

# node Basics

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# Class Overview

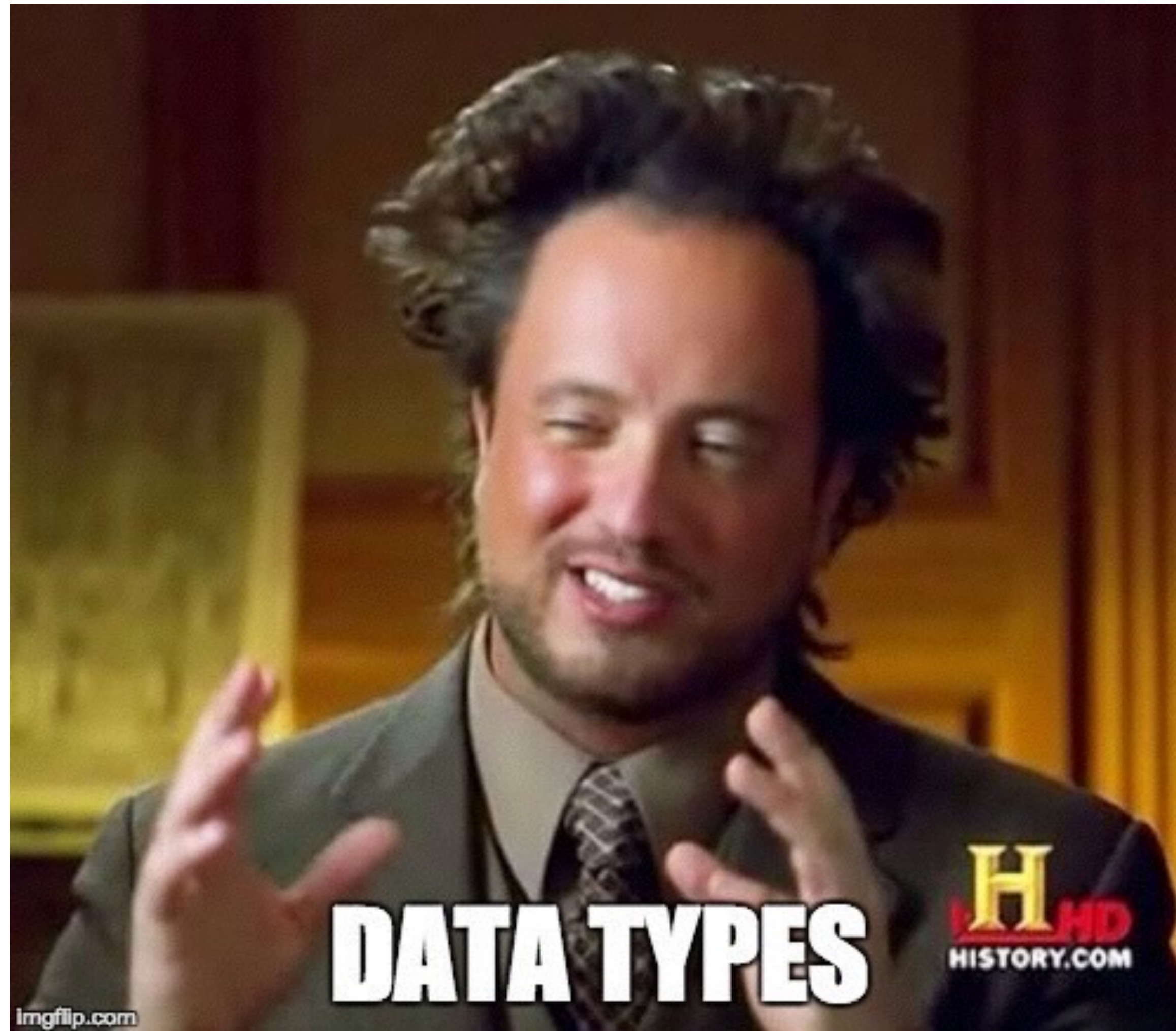
Data Types

Syntax Basics

NodeSchool

*“Never memorize something that you can look up.”*

-Albert Einstein



Number



# Number Examples



5

6567

34.56

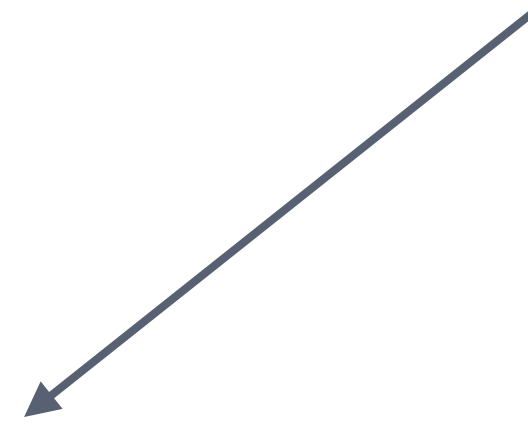
# Parsing Numbers

```
parseInt('56');
```

```
parseFloat('6.7');
```

```
Number('67.89');
```

*Not a Number*



NaN



# Boolean

# Boolean Examples

true

false

Boolean(0)



String



# String Examples



‘Unicorn’  
“Creamsicle”





# Object Examples

`{ prop: 1 }`

`new Object()`



# Function



# Function Examples



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

```
typeof 65
```

```
typeof true
```

```
typeof { prop: 1 }
```

```
typeof 'lol'
```

```
typeof function () {}
```

‘number’

‘boolean’

‘object’

‘string’

‘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 + boolean

boolean + boolean

everything else

number

number

number

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

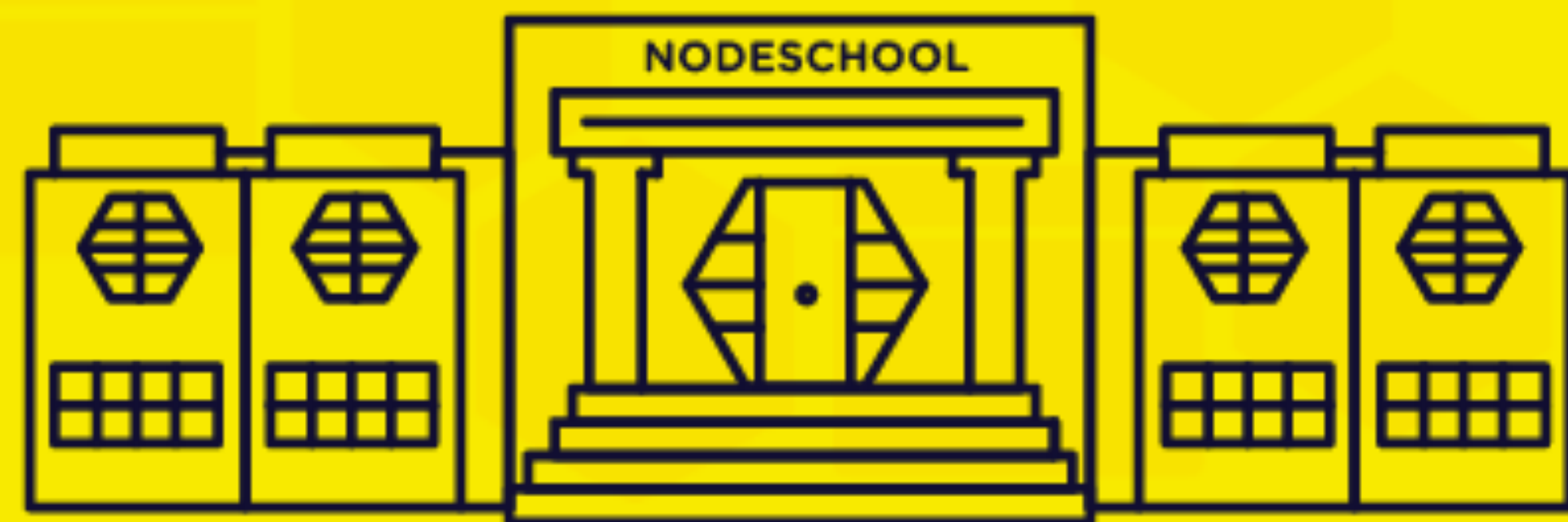
// if you execute this command:

```
$ 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**

```
npm install -g learnyounode
```