Activity 1:

JS

Create a **variable** called age. Write an **if statement** that logs “Yes I can serve you” **if** the age is greater than 17 and **else** logs “You aren’t old enough”.

Stretch

Take your **if statement** and add a variable called country in.

Eg. **if** age > 17 **and** country == “UK”.

{CODENATION}

Activity 2:

JS

Create a variable for any pizza topping.

Create a switch statement, if the topping is one of your favourite ingredients, log to the console “These are important ingredients for my pizza.” If you don’t mind having Pepperoni for example log to the console “I don’t mind having ${topping} on my pizza.

Finally, for any topping you don’t like log “${topping} should not be on a pizza.”

{CODENATION}

Activity 3:

Create a variable called password.
Check how many letters are in the password, if there are less than 8, log to the console that the password is too short. Otherwise log the password to the console.

Stretch

Create a variable called num.
Check if the variable is divisible by 3 or 5. If it is, log “This number is divisible by 3 or 5”.
Otherwise log something else.

JS

{CODENATION}

Activity 4:

Create a variable called num.
If num is divisible by 3 log “fizz” to the console, if it’s divisible by 5 log “buzz” to the console, if it’s divisible by both 3 and 5 log “fizz buzz” to the console. Otherwise log num to the console.

Activity 5:

Create a variable called num.
Check if the number is a palindrome (looks the same forward as it does backwards e.g. 1001 or 20202).

Activity 6:

Create a variable called time, a variable called placeOfWork and a variable called townOfHome. Create an if statement that logs to the console where someone is at times of the day. E.g. if the time is 7 I'm at home, at 8 I'm commuting, at 9 I'm at work.

Activity 7:

Take the string "jrfndklhgfndjkjlkgperfijfhdknsadcvjhiiohjfkledsopiuh gtyujwsdxcvhgfdjhiopiwquhejkdsoiufghedjwshi". Find the index of a last vowel in the string.

Activity 8:

Create a variable called word that takes a string. Create an if statement that checks if the last letter is the same as the first. If it is return true, otherwise return false.

Activity 9:

Create two variables called num1 and num2.
Create an if statement that checks if the result of the sum is even. If it is return the number, otherwise return the numbers multiplied together.