JavaScript basics

Lines end in a semicolon ;

Strings are declared using var varable\_name, values are assigned in quote marks,

e.g. var string =“something that goes in a string”;

Functions are called by their name followed by parentheses , e.g. GetTheTime(); (you can have functions, variables and defined values in the parentheses)

To output a variable you simply call it, e.g. city; will output the city name to the console.

String concatenation works by using a + with the strings (or variables) on either end, e.g. London + “ is a big city”; Will output London is a big city, maths can also be done this way by using numbers.

Variables

Java has two types of values, fixed values called literals and variables

Lits are just their value for example 5 not x=5

Variables are declared by declaring var

the variable data type is selected by it’s content e.g. var city = “London”;

a sting has its values in quotation marks e.g. var name = “bob”;

an int is set as equal to it’s value e.g. var a = 1;

Boolean var b1 = Boolean(‘false’);

Date var d = new Date(); () can contain formatting year, month, day ect, separated by commas.

equal to is the same as c#, it Is ==

output

Writing to console:

console.log(variable/info); eg. Console.log(‘logged’);

Throw error

Maths includes standard stuff and the math method, eg. Math.PI or math.round(x.y)

Js has while, for, for in and for of loops

Js error handling is mostly normal, can custom error, catches can declare an obj for thrown errors: catch(err): <https://www.w3schools.com/js/js_errors.asp>

Concat strings with string += thing\_to\_add

<https://www.w3schools.com/jquery/jquery_events.asp>

json stuff:

https://www.w3schools.com/whatis/tryit.asp?filename=trywhatis\_json\_parse