

More Javascript!*Just some reminders:*

- Typos are a big deal! Double-check your code to make sure you don't have any
- Remember semi-colons!

Operators

- **Arithmetic**
 - o + (addition)
 - o - (subtraction)
 - o * (multiplication)
 - o / (division)
 - o % (modulo, division remainder)
- **Assignment**
 - o += (add a number to itself; x += 5 is equivalent to x = x + 5)
 - o -= (subtract a number from itself)
 - o *= (multiply itself by a number)
 - o /= (divide itself by a number)
 - o %= (modulo itself by a number)
- **Conditional** – these operators return a Boolean value (i.e. true/false)

Operator	Description	Example	Result
==	Is equal to (value only)	x==8	false
		x==10	true
===	Both value and type are equal	x===10	true
		x==="10"	false
!=	Is not equal	x!=5	true
!==	Both value and type are not equal	x!== "10"	true
		x!==10	false
>	Is greater than	x>5	true
>=	Is greater than or equal to	x>=10	true
<	Is less than	x<5	false
<=	Is less than or equal to	x<=10	true

- **Logical**
 - o && (AND)
 - o || (OR)
 - o ! (NOT)

If/else if/else statements

Recitation 7

- The if-statement executes code if the condition specified holds true
- Else if statements are used when you want to execute different lines when different conditions apply
- Else statements execute code if none of the above conditions hold true

Example: What will this code execute?

```
<script>
```

```
    var time = 15;
    if (time < 12) {
        alert("Good morning!");
    }
    else if (time < 18) {
        alert("Good afternoon!");
    }
    else {
        alert("Good evening!");
    }
}
```

```
</script>
```

The variable time is 15, which is not less than 12, but is less than 18, so the user will be alerted "Good afternoon!"

Confirm: Used if you want the user to verify/accept something

- A box will show that has an "OK" and a "Cancel" option
- The "OK" box will return true, and "Cancel" will return false
- Example:

```
var x = confirm("It is snowing outside");
if (x == true)
    document.write("Don't go outside; it's dangerous!");
else
    document.write("Go to class.");
```