

JavaScript

Declare variables

- var (Value can change)
- let (Value can change)
- const (Value cant change)

var

```
var x = 10;  
x = 5;  
var x = "15";  
console.log(x);
```

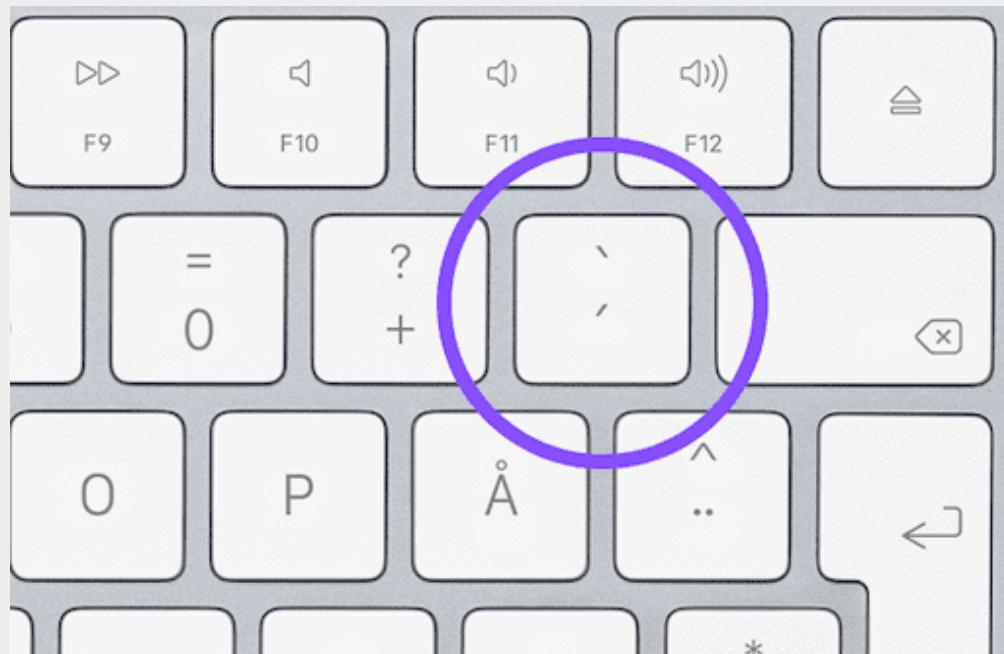
let

```
let x = 10;  
x = 5;  
let x = "15"; // Error
```

const

```
const x = 10;  
x = 5; // Error  
const x = "15"; //Error
```

Backticks



Backticks

Earlier we have used " and ' for strings, we can also use ` that makes it easier to add html through JavaScript

```
const backtick = `hei  
tar med new lines`  
const noBacktick = "hei \n" +  
"må skrive new lines og legge til"
```

Variables in strings

```
let x = 10;
const text1 = "tallet x:" + x;
const text2 = `tallet x:${x}`;
const text3 = `tallet x:${x}
tallet x+10: ${x+10}`;
```

Makes it easier to add information to the webpage

accesing info with brackets

```
const pet = { type: "dog" };
console.log(pet["type"]);
```

Export and import variables

Only works with live server, not opened as file

```
import { myVariable } from "./second.js";
console.log(myVariable);
```

```
export const myVariable = "exported variable";
```

Exporting and import variables

```
import myVariable from "./second.js";
console.log(myVariable);
```

```
const myVariable = "exported variable";
export default myVariable;
```

Only one default per script file

Multiple variables

```
import myVariable, { myVariable2 } from "./second.js";
console.log(myVariable, myVariable2);
```

```
const myVariable = "exported variable";
export const myVariable2 = "\nsecond exported variable"; // "\n makes a new line"
export default myVariable;
```

Table

Logs out tabular data in a table.

```
const array = ["item-1", "item-2", "item-3"];
console.Table(array);
```