# Chapter 1 (Alerts)

1. Alert these following (individually):
   1. First Name
   2. Last Name
   3. Email
   4. Phone Number V. Password
2. Correct this statement: **alert "You're learning JavaScript!" ;**
3. Code an alert statement displaying any message you like.

# Chapter 2 (Variables for string)

1. Declare any variable in the camel Case format.
2. Declare a variable of your choice without defining it. Then, in a second statement, assign it a string of your choice.
3. Declare the variable teamName and Alert your Team name.
4. This statement has already been coded. var bestMan = "Charlie"; Assign the variable a new string.

# Chapter 3 (Variables for numbers)

1. Declare a variable “caseQty”
2. Assign to the variable caseQty, which has already been declared, the value 144.
3. Rewrite this statement so the variable can be used in a math operation. var num = "9";
4. In one statement declare a variable. In a second statement assign it the sum of 2 numbers.
5. What is the value of orderTotal?

var merchTotal = 100; var shippingCharge = 10;

var orderTotal = merchTotal + shippingCharge; Try it yourself.

1. In the first statement declare a variable and assign it a number. In the second statement, change the value of the variable by adding it together with a number.