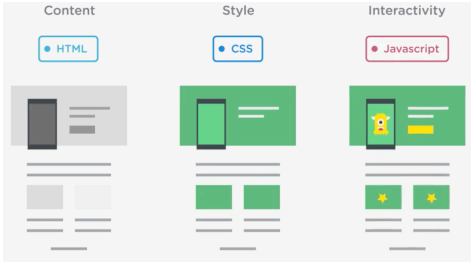
team treehouse: javascript

where does the javascript go

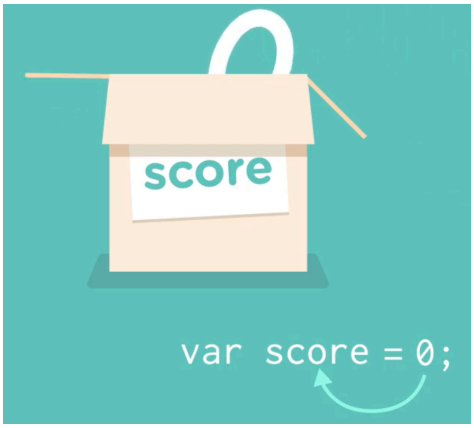



```
<script src="scripts.js">
   alert("Here's another message from Treehouse");
</script>
```

```
<script src="scripts.js"></script>
<script src="app.js"></script>
<script>
      alert("Here's another message from Treehouse");
</script>
```

- one **benefit** of putting js code **before closing </body> tag** is that
  * *visitors* will be *able* to *see* the **contents** of the *web page* **BEFORE** the *js program runs*

variables



- assigning a *value* to a *variable*

unusable variable names				
break	default	finally	let	try
case	delete	for	new	typeof
class	do	function	return	var
catch	else	if	super	void
const	enum	import	switch	while
continue	export	in	this	with
debugger	extends	instanceof	throw	yield

- names **cant' start** with a **number**
- you can **begin** a **variable name** with **$** or undercase

descriptive names	
confusing variable names	descriptive variable names
`var t = 0;`	`var score = 0;`
`var n1 = "Michael";`	`var playerOne = "Michael";`
`var p = 10;`	`var pricePerPound = 10;`

- use **descriptive names**
- two common value types
  * numbers
  * strings
- **Strings** are **objects** in *javascript* so they have **properties** you can *use*

- **property** is **dynamic**

Parse Command	Return Value
`parseInt('11');`	`11`
`parseInt('135px');`	`135`
`parseInt('202.99')`	`202`
`parseInt('Plan 9')`	`NaN`
`parseFloat('32.50')`	`32.50`
`parseFloat('-273.15°')`	`-273.15`
`parseFloat('Absolute zero is -273.15')`	`NaN`

- **code runs inside out**
- **DRY programming** = **repeat yourself**