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**avaScript Basics**

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**JavaScript Basics**

**IavaScript is a cross-platform, object-oriented scripting language. IavaScript is extremely popular for a variety of reasons. It is a small and**   
**lightweight language allowing maximum flexibility for developers to take it in a bunch of different directions. JavaScript lives inside a host**   
**environment (a web browser or Node server), it can be connected to the objects of these environments to provide programmatic control over**   
**them.**

**• Variable Declaration IavaScript variables are containers for storing data values - imagine a cup you fill with coffee, the cup holds the coffee,**   
 **a variable holds a value. All JavaScript variables must be identified with unique names. These unique names are called identifiers. oar x;**

**• Variable Assignment Assignment operators assign values to IavaScript variables - our cup can now have coffee poured in it, giving our**   
 **variable a value to hold. The = assignment operator assigns a value to a variable.** var x = 10;

**• Data Types Data types are an important concept to be able to operate on variables you need to know the data type. There are six data types**   
 **that are JavaScript primitives: Boolean -** true or false; **null - null aka nothing; Number -** 42 or 3.14159; **Sting - "Coding Dojo Rocks!" ;**

**Array - [1, 'Coding', 2, 'Dojo']; and Object - {first\_name• lane', last\_name: 'Doe'}**

**• Conditionals When you write code, you want to perform different actions for different decisions - hitting different code blocks based on**   
 **values or conditions that have been met. You can use conditional statements in your code to accomplish this. There are the following**

**conditional statements: if a specified condition is true, do this code in our code block; else if to specify a new condition to test, if the first condition is false;** else **we execute this block of code;**

**• Lo**on**s There are many different kinds of loops in every programming language, but they all essentially do the same thing: they will repeat**   
 **an action some number of times. Imagine you have to run a mile, well you run around the track four times and then you stop. Thats a loop!**

**• Function Functions are an encaspulation of a code block. When we call our function this will run that code block. Think of it as a list of**   
 **instructions. As an example imagine we are putting together a desk from Ikea, we open up the instruction manual and get started, first we**

**screw the legs to the table top; next we place the table the right way up. Done! We finished our instructions. Sadly there are a ton more tables to do so lets call our function over and over and over again.**

**For more useful information check out this urk IavaScript!**