**JavaScript**

JavaScript is designed for browsers to run.

Node is a C++ engine that allows you to run JavaScript outside of a browser. JavaScript can be run in a browser or in Node.

You can write JavaScript by right clicking, selecting inspect, then choosing the console.

<https://www.youtube.com/watch?v=PkZNo7MFNFg>

To view the sidebar click option-command-J

To run a program on the browser, right click it and choose Open With Live Server

You can define a variable with var, let, or const. var is for the whole program, let is just for a part.

It’s good practice to end all lines with ; it’s similar syntax to C++

Output something on the console is console.log(variable)

You can also do ++, +=, etc.

For a string you can use ‘ ‘ or “ “ or ` `

To insert quote marks into a string as a character, put \ before it or change the quote marks.

You can escape ‘ “ or \ with another \. \n and \t are the same, \b does backspace.

+= also works for strings.

.length returns the length of a string. You can use [] to find an index in a string, but you can’t change the characters. string[string.length-1] gives the last letter.

Arrays are written with [] and can have mixed data types. Nested arrays are [[],[]]. You can also do .push\_back() or .pop(). .shift() removes and returns the first element .unshift() adds something to the beginning.

You declare a function with function name(arguments){}

To make a global variable inside of a function, don’t declare it as any type.

JSON.stringify(array) changes an array into a string.

**On Use Conditional Logic with If Statements (1:09:24)**

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!-tab generates default code

A header is in the body with <h1>

A script element can go in the body <script>

console.log() outputs something to the console. Use single quotes.

// is for a comment.

Alt-command-I brings up the console.

node filename.js is the command to do on terminal.

You declare a variable with **let**

You log it on the console with console.log()

You can declare more than one variable with commas.

Make a constant variable with const.

Primitive variables are strings, numbers, Booleans, undefined, and null.

You can find out what type a variable is by using typeof. You can change the type of a variable.

You can clear the console with control-L

Reference variable types are objects, arrays, and functions. You denote it let name{properties}