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**Skill 26.1 Exercise 1**

- (a) Create a String variable “s2” and initialize it to “The population of Boise is ”.
- (c) Create another variable called “people” and initialize it to 250000.
- (d) Concatenate these variables into a String called report.
- (e) Print report. The printout should yield, The population of Boise is 220000.

**Skill 26.2 Exercise 1**

Declare and initialize a variable “p” to “Groovy Dude”.  
Declare and initialize a variable “n” to the number characters in “p”

**Skill 26.3 Exercise 1**

You need to write a program that generates usernames for students at Timberline. The usernames will use the following convention: FirstInitial + LastName. You are provided the first name and last name of a student as shown below,

```
var firstName = “Lady”;  
var lastName = “Gaga”;
```

Write code that could be used to create a username. Assign the username to a new variable called “username”.

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**Skill 26.4 Exercise 1**

In the previous example you wrote code to create a username for a student. The usernames must contain only lowercase letters. Create a new String variable called `usernameLower`, then assign the reformatted username

**Skill 26.4 Exercise 2**

In addition to usernames, the students also need passwords. The default passwords must use the following convention: first letter first name + first letter lastname + 6 digit birthdate (EX: LG032886)

Consider the following student information,

Lady Gaga  
03/28/1986

Write code that could be used to create a password. Assign the password to a new variable called `"password"`.

**Skill 26.5 Exercise 1**

(a) Write code that will produce the following printout using only a single `console.log` statement,

One  
Two  
Three

(b) Write code that will print the following to the console.

“Woo Hoo!”

Note, the quotes must display when printed.

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**Skill 26.6 Exercise 1**

Refer to the code below to answer the following

```
var s = "\t\tLucky hocky puck\t\t";  
var j = 6, z = 99;
```

```
var p = s.charAt(j);  
console.log(p);
```

```
var p2 = s.charAt(z - 90);  
console.log(p2);
```

```
var p = s.charAt(s.length - 1);  
p += s.charAt(s.length-2);  
p += s.charAt(s.length-3);  
p += s.charAt(s.length-4);  
p += s.charAt(s.length-5);  
console.log(p);
```

**Skill 26.7 Exercise 1**

Refer to the code below to answer the following

```
var s = "\t\tLucky hocky puck\t\t";  
var j = 6, z = 99;
```

```
var str = s.trim();  
console.log("++str++");
```