

# Introduction to Programming JavaScript

Part 1

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# Basic Concepts

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# Output



## Your First Javascript Code

```
<script>  
//JavaScript Code Here  
</script>
```

```
document.write()
```

```
console.log()
```

# External Javascript

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JavaScripts can also be placed in external files.

External scripts are useful and practical when the same code is used in a number of different web pages.

JavaScript files have the file extension .js.

```
//linking external JS to HTML
```

```
<script src="mycode.js"></script>
```

# Data Types

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```
Strings      "this is a text" / 'this is a text'  
Integers     45, -8  
Floats       2.6, -90.5  
Boolean      true, false
```

# Variables

In Javascript, we can create variables with three keywords;  
**var, let, const**

```
var name = "codetrain"  
var age = 45  
var good = true
```

```
//can be reassigned  
var age = 30
```

```
let name = "codetrain"  
//can be reassigned  
let name = "code school"
```

```
const age = 80  
//can not be reassigned  
Const age = 45
```

# Comments



Comments tell javascript which code to ignore.

```
//single line comment
```

```
/* multi
```

```
Line
```

```
Comment
```

```
*/
```

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# Operators

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# Arithmetic Operators



Arithmetic operators perform arithmetic functions on numbers (literals or variables)

```
Addition ( + )  
Subtraction ( - )  
Multiplication ( * )  
Division ( / )  
Modulus ( % )  
Pre and Post Increment (++)  
Pre and Post Decrement (--)
```

# Comparison Operators



```
== (Equal to)
=== (Identical)
!= (Not Equal to)
!== (Not Identical)
< (Less than)
> (Greater than)
<= (Less than or equal to)
>= (Greater than or equal to)
```

# Logical or Boolean Operators



Logical Operators, also known as Boolean Operators, evaluate the expression and return true or false

```
AND ( && )  
OR ( || )  
NOT ( ! )
```

# String Operators



```
Concatenation ( + )  
//for joining strings together
```

**Now let's practise  
some JavaScript!**

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## EXERCISE 1: INSTRUCTIONS

1. Create a new Folder and name it *js-practice*
2. Create a new file in your text editor and save it as *myscript.html* (make sure it's saved in the js-practice folder you created)
3. Let's start with the script tag
4. Create a 5 string variables
5. Create 5 int variables
6. Create 5 float variable
7. Create 5 boolean variables
8. Document.write out any 10 variables of your choice

## EXERCISE 2: INSTRUCTIONS

1. Create a new file in your text editor and save it as *myscript.js* (make sure it's saved in the js-practice folder you created)
2. Link your JS file to the HTML file you created in EXERCISE 1
3. Do some arithmetic operations in your new *myscript.js* file.
4. Console.log some variables



# Thanks!

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