Name Miko Jimenez

**Lab 5 Practice Problems**

*Note:* You do not need to turn in these practice problems, but they are representative of questions that appear on quizzes and exams, and comprehension of the concepts presented in the practice problems will be necessary to complete assignments.

1. Write the **data type** of each identifier next to each JavaScript statement presented below. Be as specific as possible.

EXAMPLE:

var identifier = “Cat”; type: String

* 1. var identifier = “Blue”;  
     type: string
  2. var identifier = 98.6;  
     type: float
  3. const identifier = “true”;  
     type: string
  4. var identifier = 55;  
     type: int
  5. var identifier;  
     type: undefined
  6. var identifier = false;  
     type: bool
  7. var identifier = 2;  
     type: int
  8. var identifier = ‘The quick brown fox’;  
     type: string
  9. const identifier = ‘45’;  
     var: string
  10. var identifier = “null”;

var: string

1. For each JavaScript statement listed below, write a statement that will convert that variable to the type requested), and write what the value of that new variable will be with its new data type.

EXAMPLE:

var identifier = “cat”; (Number)

ANSWER:

var new\_num = parseInt(identifier);

// value of new\_num = NaN

// data type of new\_num = NaN

* 1. var identifier = “Blue”; // (Boolean)

**var new\_bool = Boolean(“Blue”);**

**// value of new\_bool = True**

**// data type of new\_bool = bool**

* 1. var identifier = 98.6; // (Integer)

**var new\_int = parseInt(98.6);**

**// value of new\_ int = 98**

**// data type of new\_ int = int**

* 1. const identifier = “true”; // (Boolean)

**var new\_bool = Boolean(“true”);**

**// value of new\_bool = true**

**// data type of new\_bool = bool**

* 1. var identifier = ’55.3 percent’; // (Float)

**var new\_float = parseFloat(’55.3 Percent’);**

**// value of new\_floart = 55.3**

**// data type of new\_floart = float**

* 1. var identifier; // (String)

**var new\_str = String();**

**// value of new\_str = “”;**

**// data type of new\_str = string**

* 1. var identifier = false; // (Integer)

**var new\_int = parseInt(false);**

**// value of new\_ int = NaN**

**// data type of new\_ int = int**

* 1. var identifier = 2; // (String)

**var new\_string = String(2);**

**// value of new\_str = “2”;**

**// data type of new\_str = string**

* 1. var identifier = ‘The quick fox’; // (Boolean)

**var new\_bool = Boolean(‘The quick fox’);**

**// value of new\_bool = true**

**// data type of new\_bool = bool**

* 1. var identifier = “null”; // (Boolean)

**var new\_bool = Boolean(“null”);**

**// value of new\_bool = true**

**// data type of new\_bool = bool**

* 1. var identifier = null; // (String)

**var new\_string = String(null);**

**// value of new\_str = “null”;**

**// data type of new\_str = string**

* 1. var identifer = “1 plus 2”; // (Integer)

**var new\_int = parseInt(“1 plus 2”);**

**// value of new\_ int = 1**

**// data type of new\_ int = int**

* 1. var identifier = “three minus 1”; // (Float)

**var new\_int = parseInt(“**three minus 1**”);**

**// value of new\_ int = NaN**

**// data type of new\_ int = NaN**