The aims of the exercise are to become familiar with JavaScript basics, especially values, types, arrays, and operators. The student will also learn what kinds of structures a JavaScript program has, and how the flow of the program is controlled.

Help to complete the tasks of this exercise can be found at least from the following book sources: The chapters 1 ”Values, types and operators”, chapter 2 “Program structure” and chapter 4 “Data Structures: Objects and Arrays” of our course book “Eloquent JavaScript” (3rd edition) by Marijin Haverbeke; and/or the chapters 3 “Language Basics” and 6 “Advanced Reference Types“ (Only the subchapter “The Array Type”) of the book “Professional JavaScript for Web Developers” (5th edition) by Matt Frisbie. Please note that the chapters of the latter book are often long. You must read them selectively.

Use mostly a browser console to work with the programming tasks below.

Embed your theory answers, drawings, codes, and screenshots directly into this document. Always immediately after the relevant question. Return the document into your return box in itsLearning by the deadline.

*On each task and subtask, reference the primary information source you used to get help. You can use AI to gain understanding and to help solving problems, but it is not an acceptable primary source of information. I expect you also to use the original sources of information and to make appropriate references to them.*

The maximum number of points you can earn from this exercise is 10 + 1 = 11.

Tasks:

**1. Answer the questions? (4 \* 0,25 = 1 point):**

* 1. What are the primitive (or simple) data types of JavaScript?

Number, String, Boolean, Undefined Values, Symbol, Null, BigInt

* 1. What is the result and why?

10 == '10'

The result is true, because the types do not have to be equal with only two equals signs and they check only if the values match.

* 1. What is the result and why?

12 === '12'

The result is false, because the types are not equal (the first one is an integer and the second one is a string), and the three equals signs also check if the data types of match.

* 1. What is the value of the variable currentPort and why?

let port = 3001; let currentPort = port || 3000;

The value of currentPort is 3001, because the OR operator || takes the first true value

**2. JavaScript boolean values. (1 point)**

a. Are the following values true or false in JavaScript? Use programming in a browser console to find the answers. (0,5 points)

true, false, 9, -0.7, 0, 'kissa', '', "", null, undefined, {}, [], [0,1]

true = true

false = false

9 = true

-0.7 = true

0 = false

‘kissa’ = true

‘’ = false

“” = false

null = false

undefined = false

{} = true

[] = true

[0,1] = true

b. Why is important to know the truthy values in JavaScript? Give also an example. (0,25 points)

A value’s “turthiness” makes it behave differently in conditional statements like || and if. Understanding which values are truthy helps avoid unexpected behavior and bugs.

Example: (This only runs because “hello” is truthy)

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Kuvaus luotu automaattisesti

c. What is the value of result and why? (0,25 points)

let result = !!9;

result = true, because 9 is a truthy value, and the first ! negates the truthiness of the 9 and converts it into a Boolean value “false”, then the second ! negates the truthiness of the “false” value making it “true.

**3. Strings. (4 \* 0,5 = 2 points)**

In JavaScript, you can use single quotes, double quotes, or backticks to mark strings.

a. Are there any differences between these differently marked strings?

There are no functional differences between single and double quotes. They create plain strings. Backticks create Template Literals, which support multi-line strings and string interpolation with ${}

b. Catenate two literal strings with a variable. Give two different ways to do it. The result should be the following: "I have 36.5 euros". Please note that the amount is from the variable, the text parts are literals.

The code:

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The result:

Kuva, joka sisältää kohteen teksti, Fontti, kuvakaappaus, typografia

Kuvaus luotu automaattisesti

c. Give reasons to use the character \ inside strings.

If the string itself needs to have quotation marks inside it, the \ character needs to be used:

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Kuvaus luotu automaattisesti

The output:



You can also add modifiers like \n to a string:

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Kuvaus luotu automaattisesti

The output:

Kuva, joka sisältää kohteen Fontti, teksti, kuvakaappaus, numero

Kuvaus luotu automaattisesti

d. Give three practical examples of using different String methods. Please take care that you include taking a substring and padding a string from the start into your examples.

Taking a substring (a first name from a full name):

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Kuvaus luotu automaattisesti

The output:



Padding a string from the start:

**4. Variables and constants. (1 point)**

a. What does it mean that JavaScript variables have no external datatype? (0,25 points)

b. Why should you remember to use the keyword let (or var) when defining a variable? (0,25 points)

c. How do you define a constant in JavaScript? (0,25 points)

d. If you have defined a constant array, can you modify its elements? Can you modify the value of a constant number? (0,25 points)

**5. Looping in JavaScript. (2 \* 0,5 = 1 point):**

Let’s use the array distances = [ 164, 26, 28, 12, 81, 181, 34 ].

a. Use a basic for loop to calculate the sum of the distances. (0,5 points)

b. Use another kind of a for loop to calculate the same sum. (0,5 points)

**6. Considering JavaScript arrays. (4 \* 0,25 = 1 point)**

a. Can an array contain both numbers and objects at the same time in JavaScript?

b. Explain what it means to 1) modify an array in place or to 2) return a modified copy of an array. Give one example of a JavaScript method that modifies an array in place, and one example of a method that returns a modified copy.

c. What does it mean that a JavaScript array is mutable?

d. You have a following code clip. How many arrays do you have in the memory at the end?

let array1 = [1,3,5];

let array2 = array1;

**7. Working with JavaScript arrays (2 points)**

Let’s use the array distances = [ 164, 56, 248, 12, 81, 181, 34 ].

a. Write a code clip that returns the length of the array. (0,5 points)

b. Write a code clip that adds the distances 8, 33 and 76 at the end of the array and in this order. Use one of the array methods. (0,5 points)

c. Write a code clip that removes the number 248 from the array in place. Use an array method. A tip: One of the methods to consider could be splice. (0,5 points)

d. Clone the array distances to the variable distances\_duplicate. Use ES6 way: The spread operator. (0,5 points)

**8. Working with JavaScript Array methods filter, map and reduce (2 points)**

These JavaScript methods are heavily used in modern JavaScript applications.

Let’s use the array points = [ 64, 56, 48, 12, 81, 91, 34, 19, 95, 55 ].

a. Return a new array into a variable called enough\_points. The new array contains all numbers of the original array points that are at least 40. Use the method filter. (0,5 points)

b. Return a new array into a variable called grades. The new array contains the grades that are calculated from the numbers of the original array points. Use the method map. The evaluation scale is the following: at least 40 points -> 1; 50 -> 2; 60 -> 3; 70 -> 4; 85 -> 5. Otherwise, the grade is 0. (0,5 points)

c. Calculate the average grade by using a method reduce. Use the original array points. (0,5 points)

d. Explain shortly in purposes of the above methods. (0,5 points)

On each subtask, reference the primary information source you used. You can use AI to gain understanding, but it is not an acceptable primary source of information.