Exercise 1: Understanding Primitive Data Types

Objective

The objective of this exercise is to reinforce students' understanding of JavaScript's primitive data types, including `string`, `number`, `boolean`, `null`, `undefined`, and `symbol`.

Instructions

- **Step 1:** Declare variables using `let` for each of the mentioned primitive data types.
- **Step 2:** Assign an appropriate value to each variable.
- **Step 3:** Print both the value and type of each variable using `console.log`.

Exercise 2: Coercion Between Primitive Data Types

Objective

The goal of this exercise is to delve into the topic of type coercion between different primitive data types in JavaScript, helping students predict the output of complex expressions.

Instructions

- **Step 1:** Analyze a given code snippet that includes variables with different primitive data types and involves arithmetic operations and string concatenation.
- **Step 2:** Predict the output of the expressions without running the code and explain the reasoning behind each step.

```
javascript let a = "5";
let b = 3;
let c = a * b;
let d = a + b;
let e = false;
let f = e + a;

console.log(c); // What will be the output?
console.log(d); // What will be the output?
console.log(f); // What will be the output?
```

- **Step 3:** Run the code to verify the prediction.