# JavaScript

## Conhecendo o JS

### O que o JS é capaz de fazer?

Tudo.

É uma linguagem de programação baseada na web, onde pode ser utilizado para desenvolver jogos.

Exemplo um website é constituído por 3 tecnologias:

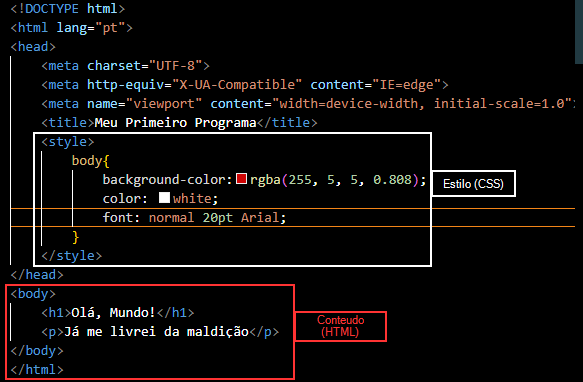
* HTML – Responsável pelo conteúdo.
* CSS – Responsável pelo estilo
* JS – Responsável pelas interações e integrações.

### Como chegamos até aqui?

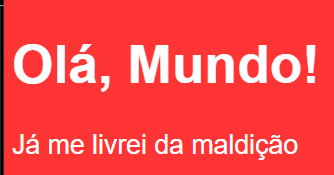
**Java é diferente de JS.**

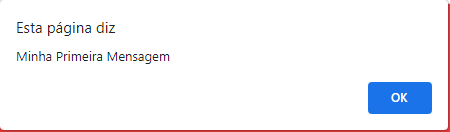
A ECMAScript é só a padronização do JS.

### Primeiro programa

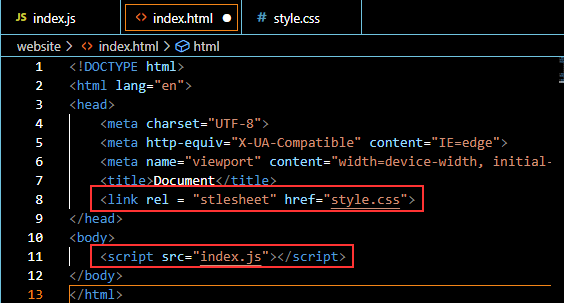




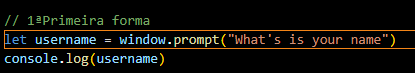


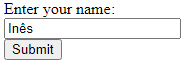
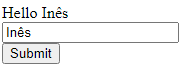


### Ligação entre as sheets

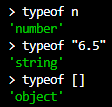


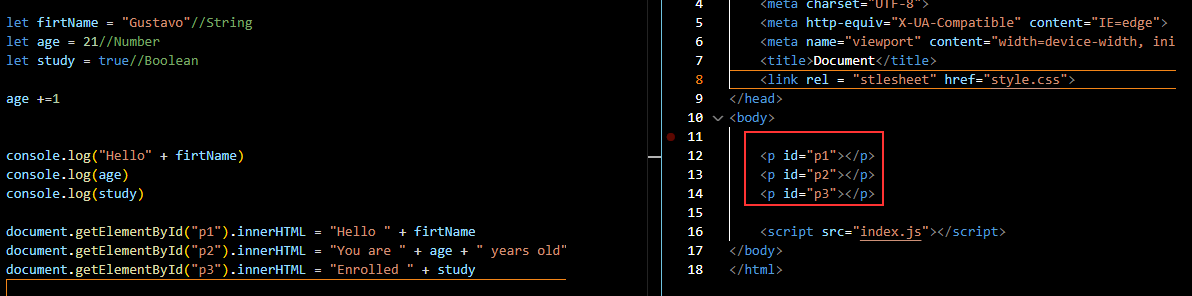
### User Input



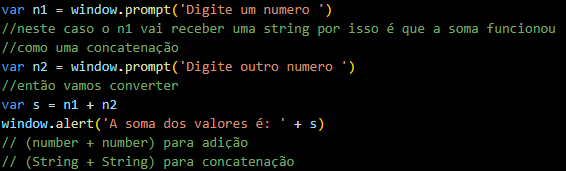


### Variáveis





### Conversão de String ->Numero



* Number.parseInt(n



* Number.parseFloat(n)



* Number



### Conversão de Numero->String

* String(n)

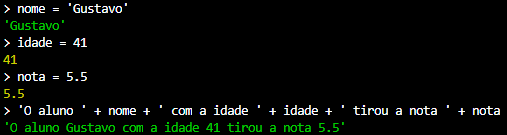


* n.toString()



### Template de String

Forma antiga de se fazer a concatenação:

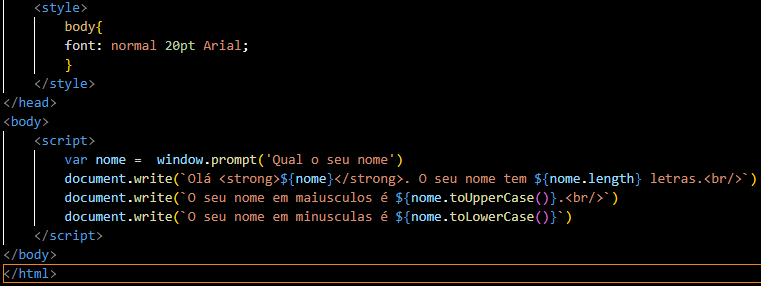


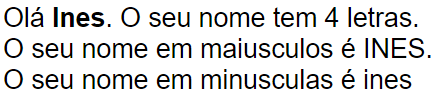
Agora utiliza-se a forma de template String





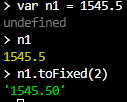
### Formatando String





### Formatando Number

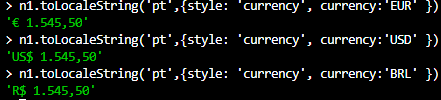
#### Duas casas decimais



#### Passar de ponto para virgula

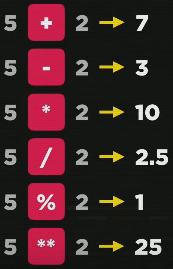


#### Passar o valor para moeda

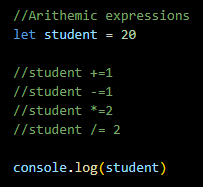


### Operadores

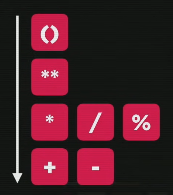
#### Aritmético

% -> é o resto da divisão inteira.

\*\* -> potencia



##### Precedências



#### Atribuição

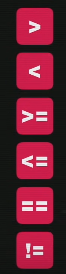


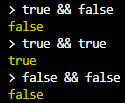
* Atribuição simples



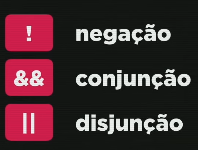
* Auto-atribuição

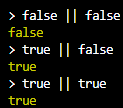
#### Relacionais



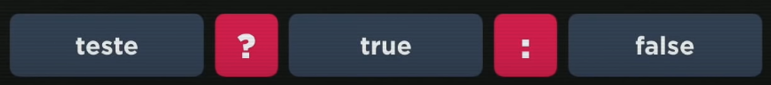


#### Lógicos





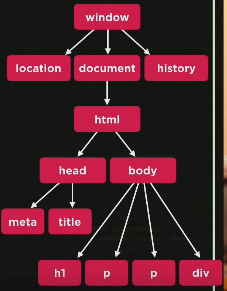
#### Ternário

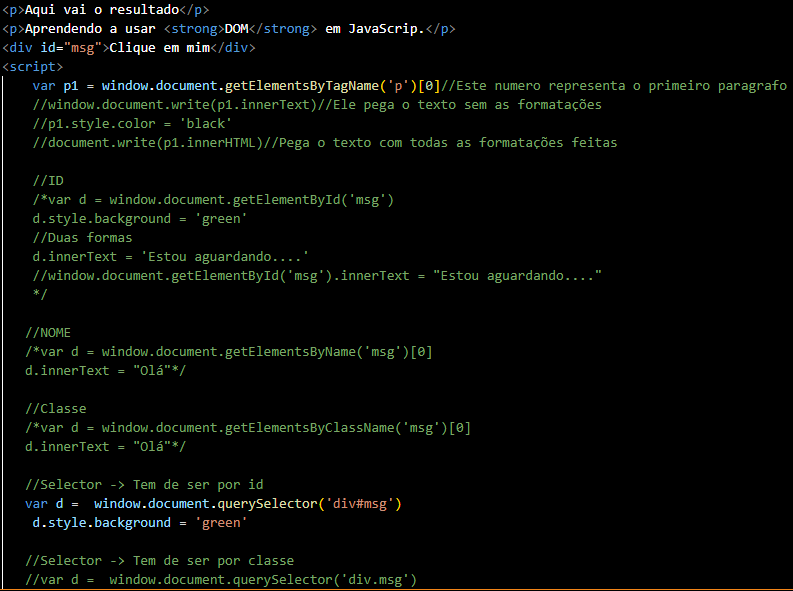
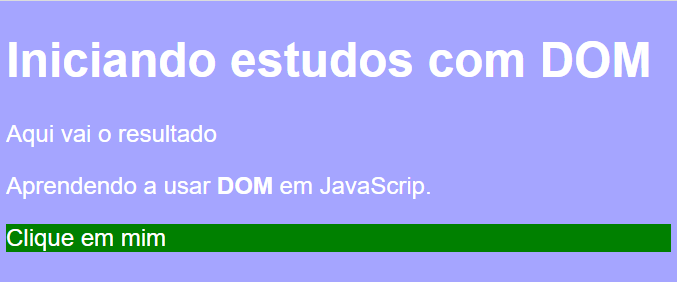




### DOM = Document Object Model

##### Árvore DOM





#### Eventos DOM