

“THE LAST GREAT UNCHARTED FRONTIER”

*Visit*

**THE CLIFFS OF VALUE**



LEVEL 1

# THE CLIFFS OF VALUE

# THE PROMPT & SOME BASIC NUMBERS

- > The JavaScript Prompt, aka “the Console”
- What gets returned from the code

**JavaScript automatically recognizes numbers**

> 24

→ 24

> 3.14

→ 3.14

# OPERATORS

## Common Operators used in JavaScript Syntax:

### addition

`> 6 + 4`

→ 10

### subtraction

`> 9 - 5`

→ 4

### multiplication

`> 3 * 4`

→ 12

### division

`> 12 / 4`

→ 3

### modulus

`> 43 % 10`

→ 3 

Modulus returns the  
remainder after division.

# ORDER OF OPERATIONS: PEMDAS

## Grouping Expressions in JavaScript

```
> (5 + 7) * 3
```

$$\begin{array}{r} 12 \\ * \quad 3 \\ \hline \end{array} \rightarrow 36$$

```
> (3 * 4) + 3 - 12 / 2
```

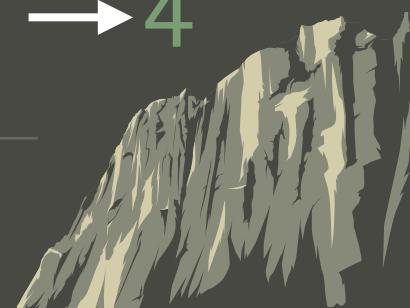
$$\begin{array}{r} 12 \\ + \quad 3 \\ - \quad 12 \\ \hline 6 \\ / \quad 2 \\ \hline \end{array} \rightarrow 9$$

```
> (-5 * 6) - 7 * -2
```

$$\begin{array}{r} -30 \\ - \quad 7 \\ * \quad -2 \\ \hline -30 \\ - \quad -14 \\ \hline \end{array} \rightarrow -16$$

```
> 4 + (8 % (3 + 1))
```

$$\begin{array}{r} 4 \\ + \quad (8 \\ \% \quad 4 \\ ) \\ \hline 4 \\ + \quad 0 \\ \hline \end{array} \rightarrow 4$$



# COMPARATORS

Common Number Comparators used in JavaScript Syntax:

greater than

`> 6 > 4`

less than

`> 9 < 5`

greater or equal

`> 8 >= -2`

→ true

"boolean" value

→ false

→ true

equals

`> 3 == 4`

not equals

`> 12 != 4`

less or equal

`> 10 <= 10`

→ false

two equal signs!



→ true



# STRINGS

How JavaScript stores and processes flat text

```
> "Raindrops On Roses"
```

→ "Raindrops On Roses"

Plus will glue Strings together

```
> "Raindrops On Roses" + " And " + "Whiskers On Kittens"
```

→ "Raindrops On Roses And Whiskers On Kittens"

Strings need quotes!

```
> "Whiskers On Kittens"
```

→ "Whiskers On Kittens"

# THESE ARE A FEW OF MY FAVORITE...STRINGS

Concatenation works with numbers and their expressions, too.

```
> "The meaning of life is" + 42
```



```
→ "The meaning of life is42"
```

Uh oh...what happened?  
Concatenation adds no  
spaces, so we need to  
add our own.

Notice the extra space!

```
> "The meaning of life is " + 42
```



```
→ "The meaning of life is 42"
```

# THESE ARE A FEW OF MY FAVORITE...STRINGS

Concatenation works with numbers and their expressions, too.

```
> "Platform " + 9 + " and " + 3/4
```



```
→ "Platform 9 and 0.75"
```

Expressions get evaluated!

```
> "Platform " + 9 + " and 3/4"
```



```
→ "Platform 9 and 3/4"
```

Make strings out of  
expressions that you  
want to see in their  
original format.

# SPECIAL CHARACTERS INSIDE STRINGS

Some characters need backslash notation in JavaScript Strings

```
> "Flight #: \t921\t\tSeat: \t21C"
```

advances to the next "tab stop"

Adds a quotation mark but without  
ending the string too early.

```
> "Login Password: \t\t\"C3P0R2D2\""
```

→ "Flight #: 921      Seat: 21C"

→ "Login Password:      "C3P0R2D2""

# SPECIAL CHARACTERS INSIDE STRINGS

Some characters need backslash notation in JavaScript Strings

Places a backslash itself in the String

```
> "Origin\\Destination:\\tOrlando(MCO)\\London(LHR)"
```

→ "Origin\Destination: Orlando(MCO)\London(LHR)"

shifts the printout to a "new line"

```
> "Departure:\\t09:55A\\nArrival:\\t14:55P"
```

→ "Departure: 09:55A  
→ Arrival: 14:55P"

# STRING COMPARISONS

Checking for matching strings and alphabetical ordering

"Double equals" will compare EXACT contents

```
> "The Wright Brothers" == "The Wright Brothers"
```

→ true

```
> "The Wright Brothers" == "Super Mario Brothers"
```

"Not equals" returns true if there is a mismatch

→ false

```
> "The Wright Brothers" != "the wright brothers"
```

Case counts!

→ true

# STRING COMPARISONS

The length of strings can be accessed with the `.length` property

```
> "antidisestablishmentarianism".length
```

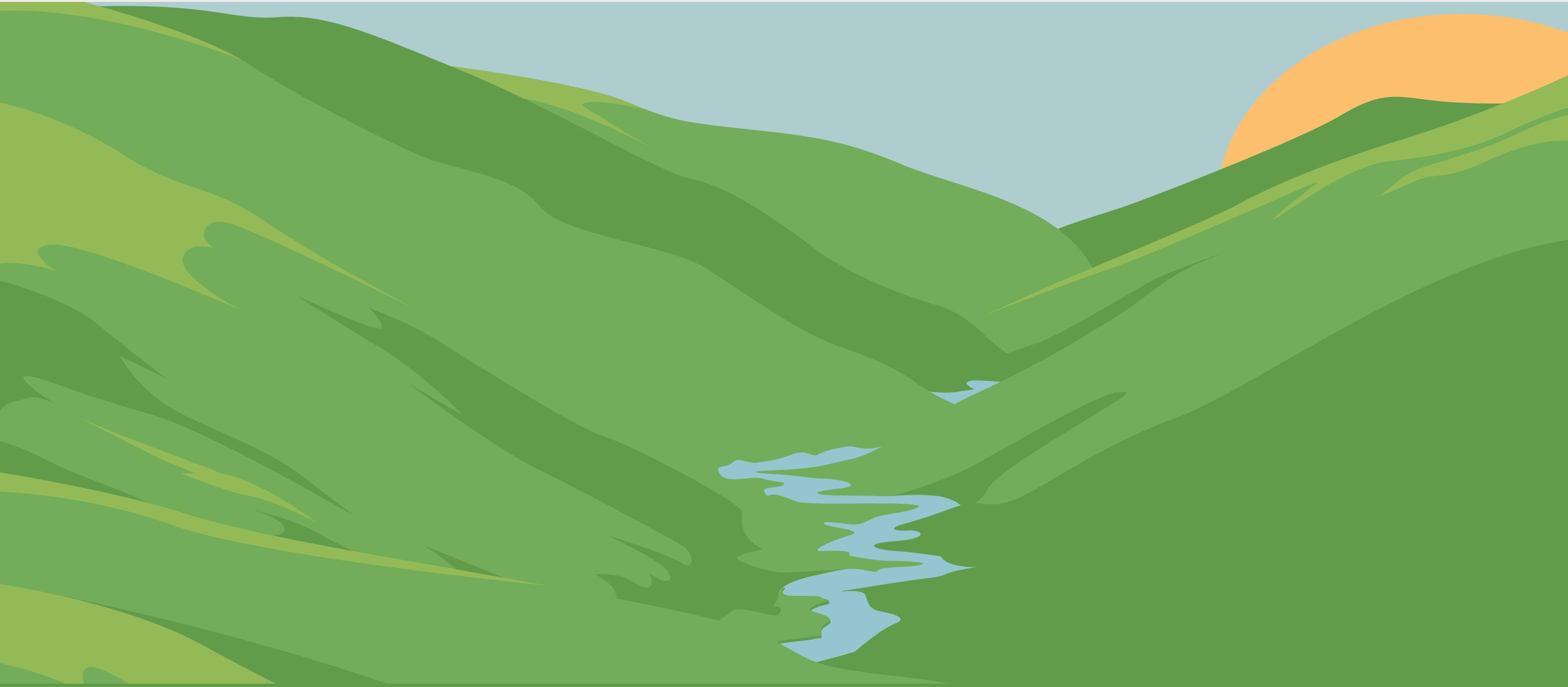
→ 28

Returns a number value

Spaces and any non-alphabetic  
characters are counted, too!

```
> "One Fish, Two Fish, Red Fish, Blue Fish".length
```

→ 39



*See the wonder of*  
**VARIABLE VALLEY.**



LEVEL 2  
**VARIABLE VALLEY**

# STORING OUR VALUES

JavaScript uses variables to store and manage data

```
> var trainWhistles = 3
```

variable variable assignment  
keyword name operator

value to be stored

```
> trainWhistles
```

→ 3

Calling the variable's name now returns the value we stored

# NAMING VARIABLES

## Rules and regulations

var no spaces	←	no spaces in the name
var 3blindmice	←	no digits in front
var scored_is_FINE	←	underscores are okay, but often irritating
var get\$	←	dollar signs are also cool...but don't be that person
var \$\$	←	slightly stupid, but technically legal
var goodName	←	begin with lowercase, later words capitalized, "camel case"
var mortalKombat2	←	FATALITY!!



# CHANGING VARIABLE CONTENTS

Want to change a Variable's value? It's your lucky day.

```
> var trainWhistles = 3
```

```
> trainWhistles
```

→ 3

```
> trainWhistles = 9
```

```
> trainWhistles
```

→ 9

no 'var' keyword this time, because JavaScript  
already "knows" about the variable

```
> trainWhistles = trainWhistles + 3
```

```
> trainWhistles
```

→ 12

uses current value  
to calculate new value

# CHANGING VARIABLE CONTENTS

Want to change a Variable's value? It's your lucky day.

```
> trainWhistles = trainWhistles + 3
```

```
> trainWhistles += 3
```

*same operation,  
different syntax*

```
> trainWhistles
```

→ 12

```
> trainWhistles
```

→ 15



# CHANGING VARIABLE CONTENTS

Want to change a Variable's value? It's your lucky day.

```
> trainWhistles += 3
```

```
> trainWhistles
```

→ 15

```
> trainWhistles = trainWhistles * 2
```

```
> trainWhistles
```

→ 30

```
> trainWhistles *= 2
```

same operation,  
different syntax

```
> trainWhistles
```

That's, like, a lot  
of whistles.

→ 60

# USING VARIABLES

Variable names also act as substitutes for the data they point to

```
> trainWhistles = 3
```

```
> "All of our trains have " + trainWhistles + " whistles!"
```

→ "All of our trains have 3 whistles!"



```
> "But the Pollack 9000 has " + (trainWhistles * 3) + "!"
```

→ "But the Pollack 9000 has 9!"



# USING VARIABLES

Variable names also act as substitutes for the data they point to

```
> trainWhistles = 3
```

```
> "But the Pollack 9000 has " + (trainWhistles * 3) + "!"
```

```
> var pollack9000 = trainWhistles * 3
```

```
> pollack9000
```

→ 9



# USING VARIABLES

Variable names also act as substitutes for the data they point to

```
> trainWhistles = 3
```

```
> var pollack9000 = trainWhistles * 3
```

```
> "But the Pollack 9000 has " + pollack9000 + "!"
```

→ "But the Pollack 9000 has 9!"



# INCREMENTING AND DECREMENTING

A simple syntax for increasing or decreasing a variable's value by 1



# VARIABLES STORE STRINGS, TOO!

JavaScript can store anything in variables.

```
> var welcome = "Welcome to the JavaScript Express Line!"
```

```
> var safetyTip = "Look both ways before crossing the tracks."
```

```
> welcome + "\n" + safetyTip
```

→ "Welcome to the JavaScript Express Line!  
→ Look both ways before crossing the tracks."



# USING VARIABLE NAMES WITH STRINGS

Variable names can also access the length property

```
> var longString = "I wouldn't want to retype this String every time."
```

```
> longString.length
```



```
→ 49
```

If a variable holds a String, we can access the length property directly from the variable name.



# MORE COMPARISONS WITH VARIABLES

## Comparing String lengths using the length property

```
> var longWordOne = "antidisestablishmentarianism"
```

```
> var longWordTwo = "supercalifragilisticexpialidocious"
```

C.compares two numbers returned by the  
length properties

```
> longWordOne.length > longWordTwo.length
```

→ false



# FINDING SPECIFIC CHARACTERS WITHIN STRINGS

Each position in a String has a numbered “index” starting from 0

```
> var sentence = "Antidisestablishmentarianism is fun to say!"
```



Think of index numbers as being a “distance from the starting character.” Thus, the first character is “zero” away from itself.

Spaces are characters too!

There will always be one less index number than characters present!

```
> sentence.length
```

→ 43

Since the index starts at zero, but the length is counted by number of characters, the length value will always be one more than the last index.

# FINDING SPECIFIC CHARACTERS WITHIN STRINGS

Each position in a String has a numbered “index” starting from 0

```
> var sentence = "Antidisestablishmentarianism is fun to say!"
```

```
> sentence.charAt(11)
```



→ "b"

```
> sentence.charAt(31)
```

→ " "

```
> sentence.charAt(42)
```

→ "!"

The `charAt()` method retrieves the character at a specific index.



# VARIABLES HELP ORGANIZE DATA

Creating a versatile message out of flexible pieces

```
> var trainsOperational = 8
```

```
> var totalTrains = 12
```

```
> var operatingStatus = " trains are operational today."
```

```
> trainsOperational + " out of " + totalTrains + operatingStatus
```

→ "8 out of 12 trains are operational today."



# VARIABLES HELP ORGANIZE DATA

Creating a versatile message out of flexible pieces

```
> var trainsOperational = 10
```

```
> var totalTrains = 12
```

```
> var operatingStatus = " trains are operational today."
```

```
> trainsOperational + " out of " + totalTrains + operatingStatus
```

→ "10 out of 12 trains are operational today."





*Go Over the Edge at*  
**FILES FALLS**



LEVEL 3  
**FILES FALLS**

# OBJECTIVE: TRAIN SYSTEM STATUS

We want to print a list of running and stopped trains for passengers

1



2



3



4



5



6



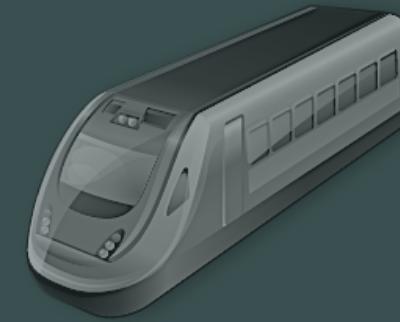
7



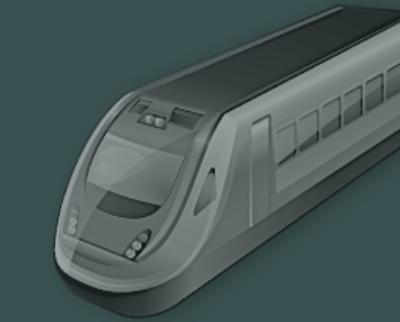
8



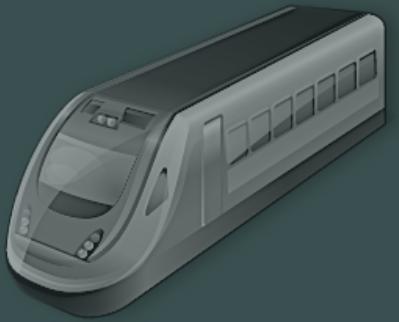
9



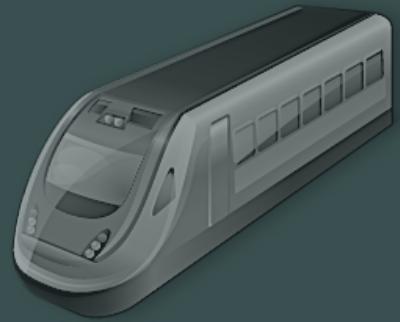
10



11



12



# WHICH TRAINS ARE RUNNING?

We need a printout for each train since each train number is unique

```
> "Train #" + 1 + " is running."
```

→ "Train #1 is running."

```
> "Train #" + 2 + " is running."
```

→ "Train #2 is running."

```
> "Train #" + 3 + " is running."
```

→ "Train #3 is running."

And on and on and on . . . wow,  
this sucks with significance.



# RUNNING JAVASCRIPT IN AN HTML FILE

Embedding code that signals which JavaScript file to use

The `<script>` tag says "YO, we want some JavaScript code executed!"

These dots just mean that a bunch of HTML code exists here to handle other parts of the website.

index.html

```
<html>
<head>
<script src="trains.js"></script>
</head>
<body>
<h1>JAVASCRIPT EXPRESS!</h1>
...
</body>
</html>
```

The `src` signals which file our runnable JS code is in. In this case, let's call our file `trains.js`.

Remember to turn off your 'script' tag!

# SO NOW, WHAT IS THAT TRAINS.JS FILE?

Building a file of JavaScript code that can be used repeatedly by our site

You can use your favorite simple  
text-based editor to make any .js file.

trains.js

Our JavaScript code  
for printing the  
running trains will  
go in here!

Inside the file, we write the JavaScript  
code that we want to be executed when  
the index.html file reaches our script tag.

# WHERE DO THESE FILES GO?

Adding our files to an appropriate location



root/



index.html



trains.js

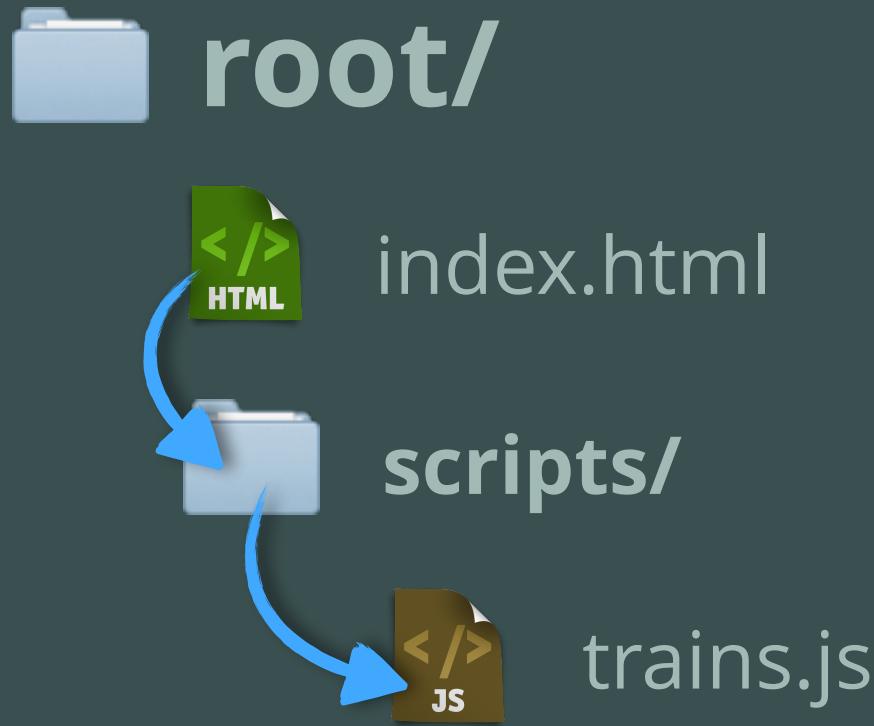
So that our `src = "trains.js"` code works correctly, we'd need to place our `trains.js` file in the same directory as the `index.html` file.

```
<html>
<head>
<script src="trains.js"></script>
</head>
<body>
<h1>JAVASCRIPT EXPRESS!</h1>
...
</body>
</html>
```



# STAYING ORGANIZED AS YOU CODE

Many websites will keep all scripts in descriptive locations

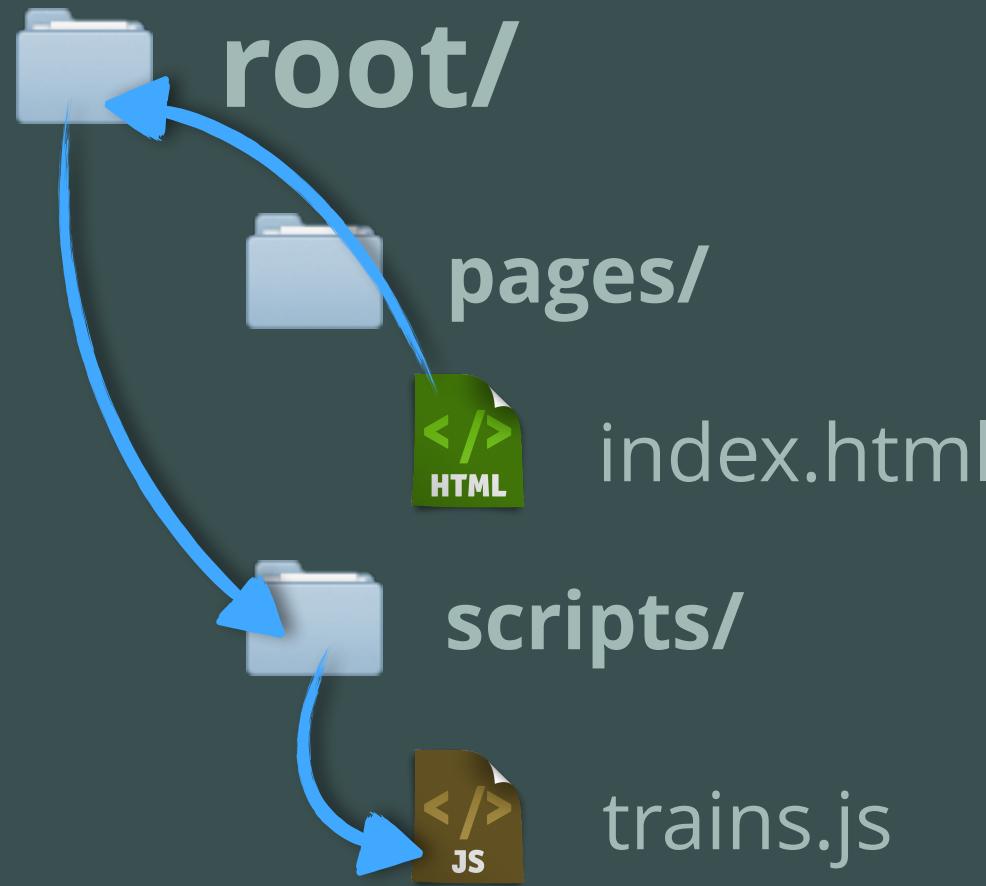


```
<html>
<head>
<script src="scripts/trains.js"></script>
</head>
<body>
<h1>JAVASCRIPT EXPRESS!</h1>
...
</body>
</html>
```

This syntax says to `index.html`, first go down to the `scripts` folder, and there you'll find the `train.js` file.

# LINK SYNTAX FOR DISTANT FILES

Staying organized means we'd have to be more detailed on our src links.



```
<html>
<head>
<script src="../scripts/trains.js"></script>
</head>
<body>
<h1>JAVASCRIPT EXPRESS!</h1>
...
</body>
</html>
```

The double-dot syntax indicates to "go up a folder." This first takes the path back to the root folder, and then takes it down to the scripts folder, where our train.js is found.

# TRYING SOME CODE IN A FILE

Let's try executing a few console-style expressions.

trains.js

```
"Train #1 is running."  
"Train #2 is running."  
"Train #3 is running."
```



→ ERROR

Something's up! The compiler  
doesn't understand what we've  
placed in our file in the same  
way that the console does.



# BUILDING STATEMENTS IN FILES

We need a way to differentiate between executable statements

So here's our Console Entry:

```
> var trainsOperational = 8
```

But guess what? If we enter multiple console statements to execute in one file...

```
var trainsOperational = 8
trainsOperational = trainsOperational + 4
"There are " + trainsOperational + " running trains."
```

...it is interpreted by the compiler pretty much like this utter nonsense:

```
var trainsOperational = 8trainsOperational = trainsOperational +
4"There are " trainsOperational + " running trains."
```



# ENTER SEMICOLONS!

We like semicolons; they do not suck.

Console Entry

```
> var trainsOperational = 8
```

File Entry

```
var trainsOperational = 8;
```

Add a semicolon in files to tell the compiler where statements end.

wootForSemicolons.js

Multiple executable statements are all separated by semicolons

```
var trainsOperational = 8;  
trainsOperational = trainsOperational + 4;  
"There are " + trainsOperational + " running trains.";
```

No error, but now our output is blank?  
No printed string?  
What's up?

→ (blank) ✘

# PRINTING FROM A FILE TO THE CONSOLE

The `console.log()` method outputs results of code operations in files

```
var totalTrains = 12;  
var trainsOperational = 8;
```

Place expression inside the enclosing  
parentheses of the `console.log()` method

```
console.log("There are " + trainsOperational + " running trains.");
```

There are 8 running trains.

Notice now that we get the actual  
String contents, with no quote notation.

```
console.log(trainsOperational == totalTrains);
```



The `console.log()` returns the results of any expression we want printed.

false



# USING CONSOLE.LOG() IN TRAINS.JS

Now we can print out every running train.

## trains.js

```
console.log("Train #1 is running.");
console.log("Train #2 is running.");
console.log("Train #3 is running.");
console.log("Train #4 is running.");
console.log("Train #5 is running.");
console.log("Train #6 is running.");
console.log("Train #7 is running.");
console.log("Train #8 is running.");
```



Train #1 is running.  
Train #2 is running.  
Train #3 is running.  
Train #4 is running.  
Train #5 is running.  
Train #6 is running.  
Train #7 is running.  
Train #8 is running.

Combine semicolons to separate executable statements, and the `console.log()` method to get results printed to the console, and we have a winner!...sort of.



# OUR CURRENT TRAIN STATUS SYSTEM

index.html

```
<html>
<head>
<script src="trains.js" />
</head>
<body>
<h1>JAVASCRIPT EXPRESS!</h1>
</body>
</html>
```

trains.js

```
console.log("Train #1 is running.");
console.log("Train #2 is running.");
console.log("Train #3 is running.");
console.log("Train #4 is running.");
console.log("Train #5 is running.");
console.log("Train #6 is running.");
console.log("Train #7 is running.");
console.log("Train #8 is running.");
```



We still haven't solved that  
repetitive code issue!

