

## JavaScript math task and notes

### How do you declare a Variable?

Variable means something that can change. Usually, it is declared by typing the variable, followed by an equal sign (=) followed by the value.

```
var = myName
```

```
var = myAge
```

```
var x = 23
```

### Variable Types: Numbers, Strings, Booleans and arrays

Numbers: Can be written with or without decimals (e.x 789 and 64.34)

Strings: It is a way of writing in order that the javascript understands (var myName = 'Tony';)

Booleans: Is a data type of yes/no and true/false and on/off (e.x 54<32 and answer: No)

Arrays: A list that contains multiple values enclosed in square brackets and are separated by commas (e.x food = [rice, sushi, bread])

### What is a Function?

Functions are a block of codes that are meant to perform a particular task. Once you have the code you don't need to write it again. It is made in order that you don't need to repeat the code all the time.

### List some arithmetic operators

Addition +

Multiplication \*

Subtraction -

Division /

Exponentiation \*\*

Increment ++

### What are assignment operators?

=

+=

-=

\*=

/=

### Explain what is a loop?

Help coders to save time when a certain code is needed more than once.

```
for (let i = 0; i < food.length; i++) {  
  text += food[i] + "<br>";  
}
```

## Error Types-Syntax and Logic?

Error shows up when you do something wrong in code.

Syntax error: Spelling errors in codes that causes that the program does not run at all.

Logic errors: These are errors where the syntax is correct but the code is not what you intended/destined it to be. These are harder to fix than syntax errors.

## Math task

1.

Is the finalResult 48? Yes, well done!

The final result is odd. Hrm.

```
let finalResult;

let evenOddResult;

// Add your code here

var num1 = 4;
var num2 = 8;
var num3 = 8;
var num4 = 12;
num5 = num1+num2
num6 = num4 - num3
finalResult = num5*num6

// Don't edit the code below here!

section.innerHTML = ' ';
let para1 = document.createElement('p');
let finalResultCheck = finalResult === 48 ? `Yes, well done!` : `No, it is ${ finalResult }`;
para1.textContent = `Is the finalResult 48? ${ finalResultCheck }`;
```

2.

Your finalResult is 4633.33

finalNumber is a number type. Well done!

```
// Final result should be 10.42
// Add/update your code here

let result = 7 + 13 / 9 + 7;
let result2 = 100 / 2 * 6;
result= result * result2
finalResult= result.toFixed(2);
finalNumber=finalResult

// Don't edit the code below here!

section.innerHTML = ' ';
let para1 = document.createElement('p');
para1.textContent = `Your finalResult is ${ finalResult }`;
let para2 = document.createElement('p');
let finalNumberCheck = isNaN(finalNumber) === false ? 'finalNumber is a number type. Well done!' : `Ooops! finalNumber is not a number.`;
para2.textContent = finalNumberCheck;

section.appendChild(para1);
```

3.

False — of course an elephant is heavier than a mouse!

True — an ostrich is indeed taller than a duck!

False — the passwords do not match; please check them

```
// Statement 1: The elephant weights less than the mouse
let eleWeight = 1000;
let mouseWeight = 2;

// Statement 2: The Ostrich is taller than the duck
let ostrichHeight = 2;
let duckHeight = 0.3;

// Statement 3: The two passwords match
let pwd1 = 'stromboli';
let pwd2 = 'stR0mBoLi'

// Add your code here

var weightComparison = eleWeight < mouseWeight;
var heightComparison = ostrichHeight > duckHeight;
var pwdMatch = pwd1 === pwd2;

// Don't edit the code below here!
```