

Assignment 1:

1. Why is JavaScript defined as a loosely typed programming language?

JavaScript is defined as a loosely typed programming language because it allows variables to hold values of any data type and the data type of a variable can be change during the runtime.

2. What are reserved words? Why can't we use them as identifiers?

Reserved words are keywords in JavaScript that have a predefined meaning and cannot be used as identifiers. We cannot use them as identifiers because JavaScript already recognize them and has a value or function assigned to them.

3. What does the defer attribute do?

Defer attribute is a term used in HTML when adding a JavaScript file or code in an HTML line of code. It simple tells the browser to ignore the JavaScript file or line of code while loading the rest of HTML file and then loading the code after it has loaded the rest of the file.

4. Determine the result and the type of the following expressions. 'console.log' both the value and the type of each expression and add the results to your answer. I'll do the first one for you:

x) `1 + 2 + true`
x) 4, number

a) <code>"" + 1 + 0</code>	Ans	10 , string
b) <code>"" - 1 + 0</code>	Ans	-1 , number
c) <code>true + false</code>	Ans	1 , number
d) <code>6 / "3"</code>	Ans	2 , number
e) <code>"2" * "3"</code>	Ans	6 , number
f) <code>"\$" + 4 + 5</code>	Ans	"\$" + 4 + 5
g) <code>"4" - 2</code>	Ans	2 , number
h) <code>"4px" - 2</code>	Ans	NaN , number
i) <code>7 / 0</code>	Ans	Infinity , number
j) <code>" -9 " + 5</code>	Ans	-9 5 , string
k) <code>" -9 " - 5</code>	Ans	SyntaxError: Invalid or unexpected token
l) <code>null + 1</code>	Ans	1 , number
m) <code>undefined + 1</code>	Ans	NaN , number
n) <code>" \t \n" - 2</code>	Ans	-2 , number

Note: Most of the codes gives an error using the 'use strict' command.

Determine the results of the following comparisons.

a) null == undefined	Ans	True
b) "NaN" == NaN	Ans	False
c) 5 == NaN	Ans	False
d) NaN == NaN	Ans	False
e) NaN != NaN	Ans	True
f) false == 0	Ans	True
g) true == 1	Ans	True
h) true === 1	Ans	False
i) true == 2	Ans	False
j) undefined == 0	Ans	False
k) null == 0	Ans	False