Data Types

String: `'hey', '9/11', 'j fole'`
Int: `2, 12, 109`
Boolean: `true` or `false`

Variable Declaration

```
let x;

const y;
```

Variable Initialization

```
x = 2;

y = 'Hello';
```

Variable Declaration + Initialization

```
let x = 2;

const y = 'Hello';
```

if/else conditional

```
if (condition) {
    // code
} else {
    //code
}
```

```
let x = 2;

if ( x > 1 ) {
    console.log('x is greater than 1');
} else {
    console.log('x is less than 1');
}

// output: 'x is greater than 1'
```

(if statements also don't have to have an else statement)

if else statements can contain multiple expressions in one condition using the `||` or `&&` operator

`||` means "or" so if at least one of the expressions is true than the condition is true

`&&` means "and" so all conditions have to be true for the condition to be true

`||` example:

```
let x = 10;

if (x == 10 || x == 9) {
    console.log('x is 10 or 9');
}
```

// output `'x is 10 or 9'`
// x isn't 9 but it is 10, so it a least makes one of the conditions true making the whole condition true

`&&` example

```
let x = 30;

if (x > 1 && x < 20) {
    console.log('x is in between 1 and 20');
} else {
    console.log('x is not in between 1 and 20');
}
```

// output is `'x is in between 1 and 20'`
// x is bigger than 1, but not less than 20 so the whole condition is false

else if structure

```
if (condition) {
    // code
} else if (condition) {
    // code
} else {
    // code
}
```

(You can chain multiple else if statements)

```
let x = 5;

if (x < 5) {
    console.log('x is less than 5');
} else if (x == 5) {
    console.log('x is 5');
} else {
    console.log('x is greater than 5');
}
```

switch statement

You want to use this one if you have a lot of specific conditions to check for

```
switch (variable) {
    case “example case”:
        // code
        break;
    case “example case 2”:
        // code
        break;
    case “example case 3”:
        // code
        break;
    default:
        // code for error
}
```

Example on next page ->

```
let day = ‘wednesday’;
let message;

switch (day) {
    case "monday":
            message = "Start of the work week!";
            break;
        case "tuesday":
            message = "It's Tuesday.";
            break;
        case "wednesday":
            message = "Hump Day.";
            break;
        case "thursday":
            message = "Almost there!";
            break;
        case "friday":
            message = "Friday!";
            break;
        case "saturday":
            message = "Weekend! Time to relax!";
            break;
        case "sunday":
            message = "God’s day!";
            break;
        default:
            message = "Invalid day of the week";
}

console.log(message); // output is “Hump Day.”
```