

## Session 2 Homework

### Code For Everyone JavaScript



### Study

#### 1. `let` vs `var` vs `const`

Learn about `let`, `var` and `const` by

- Reading these tutorials:
  - [var, let and const, what is the difference?](#)
  - [var vs let vs const in JavaScript](#)

Hoặc xem video sau

- [MindX - C4EJS - let vs var vs const](#)

Then answer the following questions:

1. What are `var` and `const` in JavaScript?
2. What are the differences between `let` and `var`?
3. What are the differences between `let` and `const`?
4. What to use in what cases?

#### 2. Boolean

Learn about Boolean by

- Reading these tutorials:
  - [A Boolean \(logical type\) and Logical operators](#)
  - [JavaScript Boolean explained](#)

Hoặc xem video sau


- [MindX - C4EJS - Boolean](#)

Then answer the following questions:

1. What is Boolean?
2. What results in Boolean?

## Review

3. Write a program to print out
- 6 numbers, starting from 0 (no user input)




0
1
2
3
4
5
6

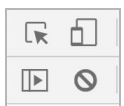
- $n$  numbers, starting from 0,  $n$  entered by user

codepen.io says

Enter a number?

Cancel OK






0
1
2
3


- A sequence of numbers, starting from 3, ending before  $n$ ,  $n$  entered by user

codepen.io says

Enter n

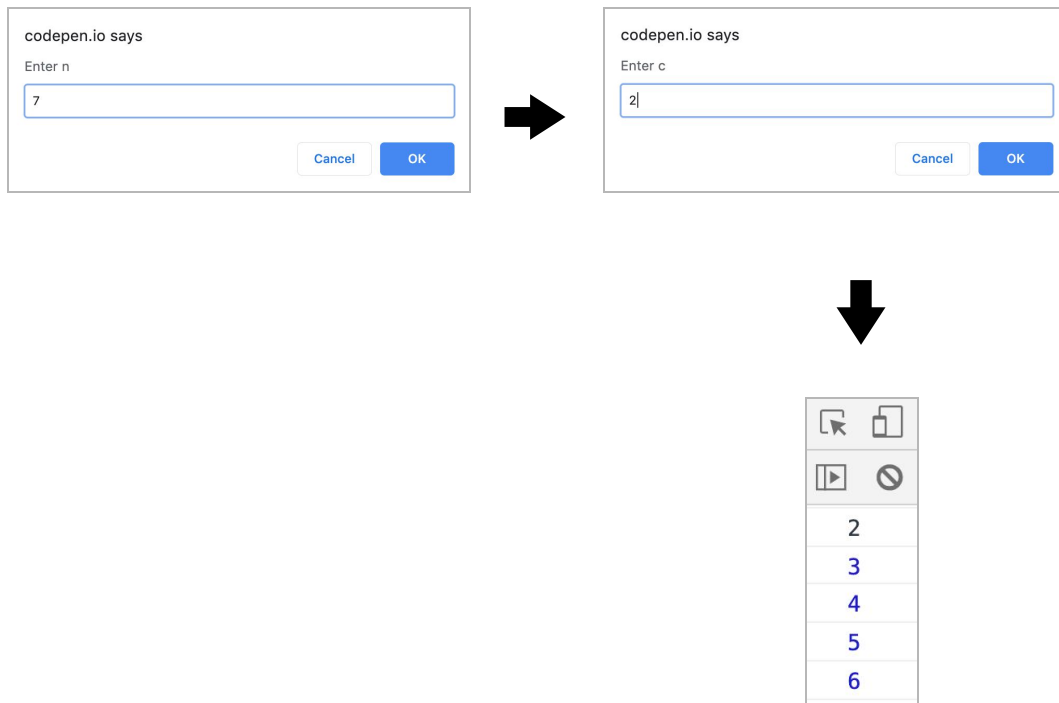
Cancel OK



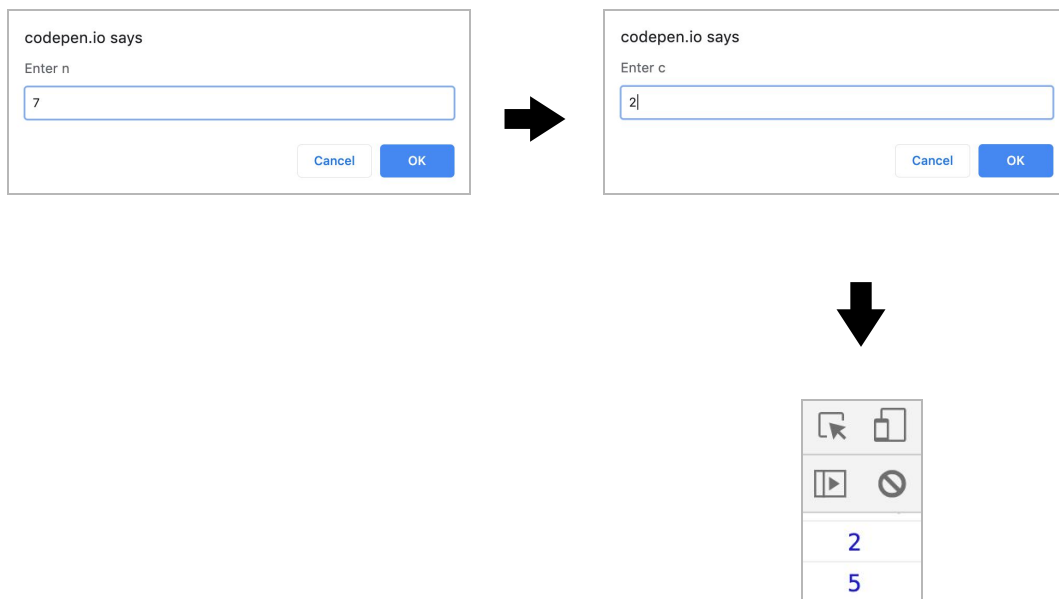


3
4
5
6

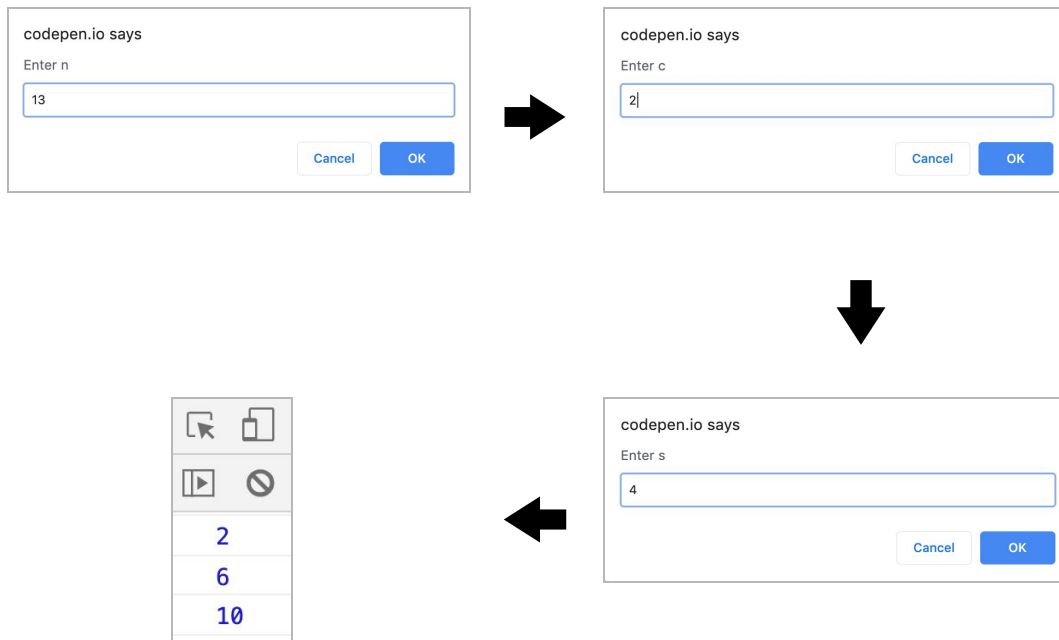
- A sequence of numbers, starting from  $c$ , ending before  $n$ ,  $c$  and  $n$  entered by user



- e. A sequence of numbers, starting from  $c$ , ending before  $n$ , stepping by 3,  $c$  and  $n$  entered by user



- f. A sequence of numbers, starting from  $c$ , ending before  $n$ , stepping by  $s$ .  $c$ ,  $n$  and  $s$  entered by user



4. Write a program asking users their age, and then decide if they are old enough to view a 14+ content





## Serious exercises

5. Write a program asking user to enter a number,  $x$ , then check if  $x$  is in the lower half or higher half of 0 - 9 range



codepen.io says

Enter a number

Cancel OK



codepen.io says

Lower half of 9

OK

codepen.io says

Enter a number

Cancel OK



codepen.io says

Higher half of 9

OK

6. Write a program asking user to enter two numbers,  $x$  and  $n$ , then check if  $x$  is in lower half or higher half of  $n$

codepen.io says

$n =$

Cancel OK



codepen.io says

$x =$

Cancel OK



codepen.io says

5 is in lower half of 14

OK

codepen.io says

n =

14

Cancel OK



codepen.io says

x =

10

Cancel OK



codepen.io says

10 is in higher half of 14

OK

7. Write a script to check if a number is even (divisible by 2) or odd number

codepen.io says

x =

5

Cancel OK



codepen.io says

5 is an odd number

OK

codepen.io says

x =

12

Cancel OK



codepen.io says

12 is an even number

OK

8. Write a program to print out
- 6 L's and H's, half L's, half H's (*L means low, H means high*)

3 L	
3 H	

- $n$  L's and H's in total,  $n$  entered by user

codepen.io says

Enter the total number of L's and H's?





7

Cancel OK

→

4 L	
3 H	

- 8 1's and 0's in total, consecutively


	
	
0	
1	
0	
1	
0	
1	
0	
1	

- $n$  1's and 0's in total, consecutively,  $n$  entered by user

codepen.io says

Enter the total number of 1's and 0's?

Cancel OK



0

1

0

1

0

1

0

9. Write a script to calculate the BMI (Body Mass Index) of a person, the formula is as follows

BMI (Body Mass Index):

$$\text{BMI} = \text{mass (kg)} / (\text{height(m)} \times \text{height(m)})$$

Note: you must do the conversion from cm to m before calculation


And then based on the calculated BMI, tell them that they are:

- Severely underweight if BMI < 16
- Underweight if BMI is between 16 and 18.5
- Normal if BMI is between 18.5 and 25
- Overweight if BMI is between 25 and 30
- Obese if BMI is more than 30

codepen.io says

Your weight in kg?


Cancel OK



codepen.io says

Your height in cm?


Cancel OK



codepen.io says

Your BMI is 26.8

OK



codepen.io says

You are overweight

OK

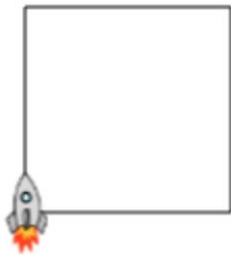




## Turtle exercises

10. Use [JS Turtle](#), to draw the following shapes

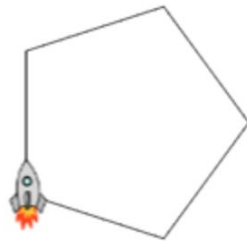
a. A square



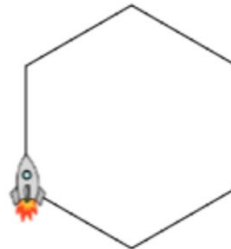
b. A triangle



c. A pentagon



d. A hexagon



11. Use [JS Turtle](#) to draw a polygon, the number of polygon's edges entered by users

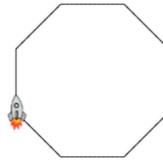
An embedded page on this page says

Enter number of edges



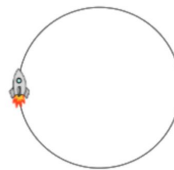
An embedded page on this page says

Enter number of edges



An embedded page on this page says

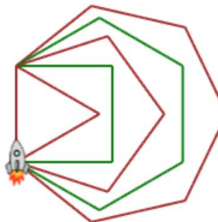
Enter number of edges



12. (Optional) Use [JS Turtle](#) to draw  $n$  polygons,  $n$  entered by users

An embedded page on this page says

How many polygons?





## Tools

13. Watch and practice along [this tutorial](#), create a github.com repository with a naming convention mentioned in the tutorial. After completing your homework, commit and push it with this folder structure, then send the link to your mentor

