

Variables Lab

In this lab we're going to work with variable scopes and hoisting. We'll continue working in your pairs with our development of the roman numeral converter.

Hoisting with var

1. Add this function to your `romanNumberConverter.js` source code:

```
export function showHoisting() {  
  var x = 1;  
  if (x == 2) {  
    var y = true;  
  }  
  return y;  
}
```

2. Edit your `romanNumeralConverter.spec.js` test file. Import `showHoisting` like so:
`import { showHoisting } from '../romanNumeralConverter';`
3. Add a unit test to your suite. Make the test pass when `showHoisting()` returns undefined.
4. Run your tests. Did the test pass? It should have. But wait! Wouldn't most languages have a compile time failure on the return statement? I mean, `y` is local to the block, right?
5. Discuss with your partner(s) why it passed. What happened so that it became undefined?

Working with let and const

6. Now edit `showHoisting`. Change the vars to lets.
7. Rerun your test. Did it fail this time? It should have because of a `ReferenceError`. Again, talk to your partner about why.

You can see that `let` behaves more like other languages. The fact that `var` is hoisted is a surprise to most developers. This is why `let` is recommended over `var`.

8. Go ahead and make the test pass by putting `"let y;"` inside the function but outside the `if`.

This should work because the `let y` is the same as `let y = undefined;`

9. Lastly, change the vars/lets to consts. It should fail this time because you can't define a const without giving it an initial value.
10. Try to reassign the `y` const. (Should not work because you can't reassign consts).
11. Get your tests passing any way you like.

12. Create a new const:

```
const z = {foo: true, bar: true, baz: true};
```

13. Your tests should still pass. Make sure.

14. Now on the next lines of code go:

```
z.foo = false;
```

```
z.qux = true;
```

15. Now `z` is a const, so this should fail, right? Wrong! Run your tests and they'll pass. Discuss with your teammate why a const is allowed to change.

Bonus! Go through all your code and tests and change all of your vars to consts where you can and lets everywhere else.