Name \_\_\_\_\_\_ Period \_\_\_\_\_

## Skill 25.01 Exercise 1 Indicate what is printed for each of the following var x = 2;var y = 3;var z = x + y;x = x + z; console.log(x+1); var x = 1;var y = 5; var z = x - y;x = x - z; console.log(x-1); var x = 2;var y = 3;var z = x \* y;x = x \* z;console.log(x\*2); var x = 9;var y = 3;var z = x/y;x = x/z; console.log(x/3); var x = 11; var y = 3;var z = x%y;x = x%z; console.log(x%2); Skill 25.02 Exercise 1 Indicate what is printed for each of the following var x = 1;x = x + 3;console.log(x++); console.log(++x); var y = 10;y = y - 3;console.log(y--); console.log(--y);

Skill 25.03 Exercise 1	
Indicate what is printed for each of the	following
var x = 1;	
x += 8;	
console.log(x++);	
console.log(++x);	
var y = 11;	
var d = 2;	
y -= 3+d;	
console.log(y++);	
console.log(++y);	
var z = 3;	
var i = 2;	
z *= 5+i;	
console.log(z++);	
console.log(z);	
var w = 15;	
var y = 1;	
w /= 3+y;	
console.log(++w);	
console.log(w);	
var z = 15;	
var y = 1;	
z %= 3+y;	
console.log(++z);	
console.log(z);	
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Skill 25.04 Exercise 1	
	following.
Indicate what is printed for each of the	
Indicate what is printed for each of the	following. root of a variable x and store the result in y
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Indicate what is printed for each of the (a) Write code that will take the square	root of a variable x and store the result in y
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Indicate what is printed for each of the  (a) Write code that will take the square  (b) Write code that will generate a rand	root of a variable x and store the result in y
Indicate what is printed for each of the  (a) Write code that will take the square  (b) Write code that will generate a rand	root of a variable x and store the result in y
Indicate what is printed for each of the  (a) Write code that will take the square  (b) Write code that will generate a rance  (c) Indicate what is printed	root of a variable x and store the result in y
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Indicate what is printed for each of the  (a) Write code that will take the square  (b) Write code that will generate a rance  (c) Indicate what is printed  (i) console.log( Math.ceil( -157.2) );  (ii) console.log( Math.floor( -157.2) );	root of a variable x and store the result in y

(iv) console.log( Math.floor( 157.2) );	
(v) console.log( Math.round( -157.2) );	
(vi) console.log( Math.min( -157.7, 157.7) );	
(vii) cconsole.log( Math.min( -157.7, 157.7) );	
(viii) console.log(Math.pow( 2, 3) );	

Skill 25.05 Exercise 1		
Write code that could be used to create a random number within each of the specified ranges below		
0-1		
(1 not inclusive)		
0 – 52		
(52 is inclusive)		
100 – 200		
(200 is not inclusive)		
-100 – 0;		
(0 is inclusive)		
-50 – 10;		
(10 is not inclusive		