

Javascript Basics

Primitives



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Objectives

- Introduce the 5 primitive data types
- Work with numbers and numeric operators
- Work with strings and common string methods



5 Primitive Datatypes

```
//Numbers
4
9.3
-10

//Strings
"Hello World"
"43"

//Booleans
true
false

//null and undefined
null
undefined
```



Numbers

```
//Numbers
4
9.3
-10

//We can do some math

4 + 10      //14
1/5         //0.2

//Modulo - remainder operator

10 % 3      //1
24 % 2      //0
15 % 11     //4
```



Strings

```
//Single or Double quotes OK
"hello world"
'hello world'

//Concatenation
"charlie" + "brown" // "charliebrown"

//Escape Characters start with "\"
"Singin \"Do wah diddy, diddy, dum diddy do\" "
"This is a backslash: \\"

//Strings have a length property
"hello world".length //11

//Access individual characters using [] and an index
"hello"[0] // "h"
"hello"[4] // "o"
```



Quick Exercises!

Evaluate the following statements

```
//1.  
100 % 3  
  
//2.  
("blah" + "blah")[6]  
  
//3.  
"hello".length % "hi\\".length
```



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Variables

```
//Variables are simply containers that store values
//They follow this pattern:
var yourVariableName = yourValue;

//They can store all of the values we've seen
var name = "Rusty";
var secretNumber = 73;
var isAdorable = true;

//Recall the stored value by calling the variable name
var name = "Rusty";
"hello there " + name    //"hello there Rusty"

var num = 37;
num + 3 + 10    //50

//We can also update existing variables
var name = "Robert";
name = "Bob";
```



Null and Undefined

```
//The two other primitives are null and undefined

//Variables that are declared but not
//initialized are undefined
//The following variables are undefined:
var name;
var age;

//null is "explicitly nothing"
var currentPlayer = "charlie";
currentPlayer = null;    //game over
```

