SDI: Week 1 **Activity: Variables and Output**
Supplemental Activity

In this activity, we're going to create four separate variables. These will include a Boolean variable, a number variable, a string variable, and a string variable that contains escapes.

Set up the files

1	Open the **var-and-output.html** file in Firefox. You should get an alert that reads *JavaScript works!* This lets you know that JavaScript is working in your browser.
2	Click the Firebug button in the upper right corner of Firefox and verify that the Console window is open. This is where our output will appear.
3	Open the **var-and-output.js** file in your favorite editor. TextEdit will work if you haven't picked an editor yet. The only thing you should see is a line of code that reads `alert("JavaScript works!");`
4	Click to the left of `alert` so that the insertion point is at the very beginning of the line of code.
5	Type the following: `//`
6	The two forward slashes indicate to JavaScript that the rest of the line is a comment that should be ignored.

If you have not yet installed Firebug, do so before continuing this exercise. Refer to the JavaScript Environment activity for links to the Firebug installation information.

If you are using Chrome, you can open the developer window by clicking **View** on the menu bar, clicking **Developer**, and then clicking **JavaScript Console**. You also can press [OPTION+CMD+J] on the keyboard.

Add Comments

1	Click at the end of the comment, and press [RETURN] twice.
2	Type the following: `// <Your Name>`
3	Press [RETURN].
4	Type the following: `// SDI <Your Term>`
5	Press [RETURN].
6	Type the following: `// Variables and Output activity`

Comments allow you to leave notes in your JavaScript to describe what's going on. You also can use comments to disable parts of your code that might not be working yet.

Two forward slashes (//) before a line of text indicates a comment in the code. To comment out an entire section, put a /* at the beginning of the comment and */ at the end of the comment.

7	When complete, your comments should look similar to **Figure 1**. Please note that your screen may look a little different depending on the editor you are using.

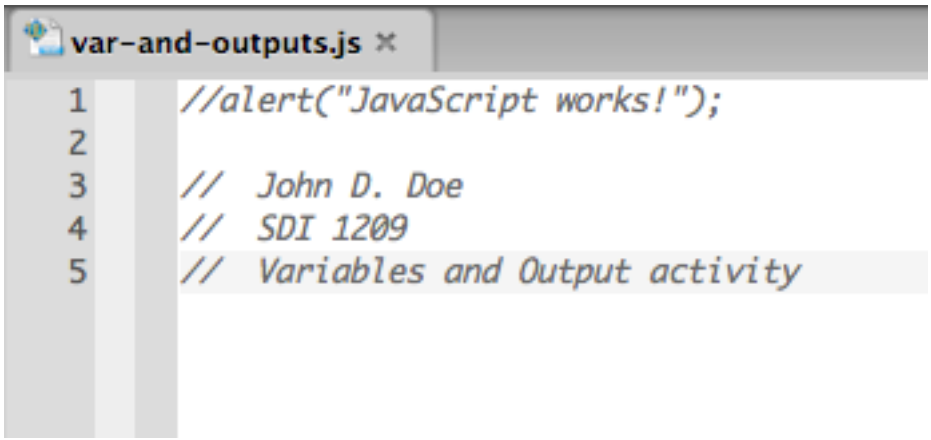

Figure 1: Your Comments

Create Your Variables

We're now going to create four different variables.

1	Press [RETURN] twice so that there is a blank line between your last comment and what you will type next.
2	Type the following: `// My variables`
3	Press [RETURN].
4	Type the following: `var myDogName = "Butch";`
5	Press [RETURN].
6	Type the following: `var hasFleas = true;`
7	Press [RETURN].
8	Type the following: `var numOfFleas = 50;`
9	Press [RETURN].
10	Type the following: `var dogShampoo = "\"Magic Flea \" shampoo";`
11	Press [COMMAND+S] to save the file. Your code should look similar to **Figure 2**.

It's always a good idea to label the parts of your code using comments.

var-and-outputs.js

```
1   //alert("JavaScript works!");
2
3   //  John D. Doe
4   //  SDI 1209
5   //  Variables and Output activity
6
7   var myDogName = "Butch";
8   var hasFleas = true;
9   var numOfFleas = 50;
10  var dogShampoo = "\"Magic Flea\" shampoo";
```

Figure 2: Your Variables

Create the Output

All of the outputs in this class will be made to the console.

11	Press [RETURN] twice.
2	Type the following: `// My output`
3	Press [RETURN].
4	Type the following: `console.log("My dog's name is " + myDogName);`
5	Press [RETURN].
6	Type the following: `console.log("It is " + hasFleas + " that he has fleas.");`
7	Press [RETURN].
8	Type the following: `console.log("I've counted at least " + numOfFleas + " of them!");`
9	Press [RETURN].
10	Type the following: `console.log("So, he's getting a bath with " + dogShampoo + " tonight!");`

11	Press [RETURN] twice.
12	Press [COMMAND+S] to save the file. Your code should look similar to **Figure 3**.

var-and-output.js

```
1   //alert("JavaScript works!");
2
3   //  John D. Doe
4   //  SDI 1209
5   //  Variables and Output activity
6
7   // My variables
8   var myDogName = "Butch";
9   var hasFleas = true;
10  var numOfFleas = 50;
11  var dogShampoo = "\"Magic Flea\" shampoo";
12
13  // My output
14  console.log("My dog's name is " + myDogName);
15  console.log("It is " + hasFleas + " that he has fleas.");
16  console.log("I've counted at least " + numOfFleas + " of them!");
17  console.log("So, he's getting a bath with " + dogShampoo + " tonight!");
```

Figure 3: Your Console.logs

Run the Code

1	Switch to your Firefox browser.
2	Press [COMMAND+R] to refresh the page.
3	The console should display our output, as shown in **Figure 4**.

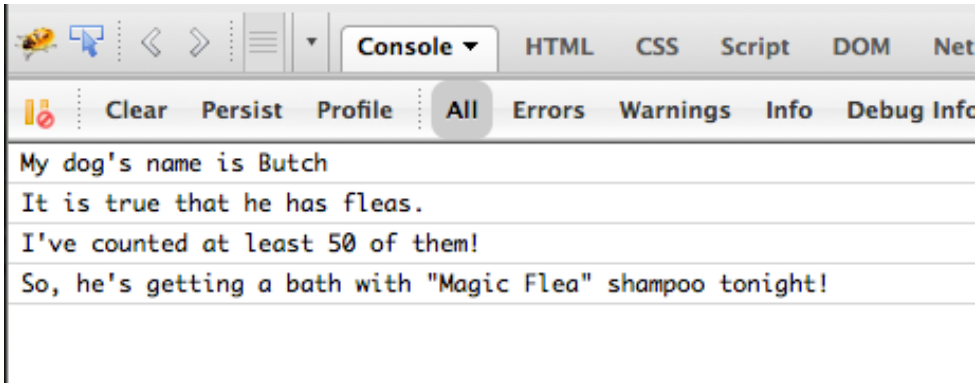

Figure 4: The Output in the Console

Debugging the Code
If, for some reason, you did not get the result shown above, go back to your JavaScript code in the editor, and verify that all the variables have been entered correctly. Also check that your console.logs have no errors.

If you're still having trouble after checking those things, contact your instructor for more assistance.