* Synchronous language
  + Commands are run one at a time in order
* Asynchronous language
  + Commands are not necessarily run in order
  + Can save time
* Console.log
  + Used to see what’s happening in your code
  + Diagnose
* null
  + is a value
  + can set a variable to null
  + e.g. create a variable with no value that will receive one later

Example of a math heavy program

<= or >= I’ve read is bad practice (i.e. better to just use < or >)

* Var, let, const
  + Const – a value that will never change
  + Let – a value that might change