Certainly! Here are the questions for the 50 JavaScript exercises I provided earlier:

1. \*\*Hello, World!\*\*

- What is the standard way to display "Hello, World!" in JavaScript?

2. \*\*Variables and Output\*\*

- How do you declare a variable named `name` and assign it the value "Alice" in JavaScript? What will be the output if you then print "Hello, " + `name` + "!"?

3. \*\*Data Types\*\*

- Create variables for a number, a string, and a boolean in JavaScript. What values do these variables hold?

4. \*\*Math Operations\*\*

- If `x` is 5 and `y` is 3, perform addition, subtraction, multiplication, and division on these variables. What are the results?

5. \*\*Concatenation\*\*

- Given `firstName` as "John" and `lastName` as "Doe," how can you concatenate them to create the full name "John Doe"?

6. \*\*Array Basics\*\*

- Create an array `fruits` containing the elements "apple," "banana," and "cherry." What is the length of the array? What are the first and last elements?

7. \*\*Access Array Elements\*\*

- Given an array `colors` with elements "red," "green," and "blue," how can you access the second element, "green"?

8. \*\*Array Manipulation\*\*

- Starting with an array `numbers` containing [1, 2, 3], what is the array after pushing 4 and then popping an element?

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9. \*\*Conditional Statements\*\*

- Write a conditional statement that checks the value of the variable `age`. If it's 18 or older, print "You are an adult." Otherwise, print "You are a minor."

10. \*\*Looping\*\*

- Write a loop that prints numbers from 1 to 5. What is the output?

11. \*\*Function Definition\*\*

- Define a function named `myFunction` that, when called, prints "Hello from myFunction!" How do you call this function?

12. \*\*Function with Parameters\*\*

- Create a function called `add` that takes two parameters, `x` and `y`, and returns their sum. What is the result of calling `add(3, 4)`?

13. \*\*Return vs. Console.log\*\*

- Define a function `sayHello` that prints "Hello, " + `name` + "!" and also returns "Hi, " + `name` + "!". What is the difference between the printed output and the return value when you call this function?

14. \*\*Global vs. Local Variables\*\*

- Create a global variable `globalVar` and a function `myFunction` that defines a local variable `localVar`. What happens when you try to access these variables?

15. \*\*Objects\*\*

- Create an object `person` with properties `firstName`, `lastName`, and `age`. What are the values of these properties for `person`?

16. \*\*Object Properties\*\*

- Given an object `car` with properties `make`, `model`, and `year`, how can you access the `make` and `model` properties, and what is the result?

17. \*\*Change Object Properties\*\*

- How can you change the `model` property of the `car` object from "Camry" to "Corolla"?

**18. \*\*Arrays of Objects\*\***

- Create an array `students` containing objects with `name` and `grade` properties. How can you access the grade of a student named "Bob"?

19. \*\*Array of Numbers\*\*

- Create an array `numbers` with elements [3, 7, 1, 9, 2]. What is the smallest number in this array?

20. \*\*Array Sorting\*\*

- Sort the `numbers` array in ascending order. What is the sorted array?

21. \*\*Array Filtering\*\*

- Filter the `numbers` array to find all even numbers. What is the result?

22. \*\*String Length\*\*

- Given a string `text` with the value "Hello, World!", what is the length of this string?

23. \*\*Substring\*\*

- How can you extract the first 5 characters from the string `text`?

24. \*\*String Split\*\*

- Split the string `text` into an array of words. What is the resulting array?

25. \*\*String Concatenation\*\*

- Given `firstName` as "John" and `lastName` as "Doe," how can you concatenate them to create the full name "John Doe"?

26. \*\*String Replacement\*\*

- Replace the word "World" with "Universe" in the string `text`. What is the new string?

27. \*\*String to Uppercase\*\*

- Convert the string `text` to uppercase. What is the uppercase version of the string?

28. \*\*String to Lowercase\*\*

- Convert the string `text` to lowercase. What is the lowercase version of the string?

29. \*\*String Comparison\*\*

- Compare two strings, `"apple"` and `"banana"`. Which one is greater, and how do you know?

30. \*\*Date Object\*\*

- How can you display the current date and time using JavaScript's Date object?

31. \*\*Date Formatting\*\*

- Create a Date object and format it to display the date in the "MM/DD/YYYY" format. What is the formatted date?

32. \*\*If-Else Statement\*\*

- Write an if-else statement that checks the value of the variable `age`. If it's less than 18, print "You are a minor"; otherwise, print "You are an adult."

33. \*\*Switch Statement\*\*

- Write a switch statement that checks the value of the variable `day` and prints different messages based on the day of the week.

34. \*\*For Loop\*\*

- Write a for loop that prints numbers from 1 to 5. What are the numbers displayed?

35. \*\*While Loop\*\*

- Write a while loop that prints numbers from 1 to 5. What are the numbers displayed?

36. \*\*Function with Conditional\*\*

- Create a function `isEven` that takes a number as a parameter and returns true if it's even and false if it's not. What does `isEven(4)` return?

37. \*\*Function with Loop\*\*

- Define a function `printNumbers` that takes a number `n` as a parameter and prints numbers from 1 to `n`. How do you use this function to print numbers from 1 to 5?

38. \*\*Function with Array\*\*

- Create a function `sumArray` that takes an array of numbers as a parameter and returns their sum. Given the array `[1, 2, 3, 4, 5]`, what is the sum?

39. \*\*Function with String\*\*

- Define a function `greet` that takes a `name` as a parameter and returns a greeting. How can you use this function to greet "Alice"?

40. \*\*Function with Object\*\*

- Define a function `getFullName` that takes a `person` object with `firstName` and `lastName` properties and returns the full name. What is the full name for a person with the properties `firstName: "Alice"` and `lastName: "Johnson"`?

41. \*\*Function with Default Parameter\*\*

- Define a function `greet` that takes a `name` as a parameter, with a default value of "Guest." What is the greeting when you call `greet("Alice")`? What about when you call it without an argument?

42. \*\*Function with Multiple Parameters\*\*

- Create a function `calculate` that takes two numbers, `a` and `b`, and an operator as parameters. It performs addition, subtraction, multiplication, or division based on the operator. What is the result of calling `calculate(4, 2, "+")`?

43. \*\*Function with Recursive Call\*\*

- Define a recursive function `factorial` that calculates the factorial of a number. What is the factorial of 5? What about 0?

**44. \*\*Function with Callback\*\***

- Define a function `greet` that takes a `name` and a callback function. The callback function returns an emoticon. How can you use this function to greet "Alice" with an emoticon?

45. \*\*Array forEach Method\*\*

- Given an array `fruits` containing ["apple", "banana", "cherry"], use the `forEach` method to transform the elements to uppercase. What is the transformed array?

46. \*\*Array Map Method\*\*

- Given an array `numbers` with elements [1, 2, 3, 4, 5], use the `map` method to double each number. What is the resulting array?

47. \*\*Array Filter Method\*\*

- Given an array `numbers`, use the `filter` method to find all even numbers. What is the result?

48. \*\*Array Reduce Method\*\*

- Given an array `numbers`, use the `reduce` method to calculate their sum. What is the sum?

49. \*\*Function as Object Method\*\*

- Create an object `calculator` with methods `add` and `subtract`. What is the result of calling `calculator.add(5, 3)` and `calculator.subtract(5, 3)`?

50. \*\*Function as Constructor\*\*

- Define a constructor function `Person` that creates objects with `name` and `age` properties. Create two instances, `person1` and `person2`. What are their properties?

These questions cover the concepts introduced in the previous exercises and are designed to help you test your understanding of JavaScript fundamentals.