**Variables**

A variable is a vessel to store a value for later use. For example, if the value of the variable ‘firstName’ is set to ‘John’, you know that when you see firstName you can substitute John. There are different kinds of variables. Some, such as ‘var’, can be changed to other values, and some, such as ‘const’, cannot be changed.

**Strings**

A string is a sequence or ‘string’ of characters. Strings can include numbers, letters, and punctuation. Strings are denoted by quotation marks. Anything in JavaScript in quotation marks is a string.

**Functions**

A function is a system for changing, computing, or otherwise affecting information. Bits of information, or ‘arguments’, are entered into the function, are changed or computed, and resulting new information comes out. This output is called the ‘return’.

**‘If’ Statements**

‘If’ statements in a function create conditional outcomes. When the conditions of the ‘if’ statement are met by the arguments, the return will be true. If not, the return will be false.

**Boolean Values**

These outcomes of true and false are called Boolean values. Boolean values are descended from the most basic form of computer science called binary code. In a binary code there are always exactly two outcomes, for example 1 and 0, yes and no, + and -, or, as in Boolean values, true and false.