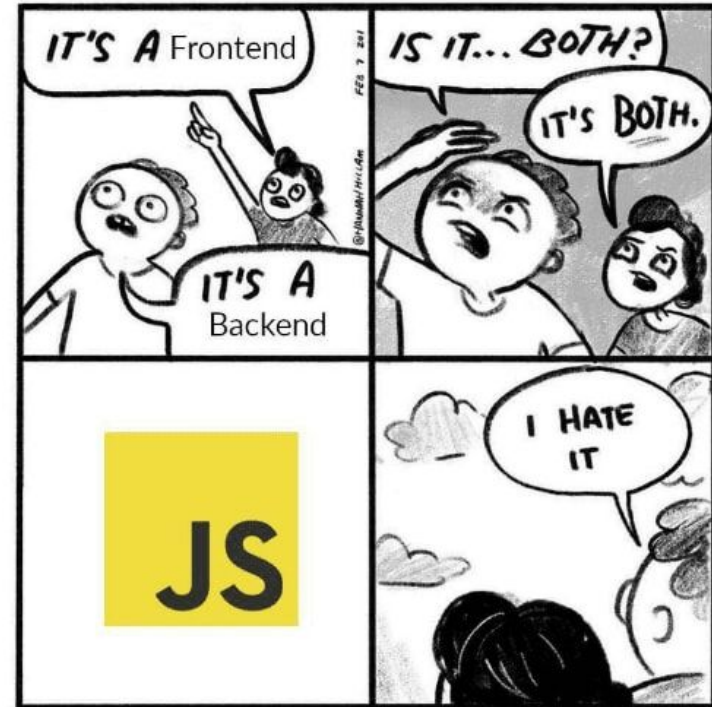




Intro to JavaScript ES6

Structure of the lesson

- Intro to JavaScript
- Data types and Variables
- Naming and Naming Conventions for JavaScript Variables
- Strings
- Basic Arithmetic and Modulo Operator in JavaScript
- Functions



It's a Meteor !

History of JavaScript

JavaScript



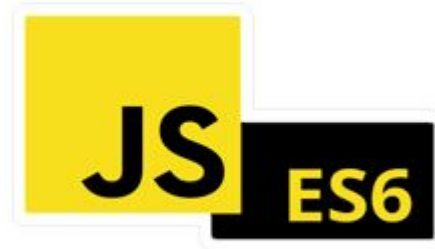
The language that
powers the web

Mocha->LiveScript->JavaScript->ECMAScript

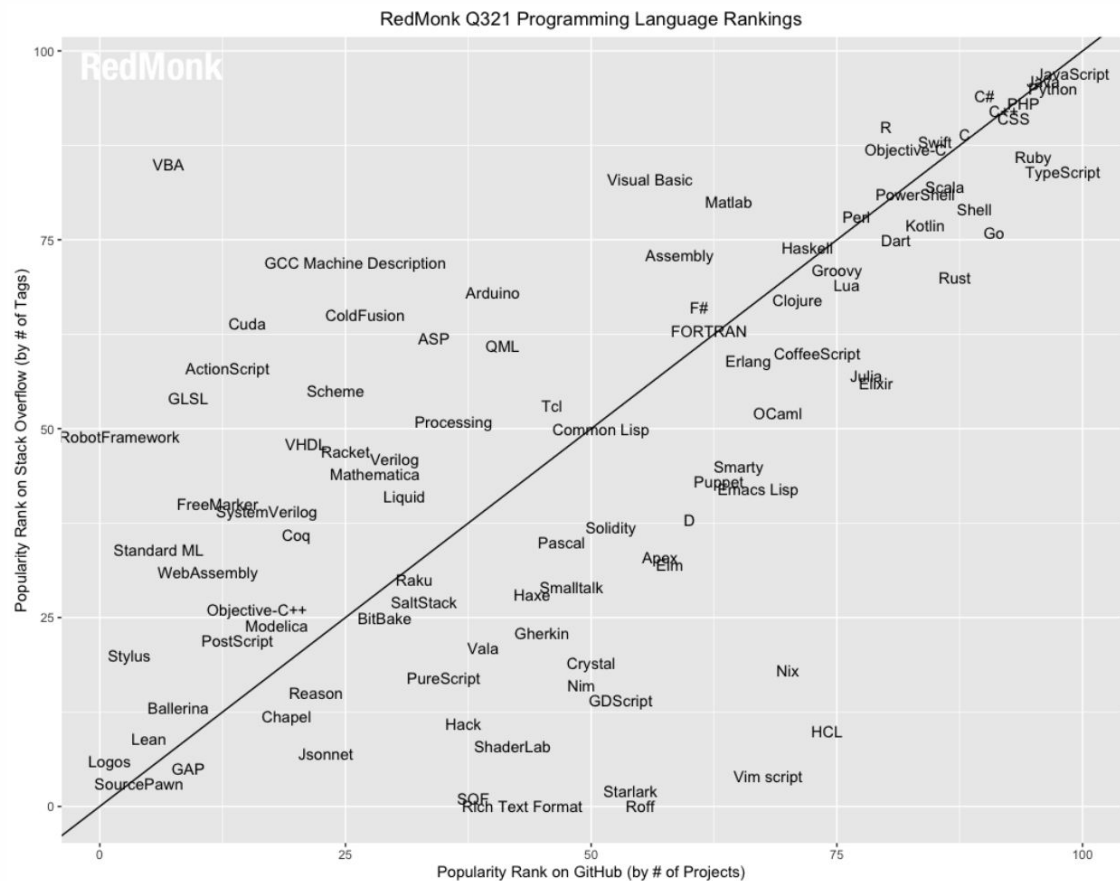
In September 1995, a Netscape programmer named **Brandan Eich** developed a new scripting language in just 10 days. It was originally named Mocha, but quickly became known as LiveScript and, later, JavaScript.



Brandan Eich



RedMonk Programming Language Ranking



Data types and Variables

String

`"Hello"`

Numbers

`123`

Boolean

`true false`

Data types and Variables

```
var myName = "Alex";
```

```
var myAge = 18;
```

```
var myBool = true;
```

```
var yourName = prompt("What is your  
name?");
```

```
alert(myName);
```

```
alert("My name is" + myName + "and your  
name is" + yourName + ".");
```

Naming and Naming Conventions



var **var** = "abc";

var **123** = 123;

var **my name** = "Alex";

var **abc123()-=+^&** = "abc";

var **my-name** = "Nick";



var **myvar** = "abc";

var **my123** = 123;

var **myName** = "Alex";

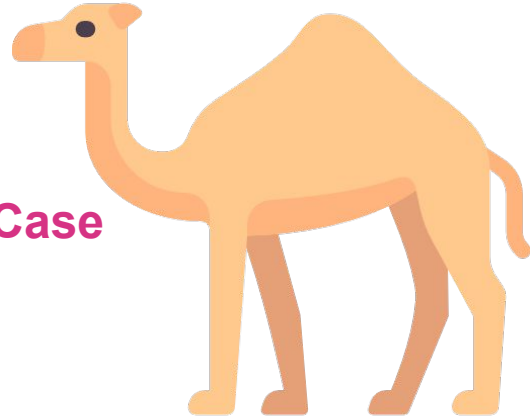
var **abc123\$_** = "abc";

var **my_name** = "Nick";

Naming and Naming Conventions

```
var newVariable = "someword";
```

camelCase



Strings

“a” + “ b” = “ab” - Concatenation

```
var word = “something”;
```

word.length(); - property that returns the number of characters inside the word - 9 in case of word “something”;

word.slice(0,1); -returns “s”;

word.slice(1,6); - returns “ometh”;- method extracts a section of a string and returns it as a new string, without modifying the original string.

word.toUpperCase(); - method returns the calling string value converted to uppercase (the value will be converted to a string if it isn't one).

word.toLowerCase(); - method returns the calling string value converted to lowercase (the value will be converted to a string if it isn't one).

Basic Arithmetic and Modulo Operator

Addition

```
var a = 2 + 3;
```

Subtraction

```
var b = 10 - 2;
```

Multiplication

```
var c = 3 * 3;
```

Division

```
var d = 6 / 2;
```

Modulo

```
var e = 9 % 6;
```

Basic Arithmetic and Modulo Operator

Dog age to Human Age formula

$$\text{humanAge} = (\text{dogAge} - 2) * 4 + 21$$

Basic Arithmetic and Modulo Operator

var x = 5;

x = x+1; //6 → x++;//6 - increment

x = x-1; //4 → x--;//4 - decrement

x+=2;//7

x-=y; where y is whatever number;

+=

-=

*=

/=

i = i + 1

i += 1

i++

i -= 1

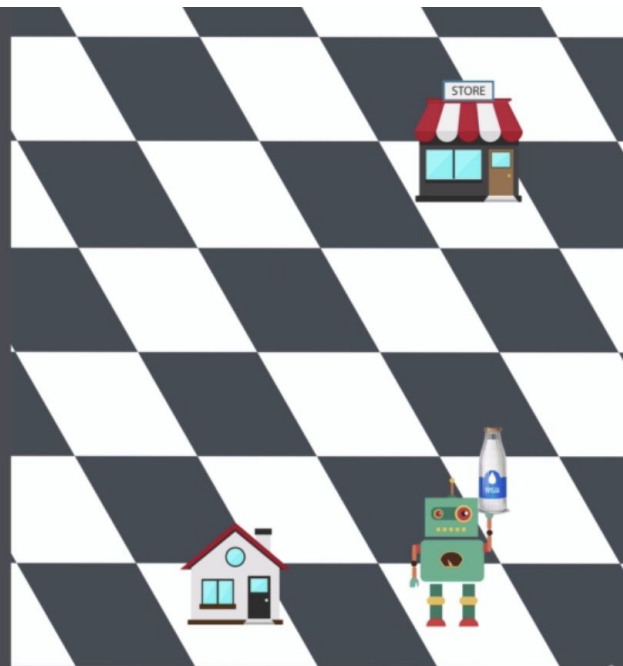


Functions

```
function getMilk() {
```

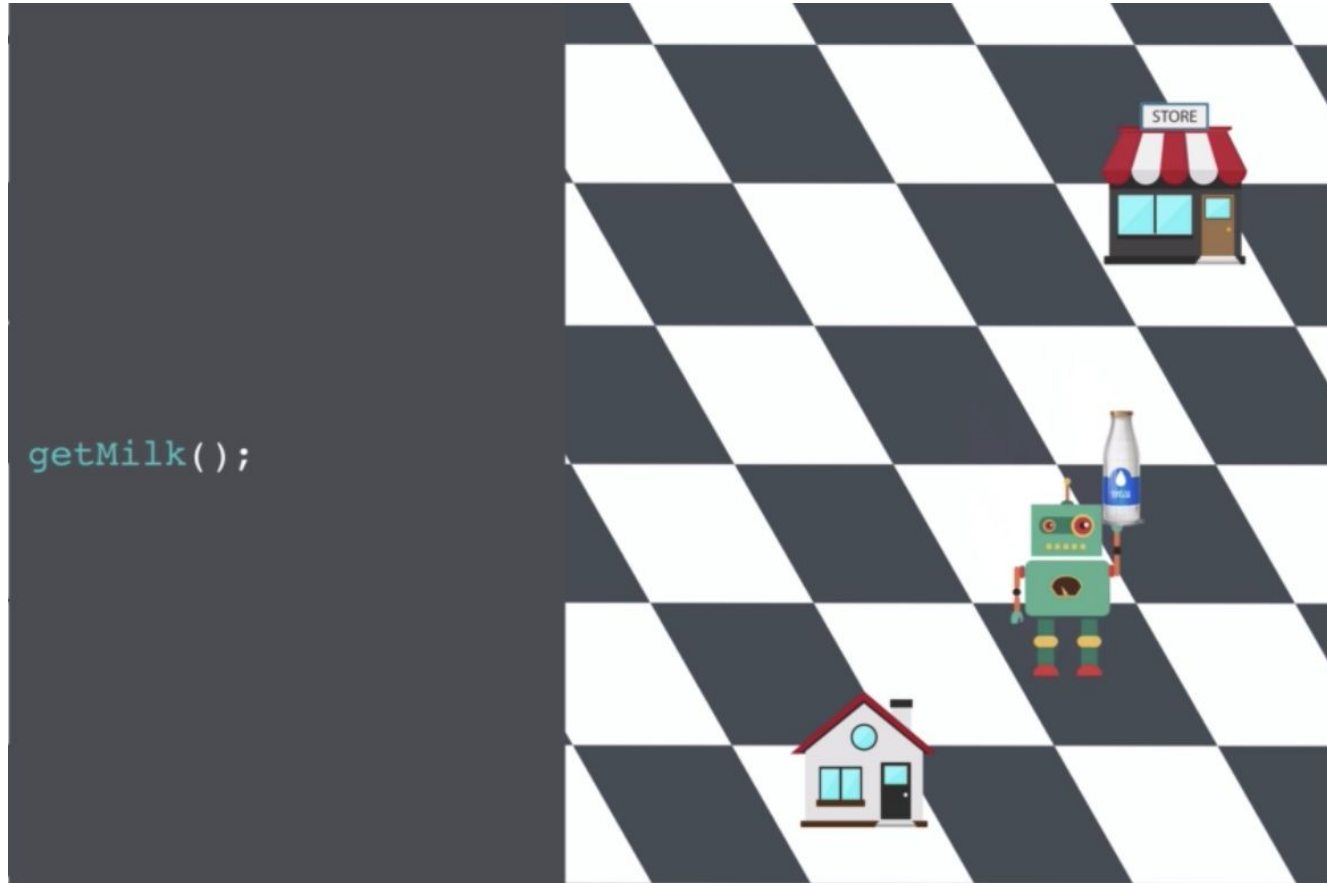
```
    alert("leaveHouse");  
    alert("moveRight");  
    alert("moveRight");  
    alert("moveUp");  
    alert("moveUp");  
    alert("moveUp");  
    alert("moveUp");  
    alert("moveRight");  
    alert("moveRight");  
    alert("buyMilk");  
    alert("moveLeft");  
    alert("moveLeft");  
    alert("moveDown");  
    alert("moveDown");  
    alert("moveDown");  
    alert("moveDown");  
    alert("moveLeft");  
    alert("moveLeft");  
    alert("enterHouse");
```

```
    alert("leaveHouse");  
    alert("moveRight");  
    alert("moveRight");  
    alert("moveUp");  
    alert("moveUp");  
    alert("moveUp");  
    alert("moveRight");  
    alert("moveRight");  
    alert("buyMilk");  
    alert("moveLeft");  
    alert("moveLeft");  
    alert("moveDown");  
    alert("moveDown");  
    alert("moveDown");  
    alert("moveDown");  
    alert("moveLeft");  
    alert("moveLeft");
```



```
}
```

Functions



Functions

Creating the function

```
function getMilk ( ) {
```

```
    alert leaveHouse  
    alert moveRight  
    alert moveRight  
    alert moveUp  
    alert moveUp  
    alert moveUp  
    alert moveUp  
    alert moveRight  
    alert moveRight  
    alert buyMilk  
    alert moveLeft  
    alert moveLeft  
    alert moveDown  
    alert moveDown  
    alert moveDown  
    alert moveDown  
    alert moveLeft  
    alert moveLeft  
    alert enterHouse
```

```
}
```

Calling the function

```
getMilk();
```


Functions. Try with me

```
function getMilk() {  
  console.log("leaveHouse");  
  console.log("moveRight");  
  console.log("moveRight");  
  console.log("moveUp");  
  console.log("moveUp");  
  console.log("moveUp");  
  console.log("moveUp");  
  console.log("moveRight");  
  console.log("moveRight");  
  console.log("moveLeft");  
  console.log("moveLeft");  
  console.log("moveDown");  
  console.log("moveDown");  
  console.log("moveDown");  
  console.log("moveDown");  
  console.log("moveLeft");  
  console.log("moveLeft");  
  console.log("enterHouse");  
}
```

Functions - Arguments and Parameters

```
getMilk(2);
```



Functions - Arguments and Parameters

```
function getMilk(bottles) {
```

Creating the function

```
function getMilk (bottles) {  
    var cost = bottles * 1.5;  
    //Do something with cost  
}
```

Calling the function

```
getMilk(2);
```

```
alert("leaveHouse");  
alert("moveRight");  
alert("moveRight");  
alert("moveUp");  
alert("moveUp");  
alert("moveUp");  
alert("moveUp");  
alert("moveRight");  
alert("moveRight");  
alert("buy" + bottles + "bottles of Milk");  
alert("moveLeft");  
alert("moveLeft");  
alert("moveDown");  
alert("moveDown");  
alert("moveDown");  
alert("moveDown");  
alert("moveLeft");  
alert("moveLeft");  
alert("enterHouse");
```

```
}
```

Useful links

- [Brief History of JavaScript](#)
- [The History of Internet Explorer Comic Strip](#)
- [Writing Good Javascript Guidelines](#)
- [Karel Online IDE](#)
- [String length property](#)
- [String slice method](#)
- [String toUpperCase method](#)