

02.01 Lab

Instructions:

- Open **02.01-Lab.html** in your Editor. Write the Lab code in the **script** tags.
1. Declare a variable called `lucyIsOnline` and set its value to `false`. Write an if-else statement:
 - if `lucyIsOnline` is true, `console.log "Lucy is online"`,
 - if `lucyIsOnline` is false, `console.log "Lucy is not online"`
 2. Declare a variable `price`, and set it equal to 88. Write an if-else statement:
 - if `price` is greater than or equal to 100, `console.log 'Expensive'`
 - if `price` is less than 100, `console.log 'Cheap'`
 3. Add an "else if" clause to the statement:
 - if `price` is greater than 100, `console.log 'Expensive'`
 - if `price` is between 50-99, `console.log 'Reasonable'`
 - if `price` is less than 50, `console.log 'Cheap'`
 4. Declare two variables: `stars` and `review`. Set `stars` equal to 4 and `review` equal to an empty string. Write an if else-else if-else statement:
 - if 5 stars, `review` is "Great"
 - if 4 stars, `review` is "Good"
 - if 3 stars, `review` is "Meh"
 - if 2 stars, `review` is "Bad"
 - if 1 star, `review` is "Awful"
 - `console.log review` below the whole thing
 5. Debug the following:

```
let animal = 'cow';
let sound = '';

if (animal = 'dog') {
  sound = Woof;
} elseif (animal = 'cat') {
  sound = Meow;
} elseif (animal = 'cow') {
  sound = Moo;
} else (Animal and sound both unknown) {
  console.log('sound + !');
}

// desired output: Moo!
```

6. Given these variables, write an if-else with three "else if" blocks to evaluate multiple temperature ranges:

```
let fahrenheit = 95;  
let weather = "";
```

- above 90 is hot
- 70-89 is warm
- 50-69 is cool
- 32-49 is cold
- below 32 is freezing