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   2. Storing and Tracking Information with Variables
      1. Introduction to Variables
      2. Naming Variables
      3. Strings and Numbers
      4. Spaces, Tabs and New Lines in JS
      5. Capturing Visitor Input
      6. Combining Strings
      7. Working with Strings and Finding Help
   3. Working with Numbers
      1. Numbers
      2. Doing Math
      3. Numbers and Strings
      4. The Math Object
      5. Create a Random Number
   4. Making Decisions with Conditional Statements
      1. Introducing Conditional Statements
      2. Comparison Operators
      3. Build a Random Number Guessing Game
      4. Boolean Values
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      6. Improving the Random Number Guessing Game
      7. Document Code with Comments
      8. Combining Multiple Tests into a Single Condition
   5. Creating Reusable Code with Functions
      1. Introduction to Functions
      2. Functions Change the Flow of a Program
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      5. Variable Scope