2018-08-28 Variables and Commands
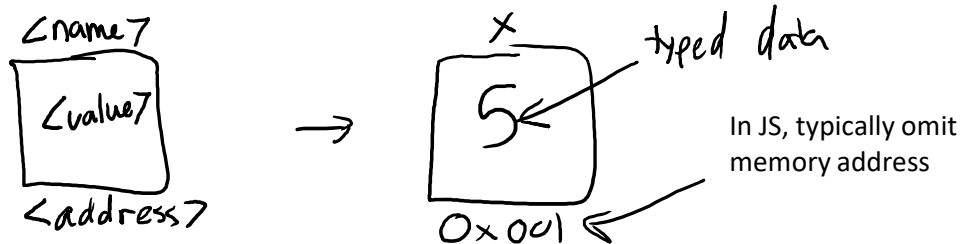
Tuesday, August 28, 2018   1:01 PM

Announcement

- PA #1 assigned. Due 9/4 by "midnight"
  - Code is on github
  - Submit assignment on Canvas

Variables

- Conceptual model: a "box" or "cubbyhole" that stores data.
- Variables have a name, memory address, and value

In JS, typically omit memory address

- More accurately, all variables contain a bunch of 1s and 0s

- Challenge: properly interpret 1s and 0s
- The computer must choose the meaning of the sequence.
  - The same sequence could mean "dog", 27, 5.25, or any other number of things.
- The programming language determines how these sequences will be interpreted.
- JS infers meaning based on code usage.