node Basics

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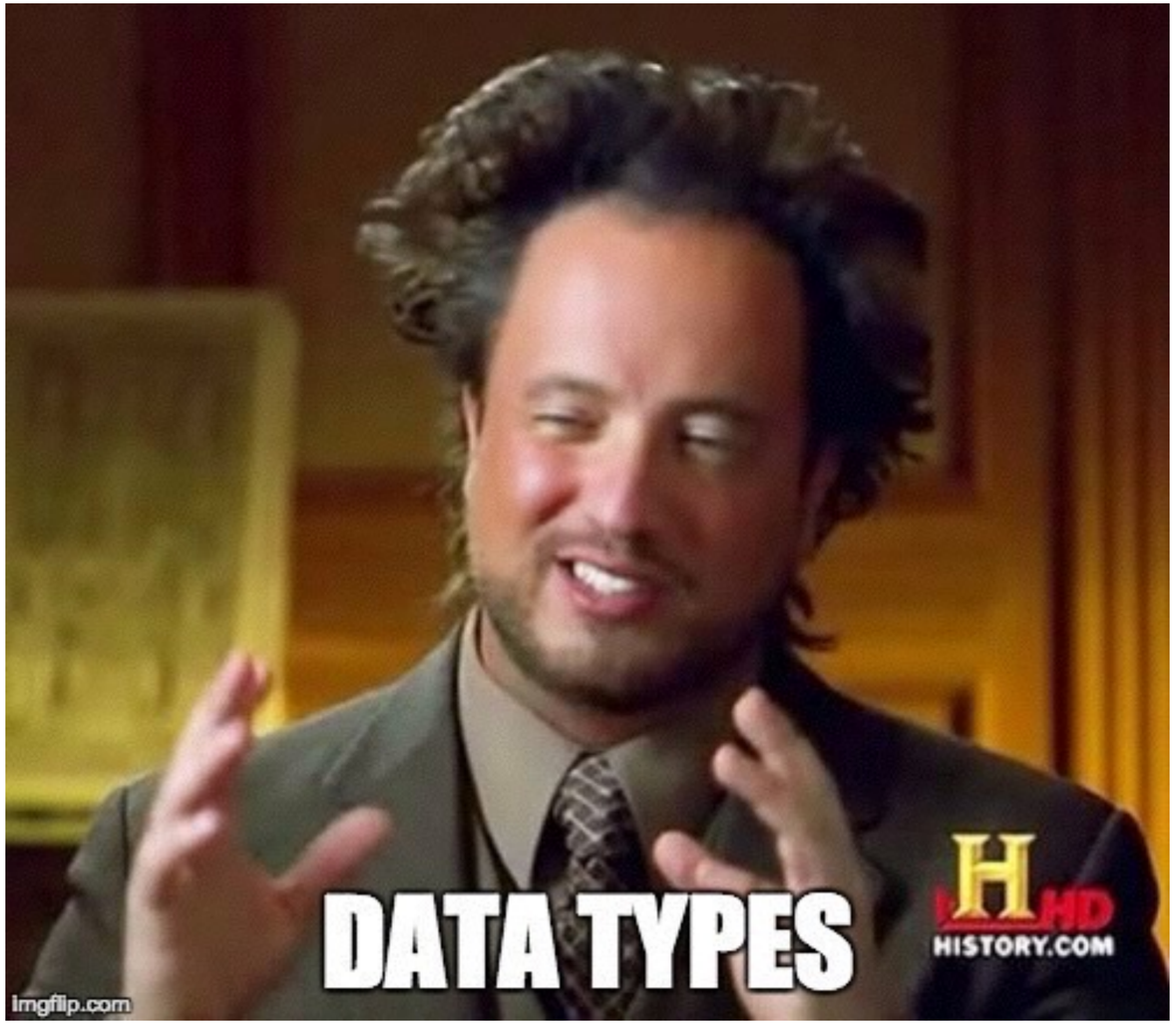
node JS 101

Class Overview

Data Types

Syntax Basics

NodeSchool


DATA TYPES
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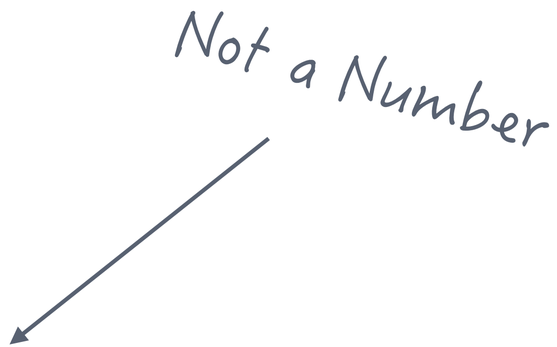
Number

Number Examples

```
5

6567

34.56
```

Parsing Numbers

```
parseInt('56');

parseFloat('6.7');

Number('67.89');
```



NaN

Boolean

Boolean Examples

```
true

false

Boolean(0)
```

String

String Examples

`‘Unicorn’`

`“Creamsicle”`

Object

Object Examples

```
{ prop: 1 }
```

```
new Object()
```

Function

Function Examples

```
function (y) {
  return y;
}
```

`typeof 65`	`'number'`
`typeof true`	`'boolean'`
`typeof { prop: 1 }`	`'object'`
`typeof 'lol'`	`'string'`
`typeof function () {}`	`'function'`

Undefined

The state of a JavaScript variable that has not yet been assigned a value.

```
var x;

// x is undefined

x = 2;

// x is equal to 2
```

```
function myFunc(someVar) {
  console.log(someVar);
}

myFunc();

// output is ‘undefined’
// because the value of someVar is undefined
```

What about Arrays?

```
typeof [ 1, 2, 3 ]
```

‘object’

Type Coercion

`number + number`	`number`
`number + boolean`	`number`
`boolean + boolean`	`number`
`everything else`	`string`

Syntax Blitz

Declare a variable

```
var marmaduke;
```

Assign to a variable

```
marmaduke = ‘Dog’;
```

Add and Assign

```
marmaduke += ‘ Celebrity’
```

Check Equality (with coercion)

```
‘90210’ == 90210; // true
```

Check Equality & Type

```
‘90210’ === 90210; // false
```

Declare and Assign a function

```
var myFunc = function (x) {};
```

Pass Arguments to a function

```
myFunc(3, 7);
```

Declare and Assign a function

```
function myFunc (x, y) {};
```

for Loop

```
for (var i = 0; i < 10; i++) {
  // do i thang
}
```

forEach Loop

```
var arr = [1, 2, 3],
  sum = 0;

arr.forEach(function (val) {
  sum += val;
});
```

for...in Loop

```
var arr = [1, 2, 3],
  sum = 0;

for (ix in arr) {
  sum += arr[ix]
}
```

while Loop

```
var i = 10;

while (i > 0) {
  i++;
}
```

Command Line Arguments

```
// stored in the process.argv Array

// if you execute this command:
$ node index.js 4 “some word” myLeftFoot

// your process.argv in the application would be:
[‘node’, ‘index.js’, ‘4’, ‘some word’, ‘myLeftFoot’]

// access the first argument to your app with
process.argv[2]; // ‘4’
```


NODESCHOOL
NODESCHOOL

```
npm install -g learnyounode
```