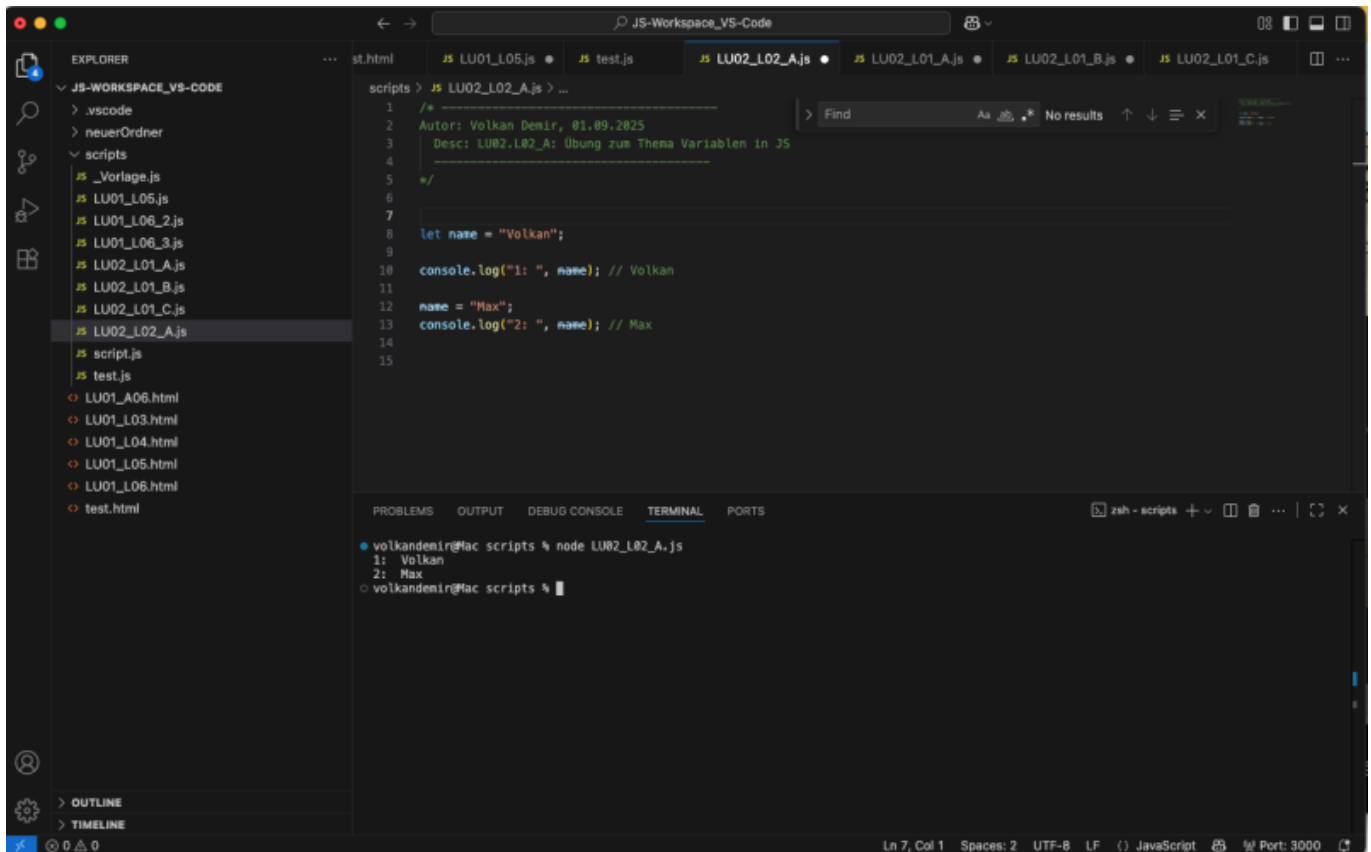


LU02.L02 - Variablen

Teilauftrag A

Deklariere Sie eine Variable *name* mit *let* und weisen dieser Ihren Namen zu. Verändern Sie danach den Wert und geben den Inhalt `console.log` aus.



The screenshot shows the VS Code editor with a workspace named 'JS-Workspace_VS-Code'. The Explorer sidebar on the left shows a folder 'scripts' containing several JavaScript files, with 'LU02_L02_A.js' selected. The editor displays the content of 'LU02_L02_A.js', which is a JavaScript file with a comment block and two `console.log` statements. The terminal at the bottom shows the command `node LU02_L02_A.js` being executed, resulting in two lines of output: '1: Volkan' and '2: Max'.

```
1 /*  
2  * Autor: Volkan Demir, 01.09.2025  
3  * Desc: LU02.L02_A: Übung zum Thema Variablen in JS  
4  */  
5  
6  
7  
8 let name = "Volkan";  
9  
10 console.log("1: ", name); // Volkan  
11  
12 name = "Max";  
13 console.log("2: ", name); // Max  
14  
15
```

```
volkandemir@mac scripts % node LU02_L02_A.js  
1: Volkan  
2: Max  
volkandemir@mac scripts %
```

Teilauftrag B

Erstellen Sie eine Konstante *person*, die ein Objekt mit den Eigenschaften *firstName* und *age* enthält. Ändern Sie den Wert von *age* und versuchen, die Konstante komplett neu zuzuweisen. Notieren Sie Ihre Beobachtung als Inline-Code

Teilauftrag C

Analysieren Sie den folgenden Code. Halten Sie als Incode-Kommentar ihre Beobachtungen fest.

The screenshot shows the VS Code editor interface. The Explorer sidebar on the left displays the file structure of the 'JS-Workspace_VS-Code' project, with 'LU02_L02_B.js' selected. The main editor area shows the content of 'LU02_L02_B.js', which includes a comment in German and JavaScript code that attempts to reassign a constant variable 'person'. The code is as follows:

```
1  /*
2  Autor: Volkan Demir, 01.09.2025
3  Desc: LU02.L02_B: Übung zum Thema Variablen in JS
4  */
5
6
7  const person = { firstName: "Anna", age: 30 };
8  console.log("1: ", person.age); // 30
9
10 // Änderung der Objekt-Eigenschaft funktioniert
11 person.age = 31;
12 console.log("2: ", person.age); // 31
13
14 // Neuweisung der Variable
15 person = {}; // TypeError: Assignment to constant variable
16
17 console.log("3: ", person.age); // 31
```

The bottom panel shows the 'TERMINAL' tab with the following output:

```
1: 30
2: 31
/Users/volkandemir/Library/CloudStorage/OneDrive-BildungszentrumZürichsee/--- Latest Version ---/M288 - 2025HE/JS-Workspace_VS-Code/scripts
/lu02_L02_B.js:15
person = {}; // TypeError: Assignment to constant variable
      ^
TypeError: Assignment to constant variable.
    at Object.<anonymous> (/Users/volkandemir/Library/CloudStorage/OneDrive-BildungszentrumZürichsee/--- Latest Version ---/M288 - 2025HE/JS-Workspace_VS-Code/scripts/lu02_L02_B.js:15:8)
    at Module._compile (node:internal/modules/cjs/loader:1688:14)
    at Object.<anonymous> (node:internal/modules/cjs/loader:1828:10)
    at Module.load (node:internal/modules/cjs/loader:1423:32)
    at Function._load (node:internal/modules/cjs/loader:1246:12)
    at TracingChannel.traceSync (node:diagnostics_channel:322:14)
    at wrapModuleLoad (node:internal/modules/cjs/loader:235:24)
    at Function.executeUserEntryPoint [as runMain] (node:internal/modules/run_main:171:5)
    at node:internal/main/run_main_module:36:49

Node.js v22.18.0
volkandemir@Mac scripts %
```



Volkan Demir

From:
<https://wiki.bzz.ch/> - **BZZ - Modulwiki**

Permanent link:
<https://wiki.bzz.ch/de/modul/m288/learningunits/lu02/loesungen/02?rev=1756748703>

Last update: 2025/09/01 19:45

