JavaScript Variables Notes

Overview

- **Variables**: Words that refer to values, like "my name" refers to "Mark."
- Example: `var name = "Mark";` (creates variable `name` with value `"Mark"`)
- Variables hold one value at a time but can change: `name = "Ace";`

Declaration and Assignment

- **Declare**: Use `var` to create a variable: `var name;`
    - Undefined until assigned a value.
- **Assign**: Set a value: `name = "value";` (no `var` needed after declaration).
- Any amount of code can separate declaration and assignment.

Naming

- Choose **meaningful names** for clarity (e.g., `name`, not `floogle`).
- JavaScript doesnt care about name meaning; `var floogle = "Mark";` is valid.
- **Variables**: No quotes (e.g., `name`).
- **Text Strings**: Always in double quotes (e.g., `"Mark"`).

Coding Style

- Include **spaces** around `=` in assignments: `var name = "Mark";`
- Use **double quotes** for strings.
- End statements with a **semicolon** (`;`).

Usage

- Variables can replace strings in code.
- Example: `var thanx = "Thanks for your input!"; alert(thanx);`
- Displays same alert as `alert("Thanks for your input!");`.