Exercises

Create a Variable: var

Declare a variable named `favoriteFood` using the `var` keyword and assign to it the string `'pizza'`.

Declare a variable named `numOfSlices` using the `var` keyword and assign to it the number `8`.

Under the `numOfSlices` variable, use `console.log()` to print the value saved to `favoriteFood`.

On the following line, use `console.log()` to print the value saved to `numOfSlices`.
var favoriteFood = 'pizza';

```
var numOfSlices = 8;
console.log(favoriteFood);
console.log(numOfSlices);
```

Create a Variable: let

Create a `let` variable called `changeMe` and set it equal to the boolean `true`.

On the line after `changeMe` is declared, set the value of `changeMe` to be the boolean `false`.

To check if `changeMe` was reassigned, log the value saved to `changeMe` to the console.

```
let changeMe = true;
```

```
changeMe = false;
console.log(changeMe);
```

Create a Variable: const

Create a constant variable named `entree` and set it to equal to the string `'Enchiladas'`.

Just to check that you've saved the value of `'Enchiladas'` to `entree`, log the value of `entree` to the console.

Let's see what happens if you try to reassign a constant variable.

```
const entree = 'Enchiladas';
console.log(entree);
entree = 'Tacos'
Enchiladas
/home/ccuser/workspace/learn-javascript-variables-constV2/main.js:3
entree = 'Tacos'
       ^

TypeError: Assignment to constant variable.
```

Now, let's test what happens when you try to declare a `const` variable *without* a value.

```
const testing;
...
const testing;
      ^^^^^^^
SyntaxError: Missing initializer in const declaration
```

Mathematical Assignment Operators

Use the `+=` mathematical assignment operator to increase the value stored in `levelUp` by `5`.

Use the `-=` mathematical assignment operator to decrease the value stored in `powerLevel` by `100`.

Use the `*=` mathematical assignment operator to multiply the value stored in `multiplyMe` by `11`.

Use the `/=` mathematical assignment operator to divide the value stored in `quarterMe` by `4`.

```
let levelUp = 10;
let powerLevel = 9001;
let multiplyMe = 32;
let quarterMe = 1152;

// Use the mathematical assignments in the space below:
levelUp += 5;
powerLevel -= 100;
multiplyMe *= 11;
quarterMe /= 4;

The value of levelUp: 15
The value of powerLevel: 8901
The value of multiplyMe: 352
The value of quarterMe: 288
```

The Increment and Decrement Operator

Using the increment operator, increase the value of `gainedDollar`.

Using the decrement operator, decrease the value of `lostDollar`.

```
let gainedDollar = 3;
let lostDollar = 50;

gainedDollar++;
lostDollar--;
```

String Concatenation with Variables

Create a variable named `favoriteAnimal` and set it equal to your favorite animal.

Use `console.log()` to print `'My favorite animal: ANIMAL'` to the console. Use string concatenation so that `ANIMAL` is replaced with the value in your `favoriteAnimal` variable.

```
let favoriteAnimal = 'turtle';
console.log('My favorite animal: ' + favoriteAnimal);
```

String Interpolation

Create a variable called `myName` and assign it your name.

Create a variable called `myCity` and assign it your favorite city's name.

Use a single template literal to interpolate your variables into the sentence below. Use `console.log()` to print your sentence to the console in the following format:

```
My name is NAME. My favorite city is CITY.
```

```
const myName = 'Ram';
const myCity = 'Quezon City';
console.log(`My name is ${myName}. My favorite city is ${myCity}.`);
My name is Ram. My favorite city is Quezon City.
```

typeof operator

Use `console.log()` to print the `typeof newVariable`.

```
let newVariable = 'Playing around with typeof.';

console.log(typeof newVariable);
string
```

Great, now let's check what happens if we reassign the variable. Below the `console.log()` statement, reassign `newVariable` to `1`.

Since you assigned this new value to `newVariable`, it has a new type! On the line below your reassignment, use `console.log()` to print `typeof newVariable` again.

```
let newVariable = 1;

console.log(typeof newVariable);
number
```