

Introduction To JavaScript



JavaScript



Dynamic

Changing Things!

Variables and Constants

Storing Information

```
var name = "John";
```

Variables and Constants

Storing Information

```
var name = "John";  
let lastName = "Doe";
```

Variables and Constants

Storing Information

```
var name = "John";  
let lastName = "Doe";  
const version="1.3"
```

Operators

Doing Some Math!

```
let result = 3 + 2;
```

Operators

Doing Some Math!

```
let result = 3 + 2;  
result += 4;
```

Operators

Doing Some Math!

```
let result = 3 + 2;  
result += 4;  
let name = firstName + lastName;
```


Operators

Doing Some Math!

```
let result = 3 + 2;  
result += 4;  
let name = firstName + lastName;
```

Operator	Name
+	Addition
-	Subtraction
*	Multiplication
/	Division

Operators – Part 2

Comparing Things

```
let result = 3 >= 2;
```

Operators – Part 2

Comparing Things

```
let result = 3 >= 2;  
let isEqual = months === 4;
```

Operators – Part 2

Comparing Things

```
let result = 3 >= 2;  
let isEqual = months === 4;
```

Operator	Name
===	Is Equal
!==	Not Equal
>	Greater than
<	Less than

Functions

Reusing Code

```
function add(v1,v2) {  
    return v1+v2  
}
```

```
const add = (v1,v2) => v1+v2;
```

```
let result = add(5,3);
```

End Of Video 5
Start of Video 6

Conditional

Making Decisions

```
let color;  
  
if (v1 === 10) {  
    color = "blue" ← If True  
} else {  
    color = "red" ← If False  
}
```

```
let color = v1 === 10 ? "blue" : "red";
```

Loops

Repeating Code

```
for(let i=1; i<21; i+=1){  
    console.log(i)  
}
```

```
let i=1  
while(i < 21){  
    console.log(i)  
    i+=1  
}
```


Loops

Repeating Code

```
let i = 1;
while(true) {
  console.log(i);
  i += 1;
  if (i >= 21)
    break;
}
```

JavaScript



Dynamic

Changing Things!