

Coding for Teens

JS

# Exploring

**#3** Logic, If & Switch

# Assignment Operators

Operator	Example	Same As
=	x = y	x = y
+=	x += y	x = x + y
-=	x -= y	x = x - y
*=	x *= y	x = x * y
/=	x /= y	x = x / y
%=	x %= y	x = x % y
<<=	x <<= y	x = x << y
>>=	x >>= y	x = x >> y
>>>=	x >>>= y	x = x >>> y
&=	x &= y	x = x & y
^=	x ^= y	x = x ^ y
=	x  = y	x = x   y
**=	x **= y	x = x ** y

# Assignment Operators

```
var usiaAndi = 40;
```

```
console.log(usiaAndi *= 2);
```

```
console.log(usiaAndi /= 2);
```

```
console.log(usiaAndi += 2);
```

```
console.log(usiaAndi -= 2);
```

```
console.log(usiaAndi %= 2);
```

# Comparison Operators

<b>==</b>	value sama, tapi data type beda
<b>===</b>	value & data type sama
<b>&gt;</b>	lebih dari
<b>&lt;</b>	kurang dari
<b>&gt;=</b>	lebih dari sama dengan
<b>&lt;=</b>	kurang dari sama dengan

## Logical Operators

<b>&amp;&amp;</b>	and (keduanya benar, maka TRUE)
<b>  </b>	or (salah satu benar, maka TRUE)
<b>!</b>	not (membalik logika TRUE/FALSE)

# Comparison Operators

```
var x = 5;  
var y = '5';
```

```
console.log(x == y);  
console.log(x === y);  
console.log(x > y);  
console.log(x >= y);  
console.log(x < y);  
console.log(x <= y);
```

# Logical Operators

```
var x = 5;  
var y = '5';  
var z = 6;
```

```
console.log(x===y && y<z);  
console.log(x===y || y<z);  
console.log(!(x===y || y<z));
```

# if, else if & else

**if (*condition*) {*program*;**

**else if (*condition*) {*program*;**

**else {*program*;**

# if, else if & else

```
var nilai = 92;
```

```
if (nilai > 80) {  
  console.log('Excellent!');  
}  
else if (nilai >= 60 && nilai <= 80){  
  console.log('Good job!');  
}  
else {  
  console.log('Don\'t give up!');  
}
```



# if, else if & else

```
let jomblo = true;
```

```
if (jomblo) {  
    console.log('Masih jomblo!');  
}
```

```
else {  
    console.log('Udah taken!');  
}
```

```
var job = 'guru';
```

# Switch

```
switch (job) {  
  case 'guru':  
    console.log('Kerjaannya ngajar.');
```

  

```
    break;  
  case 'sopir':  
    console.log('Kerjaannya nyetir.');
```

  

```
    break;  
  case 'polisi':  
    console.log('Kerjaannya nilang.');
```

  

```
    break;  
  default:  
    console.log('Ada aja kerjaannya.');
```

  

```
}
```

# Switch

```
<script>
var job;
job = prompt('Apa profesi Anda?');

switch (job) {
  case 'guru':
    console.log('Kerjaannya ngajar. ');
    break;
  case 'sopir':
    console.log('Kerjaannya nyetir. ');
    break;
  case 'polisi':
    console.log('Kerjaannya nilang. ');
    break;
  default:
    console.log('Ada aja kerjaannya. ');
}
</script>
```

# Switch

## 2 Variabel

```
let alaskaki = 'sepatu';  
let warna = 'merah';
```

```
switch (true) {  
  case (alaskaki == 'sepatu' && warna == 'merah'):  
    console.log('Saya suka sepatu merah.');
```

  

```
    break;  
  case (alaskaki == 'sepatu' && warna == 'biru'):  
    console.log('Saya suka sepatu biru.');
```

  

```
    break;  
  case (alaskaki == 'sandal' && warna == 'merah'):  
    console.log('Saya suka sandal merah.');
```

  

```
    break;  
  case (alaskaki == 'sandal' && warna == 'biru'):  
    console.log('Saya suka sandal biru.');
```

  

```
    break;  
  default:  
    console.log('Tak suka alas kaki merah/biru.');
```

  

```
}
```

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