



# Learn 2 Code

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# Lesson 2

- Homework (30')  
Quiz & Discussions (15')
- Javascript Basics - Part 2
  - What is “memory”
  - Data Types
  - More On Operators
- Input from Console
- Summary - Let's build a chatbot



# Homework

## 1. Node.js

- Open a terminal. Run the following commands:  
node -v  
npm -v
- Do you see numbers? That's great!

```
C:\Users\paula>npm -v  
6.14.8
```

```
C:\Users\paula>node -v  
v14.15.0
```



# Quiz - self evaluate!

1. What **data type** should you use to store a value for a person's height (e.g. *1.81*)

1.1 number

1.2 string

1.3 boolean

2. What **data type** should you use to store a value for a person's hair color (e.g. *brown*)

2.1 number

2.2 string

2.3 boolean

3. What **data type** should you use to store a value for a person's age (e.g. *28*)

3.1 number

3.2 string

3.3 boolean

4. What **data type** should you use to store a binary value? (e.g. *male vs female*)

4.1 number

4.2 string

4.3 boolean



# Quiz - self evaluate!

5. How does one create a new variable x and assign the value 10 to it?

- 5.1 `x(10)`
- 5.2 `x := 10`
- 5.3 `x == 10`
- 5.4 `x = 10`

7. How does one compare a variable x to another variable y ?

- 7.1 `x = y`
- 7.2 `x == y`
- 7.3 `x === y`

6. The initial value of a variable x is 5. What will its value be after executing these 2 lines of code?

```
x = x * 173  
x = x % 4
```

- 6.1 5
- 6.2 1
- 6.3 2
- 6.4 An error will be thrown



# Quiz - self evaluate!

8. What will be printed after running the following piece of code?

```
a = "abcdf"
if (a = "somethingelse"){
  console.log("True")
} else{
  console.log("False")
}
```

- 8.1 True
- 8.2 False



# Quiz - self evaluate!

9. Why do we use variables?

- 1.1 To store useful information for later use.
- 1.2 To make the program run faster.
- 1.3 To make the program use less memory.
- 1.4 To make the program shorter.

10. What types of variables are provided in Javascript?

- 2.1 Number variables.
- 2.2 Text (string) variables.
- 2.3 Boolean variables.
- 2.4 Other.