

Chapter 21 (Changing Case)

1. Type the characters that are missing from this code.
`var allLower = userInput.toLowerCase;`
Note: Correct this statement by yourself.
2. Convert the string represented by x to lower-case and assign the result to the same variable.
3. Convert the string represented by y to upper-case and assign the result to the same variable.
4. Convert the string represented by a variable to lower-case and assign the result to a second variable that hasn't been declared beforehand.
5. Convert the string represented by an array element to lower-case and assign it to a variable that hasn't been declared beforehand.
6. Display in an alert the upper-case version of the string represented by a variable.
7. `var cityName = "kaRacHi";`
Convert the string represented by a cityName in Capitalisation is the writing of a word with its first letter in uppercase and the remaining letters in lowercase.

Chapter 22 - 25 (Strings)

1. "captain" has been assigned to variable "sameWords". You want to slice "ap" out of it.
2. The number of characters in the string will be assigned to the variable.
3. The string "elephant" has been assigned to the variable animal. Slice the four middle characters out of the string and assign it to the variable seg, which hasn't been declared beforehand.
4. Find the number of characters in the string represented by a variable and assign the number to a second variable.
5. In a first statement measure how many characters there are in a string represented by a variable. In a second statement slice

all but the first character and last 3 characters of the string and assign it to a second variable that hasn't been declared beforehand.

6. `var text = "To be or not to be.";`
`var indx = text.indexOf("be");`
What is the value of `indx`?
7. `var text = "To be or not to be.";`
`var indx = text.lastIndexOf("be");`
What is the value of `indx`?
Note: Try the above both examples by yourself.
8. Find the index of the first character of the last instance of "go" in the string represented by the variable `text` and assign the number to the variable `indx`, which hasn't been declared beforehand.
9. Code the first line of an if statement that tests whether a segment with an index represented by `indexNum` exists in a string.
10. In this string "abcde", what character is at index 2? (Use `charAt`)
11. Find the 10th character in the string represented by `text` and assign it to the variable `cha`, which hasn't been declared beforehand.
12. Find the last character in the string represented by `str` and assign it to `x`, which hasn't been declared beforehand.
13. Find the the 5th character in a string represented by `input` and assign it to `cha`, which hasn't been declared beforehand.
14. Code the first line of an if statement that tests whether the 3rd character of a string represented by a variable is a particular character.
15. Code a for loop that cycles through all the characters of a string represented by a variable and assigns each character to an element of an array that has been declared beforehand.

In the string represented by `reply` replace the first instance of "no" with "yes" and assign the revised string to `revisedReply`, which hasn't been declared beforehand.

16. In a string represented by `str` replace the first instance of "1" with "one" and assign the revised string to `newStr`, which hasn't been declared beforehand.
17. If you want all instances replaced, enter 3 characters that need to appear in this statement.
`var y = x.replace("a", "z");`

Chapter 26 (Rounding Numbers)

1. Form a statement that rounds a number to the nearest integer.
2. Round up a number represented by `origNum` and assign it to `roundNum`, which hasn't been declared beforehand.
3. Round down a number represented by `origNum` and assign it to `roundNum`, which hasn't been declared beforehand.
4. Round a number represented by a variable and assign the result to a second variable that hasn't been declared beforehand.
5. Round .5 to 0 and assign it to a variable that hasn't been declared beforehand.

Chapter 27 (Random Numbers)

1. Convert a random number generated by JavaScript to a number in the range 1 to 50
2. Generate a random number and assign it to a variable that hasn't been declared beforehand.
3. You have to create a dice in JavaScript with the use of pseudo-random number.
4. You have to create a toss (head/tail) in JavaScript with the use of pseudo-random number.

Chapter 28, 29 (Converting Strings)

1. How do you convert a string to an integer in JavaScript?
2. Write a JavaScript function to convert the string "123" to an integer.
3. How can you convert a string containing a decimal number to a floating-point number in JavaScript?
4. How can you check if a string can be successfully converted to an integer or decimal in JavaScript before performing the conversion?
5. How can you convert a number to a string in JavaScript?
6. Write a JavaScript function to convert the number 42 to a string.
7. Can you convert a string representing a decimal number (e.g., "3.14") to an integer in JavaScript? If so, how?

Chapter 30 (Controlling the length of decimals)

1. Code a statement that rounds a number represented by num to 4 places, converts it to a string, and assigns it to newNum, which hasn't been declared beforehand.
2. In a single statement round a number represented by a variable to 2 places, convert it to a string, convert it back to a number, and assign it to the same variable.
3. Code the first line of an if statement that tests whether the number represented by num, rounded to 2 digits and converted to a string, has more than 4 characters in it.
4. Assign a number with many decimal places to a variable. Code an alert that displays the number rounded to 2 decimal places and converted to a string.

