What is the correct way to declare a new variable that you can change?

**const myName = 'Sloan';**

**myName = 'Sloan';**

**let myName: 'Sloan';**

**let myName = 'Sloan';**

What are variables used for in JavaScript?

For storing or holding data.

For changing language settings.

For changing a value’s data type.

What is the outcome of the following code snippet?

console.log('Hello world');

**Hello world** is printed to the console.

**Hello world** is stored as a variable.

**log('Hello world')** is printed to the console.

**'Hello world'** is printed to the console with single quotation marks.

What is string interpolation?

Joining multiple strings together using operators like **+**

Printing a string to the console.

Changing the value of a variable.

Using template literals to embed variables into strings.

What is the outcome of this statement?

console.log('hi!'.length);

**'hi!'.length** will be printed to the console.

**3** is printed to the console.

**hi!** is printed to the console.

**1** is printed to the console.

What is string concatenation?

When you print a string to the console.

When you join strings together.

When you assign a string to a variable.

When you change a variable’s value.

Which of the following is an example of a single line comment?

**// Is this a comment?**

**console.log()**

**'Is this a comment?'**

**console.log('Is this a comment?');**

What will the following code print to the console?

let num = 10;  
num \*= 3;  
console.log(num);

**'num'**

**30**

**10**

**3**

Which of the following code snippets would cause an error?

let food = 'chicken';  
let drink = 'seltzer';

const foodOne = 'chicken';  
const foodTwo = 'sushi';

const food = 'chicken';  
food = 'sushi';

let food = 'chicken';  
food = 'sushi';

What is the correct way to call a string’s built-in method?

**toUpperCase.'itscademy'();**

**'itscademy'.toUpperCase();**

**toUpperCase('itscademy');**

**'itscademy'.toUpperCase;**

What is the correct way to call the **random** method on the **Math** global object?

**Math.random()**

**math.random()**

**Math(random)**

**random.Math()**