**UVOD U JS**

We covered a few things last class. Some of them may be unclear to you, but we will spend more time on many of them in order to explain them in detail. It is important for now that you only conceptually understand the above. This is a brief summary of what we covered in the first class of JS:  
  
**1) INPUT --> --> OUTPUT**

This is a concept you can use when thinking about problems in programming. We need to understand what inputs we have (e.g. variables) and what we need to do with them inside to get the desired OUTPUT.

In essence, programming is a translator's job. You make a decision and you translate it into code. That is why it is best to use concepts such as:

1) PSEUDO CODE

2) ALGORITHMS

3) SPEAKING THE PROBLEM OUT LOUD

Only when you are sure that you understand the problem in your native language or at its core can you move on to writing code. Although you don't write code in this process, this part is more important than writing code in a programmer's job.

**2) VARIABLES**

We use variables to store some value in the computer's memory.

This later enables us to use that value more than once.

E.g. username = Meho. Now we know that Username has a value

Meho. This is how it would work otherwise, and it is very similar in javascript.

First we have to write the keyword (let or const) so javascript knows that

next is the variable. After that, we write the name of the variable. Then

we add the = sign and enter the value we want. NPR:**let imeKorisnika = “Meho”**

we write let when entering variables, and const when entering a value that we want to be immutable (to reduce errors). NPR:

const PI = 3.14

PI never changes, so it's a good example of when we should use const instead of let.

**3) DATA TYPES**

In JS (and all other programming languages) there are multiple data types.

The main ones are:

• Numbers

• Strings

• Booleans

• Undefined

• Null

• Objects

Link to explore more: https://devmountain.com/blog/what-are-data-types-javascript-101/#:~:text=In%20Javascript%2C%20there%20are%20five,these%20as%20primitives %20data%20types.

**4)FUNKCIJE**

Functions are a very important concept in JS, because it is a functionally oriented language.

In translation – functions are used the most. Don't overdo it right now

you focus on actually typing and knowing how the functions work. All that matters is that

you know conceptually what they are. What are functions? Functions are groups

code that can be executed multiple times. For example: we almost all put

cell phone to be charged before going to bed. We do that every night and not in the brain

we have to think how to get to the charger, how we will take the charger, how

insert the charger into the cell phone... This is because this is a kind of function in ours

to the brain. Once it is written, we can use it many times without it

thinking.

That example in javascript: **function puniMobitel() {**

**// nadji punjac**

**// uzmi kabal od punjaca**

**// ubaci punjac u mobitel**

**// ostavi mobitel na stolu**

**}**

Every next time I want to charge my mobile phone, I can just write:

puniMobitel(), without writing again

// find a charger

// take cable from charger

// insert the charger into the cell phone

// leave the cell phone on the table.

**5)FUNKCIJE UNUTAR JAVASCRIPTA**

As we have seen, we can define our own functions, but they also exist

functions that are already built into javascript (function in the same way) in order to

they made our work easier.

E.g. if we want to change the data type string to number, we can use

built-in function: Number(), or vice versa String(). There are many others

such as Math(), etc... These are just functions SAME as puniMobitel() which

was written by someone before us to make our work easier.

**6)OZNACAVANJE NEKOG HTML ELEMENTA**

In order to mark an HTML element within JavaScript, we must first

write a document. That's how javascript knows we're working on the DOM. Then:

.getElementById() . And inside the brackets, write the id of the element we want

mark. NPR:

HTML:

<p id=”myP”>I am Amer </p >

JS:

document.getElementById("myP")

If we want to do something later with that element, we have to save it in

memory (variable).

let myP = document.getElementById(''myP")

And now if we want, for example, to change it to say "I am Meho" instead of "I am

Amer” we have innerText value on all HTML elements in

Javascript. It would look like this:

myP.innerText = “I'm Meho”

If you have any questions, feel free to contact me. Greetings until next time from Amer :)

**VJEZBE:**

1) Define TWO variables in index.js:

Define a variable called myLuckyNumber and set it to 37.

Define a variable called octopusLimbs and set it to 8.

2) Let's practice defining constants. In index.js, define the following two variables:

Define a constant called boilingPointC and set it to 100. Define another constant called boilingPointF and set it to 212.

3) Please define the following string variables (you can use let or const):

bestColor should be set to purple

quote should be set to string it's important to like - be careful with the quotes, we want double quotes inside the string.