# JavascriptBasics

There are 5 types of datatypes.

1.Numbers

JS treats integers, fractions and negative nos. all as numbers.Doesn't have a separate datatype like other languages.

If you type any no. in console , it spits back the no.

We can perfrorm basic operations like addition ,s ubtraction , modulus in the JS console.

2.Strings

They are defined by writing in single or double quotes.

If you type any string(in quotes) in console , it spits back the string.

we can concatenate the strings too

eg."hi"+"anshika"

hianshika

To use "" in the text itself without confusing the console , add a backslach(\) before the quotes.

eg."I said \"go\"."

I said "go".

To use \ in the text itself without confusing the console , add a backslach(\) before the \.

eg."hi\\"

hi\

\ is called the "escape character"

.length

to find the no. of characters in the string.

eg. "hello".length // 5

eg. "my name is anshika".length // 18

Accesing individual characters using square brackets.

eg."hello"[0] // h

3.null

Explicit nothingness.

4.undefined

the value ahs still not been defined yet.

eg. var name;

name //undefined

var name = null;

name //"null"

5.Booleans

It has only two values:

true

false

Variables

They are containers to hold value that can vary.

eg.

var name = "Rusty";

name //"Rusty"

"hello there "+name // hello there Rusty

Same variable can hold values of different datatypes.(Dynamic Typing)

eg.

var num = 50;

num //50

num = "fifty";

num //"fifty"

Varible names shoul be camel case.

NOTE:

CamelCase

snake\_case

kebab-case

Comments in Js

Using //.

Methods

They are basically functions.

1.clear()

Clears the screen.

2.alert()

Basically pops up a message to alert the users.

eg.alert("hello!");

3.console.log()

Prints the information in console itself(not for user).

eg.console.log("hello");

//hello(without quotes)

4.prompt()

Takes input from user by prompting a message.

eg.prompt("What is your name?");

//"some name"

Can be used to use save input values in variables.

eg.var name = prompt("What is your name?");

name

//whatever name has been entered in quotes

To attach a js file in html file

<script src="script.js"></script>