

## Section 10 → Intermediate Javascript

① Random numbers → `var n = Math.random();`

[Random & Pseudorandom]  
see in youtube

[0 to 0.999...]

→  $(n * 6 + \text{floor} + \text{adding } 1)$  } for dice.

② If - else statement → `if (condition) {`  
(i.e control flow) `code -`

`else {`  
`code -`

Comparators `==, !=, >, <, >=`

`== VS ===`

↳ checks for data type too.

both for equality.

③ Arrays ⇒ Collection of elements related to each other.

`var eggs = [a, b, c, d, e];`

`var myegg = eggs[2];`

↳ Position 2 of array eggs.

eggs includes (2);

↳ searches for x in array egg.

Boolean as output.

`eggs.push(y);`  
`eggs.pop;` } like stack.

★ Selecting random arrays for used in challenge.