

EXPRESSIONS AND STATEMENTS

PRIMARIAS

OBJETOS Y ARRAYS

FUNCIONES

ACCESO CONDICIONAL

CREACIÓN DE CLASES

OPERADORES

PRIMARIAS

Valores “a pincho”

- 1.23
- “hola peter”
- /1-9/ (expresiones regulares)
- true
- false
- null
- undefined

OBJETOS Y ARRAYS

ARRAYS

Lista de valores

```
let vector = [1, 2, 3]
```

```
let two_per_two = [[1, 2], [3, 4]]
```

```
let undefined_array = [,]
```

OBJECTS

Lista de propiedades

Parecido a los JSON

```
let object = { property1: "hola", property2: 2.3 }
```

```
let nested_object = { property1: { stringie:  
"hola" }, property2: 2.3 }
```

FUNCIONES

Se definen en una sentencia

Sirven para agrupar código por funcionalidad mínima

```
let suma = function(a, b) {return a + b}
```

ACCESO CONDICIONAL

Sirve para acceder a una propiedad que quizá no exist

Evita un error

```
let a = {b: null}
```

```
a.b?.c // undefined
```

CREACIÓN DE CLASES

Constructor (más adelante)

```
let object1 = new Object()
```

```
let object2 = new Alumnado(["Martin", "Alvaro"])
```

OPERADORES

Operator	Operation	A	N	Types
<code>++</code>	Pre- or post-increment	R	1	<code>lval→num</code>
<code>--</code>	Pre- or post-decrement	R	1	<code>lval→num</code>
<code>-</code>	Negate number	R	1	<code>num→num</code>
<code>+</code>	Convert to number	R	1	<code>any→num</code>
<code>~</code>	Invert bits	R	1	<code>int→int</code>
<code>!</code>	Invert boolean value	R	1	<code>bool→bool</code>
<code>delete</code>	Remove a property	R	1	<code>lval→bool</code>
<code>typeof</code>	Determine type of operand	R	1	<code>any→str</code>
<code>void</code>	Return undefined value	R	1	<code>any→undef</code>

OPERADORES

<code>**</code>	Exponentiate	R	2	num,num→num
<code>*</code> , <code>/</code> , <code>%</code>	Multiply, divide, remainder	L	2	num,num→num
<code>+</code> , <code>-</code>	Add, subtract	L	2	num,num→num
<code>+</code>	Concatenate strings	L	2	str,str→str
<code><<</code>	Shift left	L	2	int,int→int
<code>>></code>	Shift right with sign extension	L	2	int,int→int
<code>>>></code>	Shift right with zero extension	L	2	int,int→int
<code><</code> , <code><=</code> , <code>></code> , <code>>=</code>	Compare in numeric order	L	2	num,num→bool
<code><</code> , <code><=</code> , <code>></code> , <code>>=</code>	Compare in alphabetical order	L	2	str,str→bool
<code>instanceof</code>	Test object class	L	2	obj,func→bool

OPERADORES

==	Test for non-strict equality	L	2	any,any→bool
!=	Test for non-strict inequality	L	2	any,any→bool
===	Test for strict equality	L	2	any,any→bool
!==	Test for strict inequality	L	2	any,any→bool
&	Compute bitwise AND	L	2	int,int→int
^	Compute bitwise XOR	L	2	int,int→int
	Compute bitwise OR	L	2	int,int→int
&&	Compute logical AND	L	2	any,any→any
	Compute logical OR	L	2	any,any→any

OPERADORES

Ternario

3 == 3 ? 1 : 2

Answer: 1

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