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| **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); |  |

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| **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); |  |

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| **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** |
| Indicate what is printed for each of the following. |
| (a) Write code that will take the square root of a variable x and store the result in y |
| (b) Write code that will generate a random number from 0 up to 1. |
| (c) Indicate what is printed  (i) console.log( Math.ceil( -157.2) );  (ii) console.log( Math.floor( -157.2) );  (iii) console.log( Math.ceil(157.2) );  (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) ); |

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| **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 |  |