index.html` and `script.js` file. Final output example:



**Build Specifications:**

- Declare and initialize the following variables with appropriate values:
  - **name** (string) - Mitch Cuckovich
  - **age** (number) - 25
  - **birthday** (string) - January 24
  - **detroitGC** (boolean) - choose either true or false
  - **lifeEvents** (array with 4 items. 4 important life events)
    - "I was born in Troy, Michigan.",
    - "I went to Hope College",
    - "I went to Junior Olympics when I was 10 years old. I placed 14th in the nation in the 800 meter event.",
    - "I'm a graduate of the front-end bootcamp."
- Write an if/else statement that runs one of two console.log methods. Your console.log methods must incorporate the variables: **name**, **age**, and **birthday**.
  - If **detroitGC** is true, log the following message to the console:
    - My name is **name** and I am a student at Grand Circus in Detroit, Michigan. I am currently **age** years old and my birthday is on **birthday**.
  - else
    - My name is **name** and I am a student at Grand Circus in Grand Rapids, Michigan. I am currently **age** years old and my birthday is on **birthday**.
- Write a for loop that starts at 0 and iterates by increments of 1 while **i** is less than the length of the **lifeEvents** array. Each iteration of the loop should log a new sentence from the **lifeEvents** array. You should only have one console.log method.
- Declare and initialize a variable named **counter** to the value of 0.
- Write a while loop that loops while true.
  - Declare a variable named **randomNumber** that is initialized to a random integer between 1 and 10. Google search how to do this.
  - Write an if/else statement that has two conditions
    - If **randomNumber** is not equal to 5
      - Increment **counter**
      - Use a console.log method to say: "**randomNumber** !== 5"
    - Else
      - Increment **counter**
      - Use a console.log method to say: "5 === 5. It took **counter** iterations to randomly generate the number 5."
      - Break

**Tests:** Same as build specifications.



**Extended Challenges:**

Create an additional JavaScript file to try this...

Write a script that starts with two variables: hours and wage. Then write the code to log the total paycheck based on the hours worked and the wage (\$ per hour). If the hours worked is over 40, give 150% pay for the extra hours worked. Try running it with a few different values for hours and wage. Here are some examples...

wage	hours	pay
10	20	200
10	40	400
10	50	550
12	60	840

Next, if this person got the same paycheck every week, count how many weeks it would take them to earn \$1,000,000. Give the answer as a whole number. For example, with wage=10 and hours=50 it would take 1819 weeks.

