Welcome to Berkeley Logo version 5.5
: right 90
: forward 100
: right 90
: forward 100
: right 90
: forward 100
: right 90
: forward 100
: []
Getting to Know You

Course written by Leng Lee

1. What's your name?
2. Finding the length
3. Basic math

Great job! Now, let's do some math. You can do math through programming!
Calculate any addition operation you like. Add any two numbers in the form \( \text{3 + 4} \).

Rate this exercise

4. Numbers and more
5. Error: does not compute!

> `tracy`
> `"tracy"`'s length
> `5`
> `8 + 9`
> `72`

Oops, try again.
You did not add any numbers. Check the example to make sure you are typing in the format `\(2 + 2\)`. 
1. Editor and comments
2. What am I learning?
3. Interactive JavaScript

What we just saw was a fun example of how JavaScript can be interactive. Try it yourself!

Examples:
```javascript
confirm("I feel awesome!");
confirm("I am ready to go.");
```

These boxes can be used on websites to confirm things with users. You've probably seen them pop up when you try to delete important things or leave a website with unsaved changes.

Write your own message that you want the user to confirm.

Rate this exercise

4. What is programming?
5. Data Types I & II: Numbers & Strings
6. Data Type III: Booleans

SyntaxError: missing ) after argument list

Oops, try again.
You did not create a confirm dialog correctly. Check your syntax!
Paper Beats Rock

Course written by Leng Lee

1. The Game

2. User Choice

We start by first asking the user which option they want to pick. We will later use this choice in the compare function to determine the winner.

1. Declare a variable called `userChoice`.
2. Make the variable equal to the answer we get by asking the user "Do you choose rock, paper or scissors?"

Hide hint

Remember to use `prompt` to ask the user a question.

Rate this exercise


Figure 4 - Code Academy Example 3
Welcome! You have created a temporary guest account with the name guest-94097.

This account is only good for one visit. To convert your account into a regular Whyville citizen account, so you can chat and use all the features of Whyville, either join now or look for the JOIN NOW! button throughout Whyville.

Whyville's Favorite Hangouts
Check out where our citizens hang!

BEACH
FOOD COURT
SPIN SPEAK
WATERFALL
POOL PARTY
SUN ROOF

Join now for a regular citizen account and be on your way to chatting in Whyville!
Hi guys! Meet Ada.

Ada is made using Object-Oriented Programming, or OOP.

Press M to continue.
Objects work like complex custom functions.
You can pass arguments and create multiple variants.
Make many Adas using the button.
Each object behaves on its own. For example, watch these Adas. Change the variables on one. It won't affect the other.

Press M to continue.
Objects can also execute methods. Each object executes customized functions without affecting others. Experiment with methods using these buttons. The doll will only execute what is 'on.'

To the Left

To the Right

Now Kick

Press M to continue.
Hi guys! Meet Eloise.

Eloise is made using Object-Oriented Programming, or OOP.

Press M to continue.
Hi guys! Meet Admiral Ackbar.

Admiral Ackbar is made using Object-Oriented Programming, or OOP.

Press M to continue.
Hi guys! Meet Alan.

Alan is made using Object-Oriented Programming, or OOP.

Press M to continue.
Hi guys! Meet Alan.

Alan is made using Object-Oriented Programming, or OOP.

Press M to continue.
Hi guys! Meet Alan.

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Press M to continue.