Homework 1

**Variable**s store things like a box would for future use that we can return to. For example, we have an empty box and an apple. When we put the apple in box the box now becomes an apple box. Variables must each have a different unique name to them, it’s common practice to use camelCase when naming a variable. Variable names can not start with numbers or underscores and there are a list of names that you cannot use because they are reserved to JavaScript.

**String**s are basically any text that goes inside single or double quotes . You can have sentences, names, and even numbers.

**Function**s are blocks of code that can make something specific happen. The cool thing about functions is that it’s reusable, you can use the same code multiple times with different arguments. **Arguments** are values that you would use to make the function run. If you have a function that adds x to y (x + y), you can then choose two values to add together like 5+4 or 2+2 and the computer will add the arguments together. The computer will know when to save the value when you use return. **Return** will stop the function and return the value that you wanted, so 2+2 will now become 4 and 5+4 will become 9.

**if statements** are used to check if something is true or false. We use if statements everyday in our lives. When determining what to wear, we need to decide if it’s going to be raining or sunny. If it’s raining then we will wear a jacket, if it’s not then we won’t wear a jacket. If statements will only run if the statement is true.

**Boolean values** are data types that can only be true or false. There are many examples of everyday boolean values, like if the light is on or off and when we are comparing two things together.