JavaScript

A Brief Introduction From Scratch

What is JavaScript!

JavaScript is a **lightweight** programming language that web developers commonly use to create more **dynamic interactions** when developing **web pages**, **applications**, **servers**, and or even **games**.

OI JavaScript Basics

Learn the basic fundamentals

OI console.log()

You can write it to write anything to your **browser's console**. Literally the easiest way to get started.

02 Variables

✓ Variables are placeholders to store information and data in your app. if you have a variable like this: name = 'Ismail' console.log(name) is the same as console.log('Ismail')

03 Comments

Your browser will **skip those lines** and **won't run them**. Use it to **make notes** within your code for yourself or other developers.

Chapter OI: JS Basics

04 Operators

• Operators are used to **assign values**, **compare values**, perform **arithmetic operations**.

Basically, stuff you see in math class... (+, -, =, *, / etc.)

Chapter 01: JS Basics

O6 Prompt()

The **prompt()** is a **built-in JavaScript functionality** that helps you get inputs from a user through the browser.



The alert() is like prompt(), but it is only for output.

06 Number('10')

Number('10') converts the string 100 to number 100. Number('10') \leftarrow 10

Chapter OI: JS Basics

05 Your First JS App

- ← Create a mini app where you take the price for the food ●, and the tip percentage ♥ the customer wants to give.
- 👉 Then calculate the **tipAmount** and print that in. 💡 **food** * **tipPercentage**

02 Baby Weather App Some More Basics.....

Ol Data Types

a) Numbers

Any kind of **Number**, including **decimals**.

- 1 // Numbers
- 2 console.log(5)

b) String

Zero or more characters written inside quotes.

- 1 // String
- 2 console.log('hello')

Data Types

```
a) Array
```



Will talk about it later

```
1 // Array
2 myArray = [
    'hi how is it going?'
4
```

b) Objects



🤔 Will talk about it later

```
1 // Array
2 myObject = {
     greeting: 'hi how is it going?'
4 }
```



b) boolean 👉 true / false

```
1 // Boolean
2 myBoolean = true
```

02 Math Operations

- a) Multiply * *
 1 console.log(2 * 4)
- c) Exponent **

 1 console.log(2 ** 3) // 2^3 = 2*2*2 = 8
- d) Módulo/Reminder 👉 %
 - 1 **console.log(5 % 3)**
- e) Add + 1 console.log(2+4)

03 Math Methods

a) Floor

The Math.floor() method rounds a number down to the nearest integer, and returns the result.

Chapter 02: Baby Weather App

b) Ceil

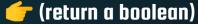
The **Math.ceil()** method rounds a number **up** to the nearest integer, and returns the result.

04 Variables 😊 (Types)

- a) const
 - f The value cannot be changed.
 - If you still changing the value. it will throw error.
 Uncaught TypeError: Assignment to constant variable.

- b) let
 - 👉 The value can be changed.
- c) var
 - *†* The value can be changed.
 - Not recommended





- Conditionals are used in statements to
 - compare variables' values and/or data types.
- They always return a boolean true or false

```
var x = 5
 2.
 3.
      // == (double equal) - checks for equality
                      // false
      x == 8
      x == 5
                      // true
 6.
                      // true
 8.
      // === (triple equal sign) - checks for equality and data type
      x === 5
                      // true
10.
      x === '5'
                     // false
11.
12.
      // >, < - greater than, less than
13.
                      // false
      x > 8
14.
      x < 8
                      // true
15.
      // >=, <= - greater than or equal to, less than or equal to
17.
      5 >= x
                      // true
                      // false
18.
      8 <= x
19.
20.
      //!= - not equal to
21.
      x != 8
                      // true
22.
23.
      //!== - not equal value or type
      x!== '5' // true - same value, different type
24.
25.
      x!==5
                      // false - same value, same type
```