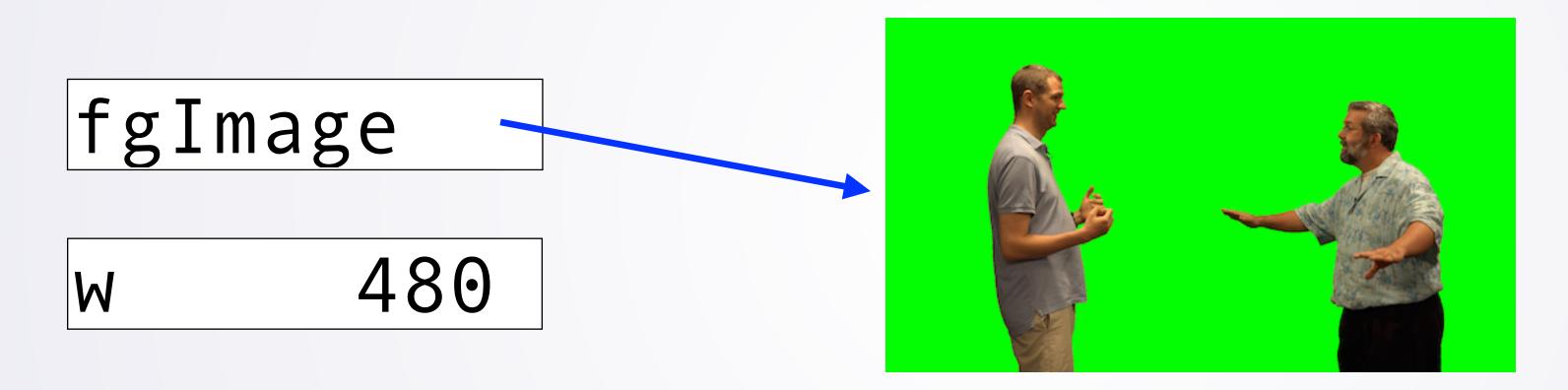
Programming Fundamentals with JavaScript

Types



```
var fgImage = new SimpleImage("drewRobert.png");
var w = fgImage.getWidth();
```



- You've seen code that works with
 - Images
 - Numbers



```
var fgImage = new SimpleImage("drewRobert.png");
var w = fgImage.getWidth();

var z = w.getWidth();

fgImage

w 480
```

What if we do something nonsensical?



```
var fgImage = new SimpleImage("drewRobert.png");
var w = fgImage.getWidth();
var z = w.getWidth();

fgImage

w 480
```

What if we do something nonsensical?



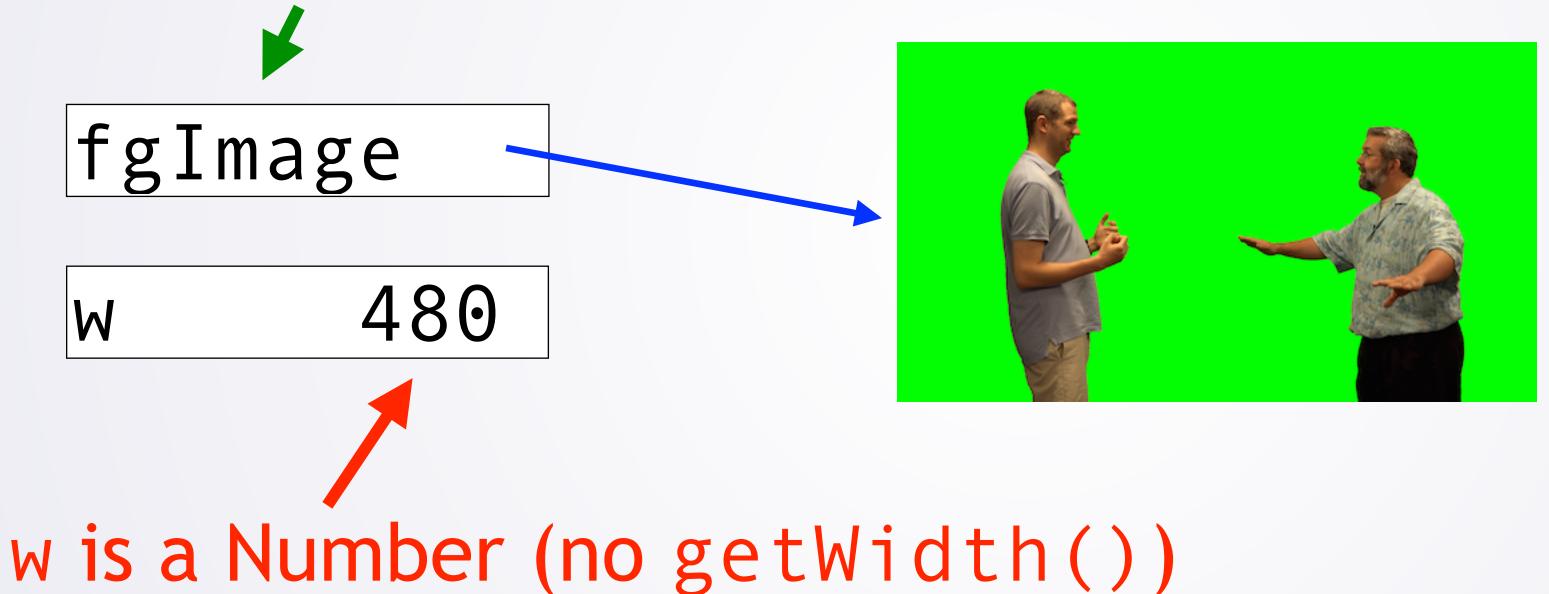
Why Is One OK, but Not the Other?

This call to getWidth() is fine...

```
var w = fgImage.getWidth();
var z = w.getWidth();
...but this one is not, why?
```



fgImage refers to an Object, which has getWidth()





What Is a Type?

- So what is a type?
 - Everything is a Number...
 - ...but what does a number mean?
- A type specifies
 - How to interpret that number
 - How to operate on that number



```
var n1 = 26;
var n2 = 16;

var s1 = "a";
var s2 = "b";

var n3 = n1 + n2;
var s3 = s1 + s2;
```



```
var n1 = 26;
   var n2 = 16;
   var s1 = "a";
   var s2 = "b";
   var n3 = n1(+)n2;
var s3 = s1(+)s2;
```



26

```
var n1 = 26;
var n2 = 16;

var s1 = "a";
var s2 = "b";

var n3 = n1 + n2;
var s3 = s1 + s2;
```



```
var n1 = 26;
var n2 = 16;

var s1 = "a";
var s2 = "b";

var n3 = n1 + n2;
var s3 = s1 + s2;
```

```
n1 26
n2 16
```



```
var n1 = 26;
var n2 = 16;

var s1 = "a";
var s2 = "b";

var n3 = n1 + n2;
var s3 = s1 + s2;
```

```
    n1
    26

    n2
    16

    s1
    "a"
```



```
var n1 = 26;
var n2 = 16;

var s1 = "a";
var s2 = "b";

var n3 = n1 + n2;
var s3 = s1 + s2;
```

```
      n1
      26

      n2
      16

      s1
      "a"

      s2
      "b"
```



```
var n1 = 26;
var n2 = 16;

var s1 = "a";
var s2 = "b";

var n3 = n1 + n2;
var s3 = s1 + s2;
n1 26
n2 16
s1 "a"
s2 "b"
```



```
26
                             n 1
  var n1 = 26;
  var n2 = 16;
                             n2
                                        16
                                      " a "
                             s 1
  var s1 = "a";
                             s 2
                                      "b"
  var s2 = "b";
                            n3
                                        42
var n3 = n1 + n2;
var s3 = s1 + s2;
                    What is "a" + "b"?
```

For strings "+" means concatenate



```
var n1 = 26;
var n2 = 16;

var s1 = "a";
var s2 = "b";

var n3 = n1 + n2;
var s3 = s1 + s2;
n1 26
n2 16
s1 "a"
s2 "b"
n3 42
```

What is "a" + "b"?

For strings "+" means concatenate





```
n1
                                 26
 var n1 = 26;
 var n2 = 16;
                       n2
                                 16
                                " a "
                        s 1
 var s1 = "a";
                        S 2
                                "b"
 var s2 = "b";
                       n 3
                                 42
 var n3 = n1 + n2;
var s3 = s1 + s2;
                       s 3
                              "ab"
```



How Does a Language Know the Type?

- How does JavaScript know the type?
 - Keeps track of it with the value
 - Called "dynamically typed"
- Java (Courses 2+)
 - "Statically typed"
 - Write types down in code
 - Checks for mistakes before you run!

