## **Lecture Summary**

## **Keywords:**

- const
- function
- this
- that
- javascript

## **Summary:**

```
• Here's a function
declaration:
              function
getData() {
                // do
something
             } A
function can be run any time
you want by invoking it, like
       getData() A
this:
function can have one or more
argument:
             function
                //do
getData() {
something
             }
function getData(color) {
//do something
function getData(color, age)
      //do something
} When we can pass an
argument, we invoke the
function passing
parameters:
              function
getData(color, age) {
```

```
//do something
getData('green', 24)
getData('black')29 Note
that in the second invocation
I passed the black string
parameter as the color
argument, but no age
• */ callback(result)
//do things
              const
result = /* }The
main problem with this
approach is that if we need to
use the result ofthis
function in the rest of our
code, all our code must be
nested inside thecallback,
and if we have to do 2-3
callbacks we enter in what is
usuallydefined "callback
hell" with many levels of
functions indented into
otherfunctions:46
doSomething((result) => {
doSomethingElse((anotherResult)
=> {
doSomethingElseAgain((yetAnothe
rResult) => {
console
       ;('something')
• 02
```

true false this

//the current scope

undefined i //where i is

a variable or a constant

Arithmetic expressions are

expressions that take a

variable and an operator

(more on operators soon), and

result into a number:

$$1/2$$
 i++ i-= 2

i \* 2 String expressions

are expressions that result

into a string: 'A '+

'string' Logical

expressions make use of

logical operators and resolve

to a boolean value:

a&&b a||b

## Links:

- https://www.google.com/search?q
- =const
- https://www.google.com/search?q
- =function
- https://www.google.com/search?q
- =this
- https://www.google.com/search?q
- =that
- https://www.google.com/search?q
- =javascript