JavaScript Olympics

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```
var x = 10;
console.log(x)
```

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```
var x = 10;
console.log(x)
```

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10

```
var x = '10';
if (x == 10){
    log(x)
}


        ...
```

```
var x = '10';
if (x == 10){
    log(x)
}
```

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log is not defined

```
var x = '10';
if (x === 10){
    console.log(x)
}

...
```

```
var x = '10';
if (x === 10){
     console.log(x)
}
```

...

...

```
var x = 10;
while (x != 0){
    console.log(x)
}

• • •
```

```
var x = 10;
while (x != 0){
    console.log(x)
}
```

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10, 10, 10, 10 ...

```
var x = 10;
while (x != 0){
    x - -
    console.log(x)
}
        ...
```

```
var x = 10;
while (x != 0){
    x - -
    console.log(x)
}
```

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9, 8, 7, 6, 5, 4, 3, 2, 1, 0

```
var x = '10';
while (x > 0){
    x - -
    console.log(x)
}
      • • •
```

```
var x = '10';
while (x > 0){
    x - -
    console.log(x)
}

    • • •

9, 8, 7, 6, 5, 4, 3, 2, 1, 0
```

```
var myArr = [1,2,3,4]
for (var i = 0; i < myArr.length; i++){
    console.log(i)
    console.log(myArr[i])
}
```

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```
var myArr = [1,2,3,4]
for (var i = 0; i < myArr.length; i++){
    console.log(i)
    console.log(myArr[i])
}
```

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0,1
1,2
2,3
3,4

```
var myArr = [1,2,3,4]
for (var i = 0; i < myArr.length; i--){
    console.log(i)
    console.log(myArr[i])
}
```

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```
var myArr = [1,2,3,4]
for (var i = 0; i < myArr.length; i - -){
    console.log(i)
    console.log(myArr[i])
}
```

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0,1
-1,undefined
-2,undefined
-3,undefined

...

```
var myArr = [1,2,3,4]
for ( i in myArr){
    console.log(i)
    console.log(myArr[i])
}
```

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```
var myArr = [1,2,3,4]
for (var i in myArr){
    console.log(i)
    console.log(myArr[i])
}
```

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0,1
1,2
2,3
3,4

```
var myObj = {'name': 'Kris', 'age': 25}
for ( var i in myObj){
    console.log(i +' is ' + myObj[i])
}
```

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```
var myObj = {'name': 'Kris', 'age': 25}
for ( i in myObj){
    console.log(i +' is ' + myObj[i])
}
```

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name is Kris
age is 25

```
var myObjs = [
    {'name': 'Kris', 'age': 25},
    {'name': 'Sara', 'age': 26},
    {'name': 'Nitish', 'age': 26},
    {'name': 'Kamilah', 'age': 26}
]
```

```
for ( i in myObjs){
    console.log(i +' is ' + myObjs[i])
}
```

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```
var myObjs = [
    {'name': 'Kris', 'age': 25},
    {'name': 'Sara', 'age': 26},
    {'name': 'Nitish', 'age': 26},
    {'name': 'Kamilah', 'age': 26}
]
```

```
for ( i in myObjs){
    console.log(i +' is ' + myObjs[i])
}
```

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```
0 is [object Object]
1 is [object Object]
2 is [object Object]
3 is [object Object]
```

```
var users = [
    {'name': 'Kris', 'age': 25},
    {'name': 'Sara', 'age': 26},
    {'name': 'Nitish', 'age': 26},
    {'name': 'Kamilah', 'age': 26}
]
```

```
for ( user in users){
    for ( details in users[user]){
        console.log(details + ' is ' + users[user][details]);
    }
}
```

...

```javascript
var users = [
    {'name': 'Kris', 'age': 25},
    {'name': 'Sara', 'age': 26},
    {'name': 'Nitish', 'age': 26},
    {'name': 'Kamilah', 'age': 26}
]
```

```javascript
for ( user in users){
    for ( details in users[user]){
        console.log(details + ' is ' + users[user][details]);
    }
}
```

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name is Kris
age is 25
name is Sara
age is 26
name is Nitish
age is 26
name is Kamilah
age is 26

```
var num1 = 0.1, num2 = 0.2, shouldEqual = 0.3
alert(num1 + num2 == shouldEqual)
console.log(num1+num2)
```

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```javascript
var num1 = 0.1, num2 = 0.2, shouldEqual = 0.3
alert(num1 + num2 == shouldEqual)
console.log(num1+num2)
```

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False
0.30000000000000004

```
console.log(1 + true + '3' + 42)
```

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console.log(1 + true + '3' + 42)

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'2342'

```
console.log(NaN == NaN)
```

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console.log(NaN == NaN)

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false

console.log(+'10')

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console.log(+'10')

• • •

10

```
console.log('10'*2)
```

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console.log('10'*2)

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20

```
console.log("10"+[1])
```

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```
console.log("10"+[1])
```

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'101'

```
console.log("10"+[1,2])
```

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console.log("10"+[1,2])

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'101,2'