

NOM :

expression / programme | valeur de retour / dans la console |

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```
typeof 5; ||  
6/"trois"; ||  
"hello" + "you"; ||  
"length".length; ||  
6 < 6; ||  
"chat" === "chat"; ||  
["chat"] === ["chat"] ||  
!false; ||
```

```
var result = 0;  
for (var i = 0; i < 5; i++) result += i;  
console.log(result);
```

|

```
var b = [1, 2];  
b[0] = "master p";  
console.log(b);
```

```
var words = ["mutant", "ninja", "turtles"]; var great_show = ""; for (var i = 0; i  
< words.length; i++) { great_show += words[i] + " "; } console.log(great_show);
```

```
function lamp() { var my_special_variable = "I am special"; } lamp(); console.log(my_special_variable);
```

```
var label = "firstname"; var me = { firstname: "Rudy", label: "Dr." }; console.log(me[label]); console.log(me["label"]);
```

```
function sum(a, b) { return a + b; } console.log(sum(1, 2, 3, 4));
```

```
function a(x, y, z) { return z; } console.log(a("blah"));
```

```
var me = { first: "Matthew", last: "Powers", full_name: function () { return  
this.first + " " + this.last; } } console.log(me.full_name());
```

```
var game1 = { title: "tic tac toe" }; var game2 = { title: "tic tac toe" };  
console.log(game1 === game2 ); console.log(game1.title === game2.title );
```