# JavaScript Class 1

Memorize primitive data types for job interviews.

SNOBNUS – string, number, object, Boolean, null, symbol.

Primitive Data Types: represent data in code

* String
* Numeric – Number data type for all numbers,
* Boolean
* Null
* Undefined

Modula: gives the remainder

25%5

Exponential : 2\*\*3 = 8

Order of operations: multiplication,

NaN—not a number 0/0 for example- saved as a value not error. If you add to a number will give NaN

Infinity

0

-0

# Variables

2 ways to create variables – new way to declare variables

Let

Const

## Let

Let age=72;

Use camelCase to name variables : numberOfHens

Let AvgRating = 9.7

Score+=1

Const hens=4 -🡪 cannot change the value, constant value.

Example: const pi=3.4159

Const daysOfTheWeek=7

## VAR 🡪 old way

Var tripDistance=100 ---- no need to use it, still works not ideal

# Boolean—true or false values , efficient

Let isLoggedIn=true;

Let isAngry=false

Can change the type of variable, not a good idea to do it

# String

Wrapped in quotes

Typeof () returns the type of variable

String index each character

String.length – returns length of string

Let mySong=”Surfin ‘ USA”

mySong[0]=S

cannot change strings by referencing characters

## string methods:

touppercase lowercase

trim() – removes spaces in string

color.trim().touppercase() - ---- can call more than one function

methods with arguments:

* “baseball”.indexOf(“ball”) -- return 4 where ball starts
* Index -1 means not there
* Slice takes slices of string – “Baseball”.slice(4) 🡪 “ball” does not change the variable. Slice can take two arguments (start, end)
* Replace(‘existing string’, ‘repalcement’)

Escape character : \” to show quotes

\n to print newline

\t—make a tab

\\ to show \

## String Template Literals

Allow embedded expressions to be evaluates and turned into a string

Use ` charachers under the esc

`I counted ${3+4} sheep`; // “I counted 7 sheep”

# Math Object()

# Functions

Function declaration

Function functionName(){

}

Function square(num)

{

}

Return ends function execution , code afterwards does not run!