



JAVASCRIPT BASICS

A complete beginners' guide



Hey there!

It has been a long time since the last part, right? Well, on this post, you'll get to know JavaScript basics! Enjoy :D

Check it out first!





1



Functions

We define them as **Reusable Code**,
and are specially useful when we will
use the same code **multiple times**.





Declaring

We'll declare them using the **function keyword**, plus the **name**, and the **parameters** (editable code). To separate multiple parameters, you'll use commas.

To return specific code to the caller of the function, you use the **return** keyword.

```
function sayHello(message) {  
  let sayMessage = message += "!";  
  return sayMessage;  
}
```

```
console.log(sayHello("Hi"));  
//Output: Hi!
```




2



Objects



Objects are **variables** that **group** many **properties** (or values) into them, instead of just only one. They are also a key concept to Object Oriented Programming.





Objects

Properties

2

We'll declare them using a **variable-declaring keyword** (in this case `let`), **equals** sign, and **curly braces**.

To declare **properties**, we'll put the name of the property, double dots, and a value. To finish declaring them, we'll put a coma.



```
let cat = {  
  name: "Garfield",  
  type: "Cat",  
  age: 43,  
  married: false,  
  fat: true  
}
```



Objects

Methods

2

A **function declared inside an object** is called a **method**. They are really important, since they let us do **important things** (and another **key concept of OOP**).

To declare them, you'll put the **property's name**, the **two dots**, the **function keyword** and **both pairs of braces**.

```
let cat = {  
  //...  
  meow : function(word) {  
    return "Meow meow " + word;  
  }  
  //...  
}
```



3



Classes



Classes can be defined as the
template for objects.

As you might have thought, this one is
also a key concept to OOP.





Declaring

We'll declare them using the **class keyword**. Its **name needs to be capitalized**.

To **add properties**, we'll use the **constructor function**.

Methods will be declared the **same way as normal**.

To **create an object based on the class**, we'll first create a **variable**, followed by the **keyword "new"**, and the **class name**, with **parenthesis and the data specified in the function constructor** (same order).

```
class Person {
  constructor(name, lastName, age, married) {
    this.name = name;
    this.lastName = lastName;
    this.age = age;
    this.married = married;
  }

  eat (food) {
    let sayMessage = "Nom nom " + food + "!";
    return sayMessage;
  }
}

let me = new Person ("Emil", ":D", undefined, false);
me.eat("Cucumber");
console.log(me);
```