JavaScript Fundamentals

Dot Notation

{codenation}®



Learning Objectives

- To understand dot notation
- To understand different data types
- To create simple programs, e.g. generate a random number



JavaScript

The language of the web

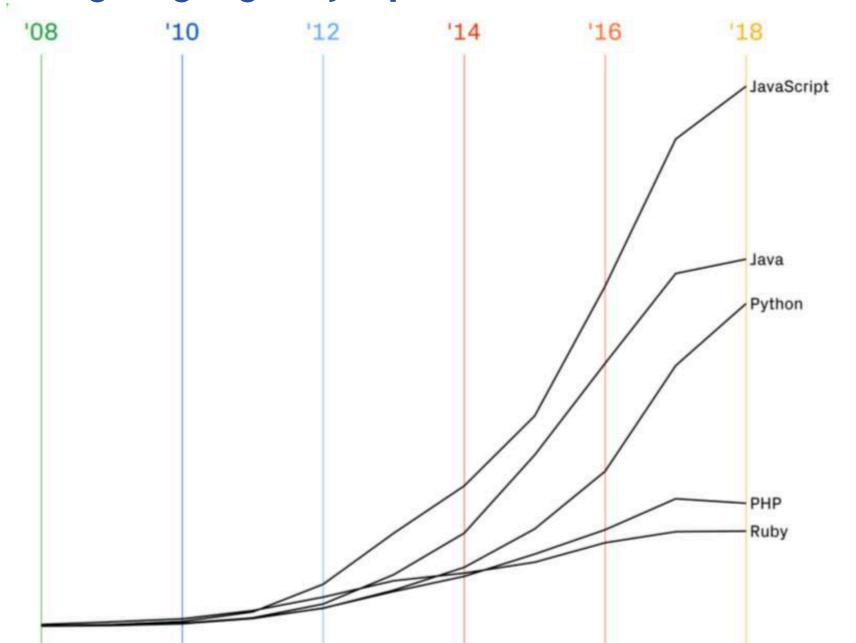
Full-stack

Not limited to websites



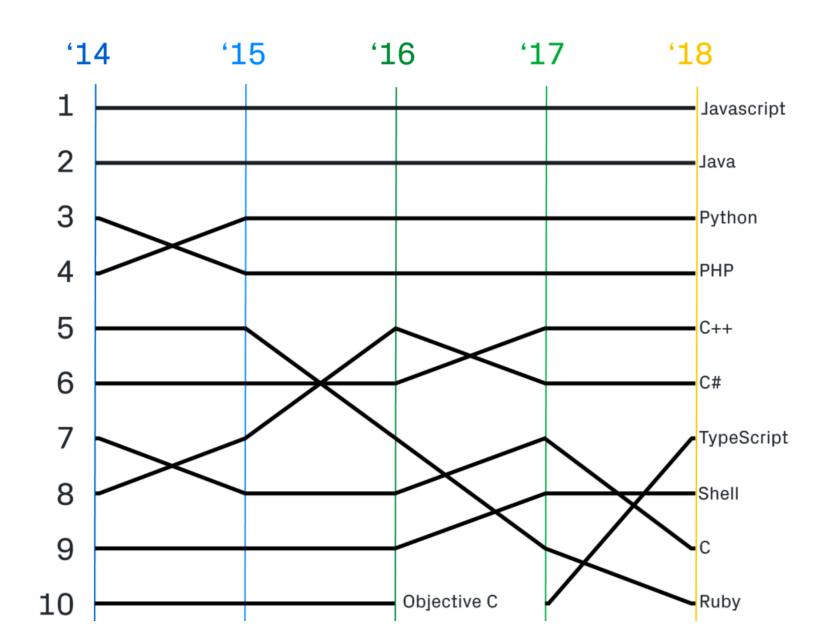
It's also pretty much the most popular language in the world

Top programming languages by repositories created, 2008–2018 $\{Cn\}^{\text{\tiny \$}}$



Rank of top programming languages over time







Tl;dr? A very good language to learn!



Using the console

um... what's a console?



Dot notation console.log(i);



Dot notation console.log(i); object.property;



car.startEngine(); dev.makeCoffee();

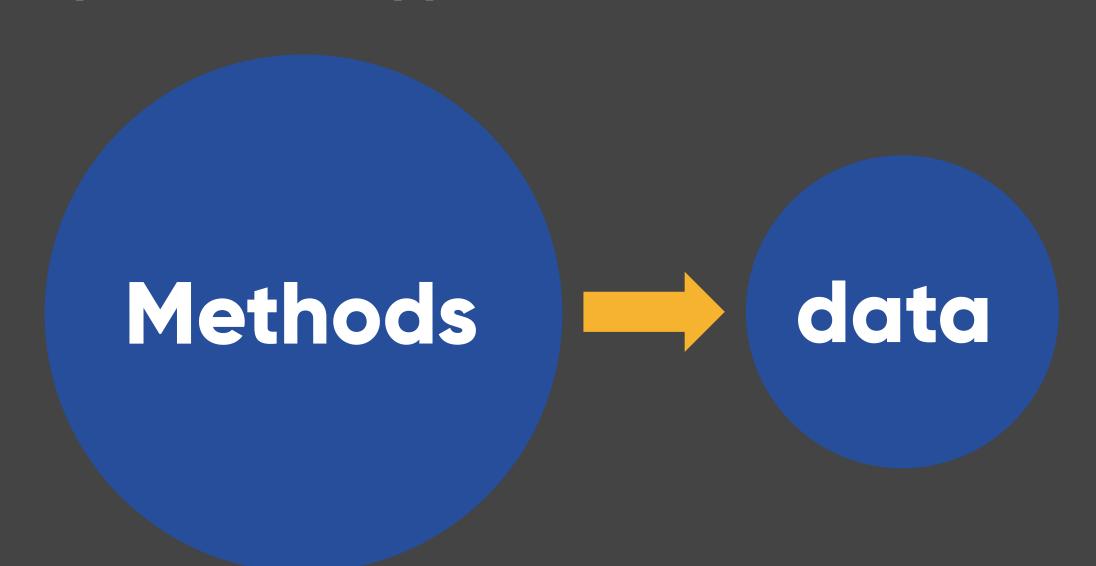


Everyone loves a bit of

acta

If we break coding down to its simplest and snappiest





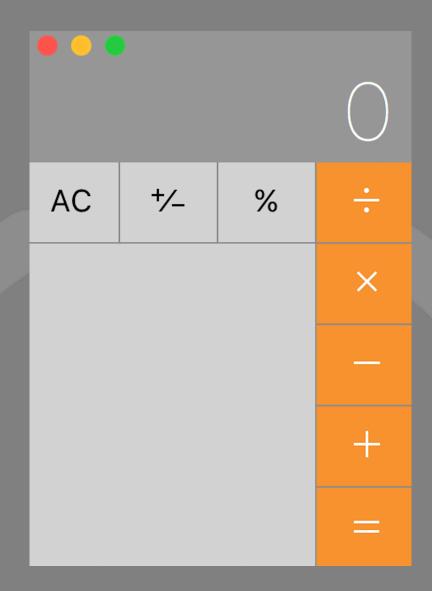
Everyone loves a calculator



AC	+/_	%	÷
7	8	9	×
4	5	6	_
1	2	3	+
0		•	=

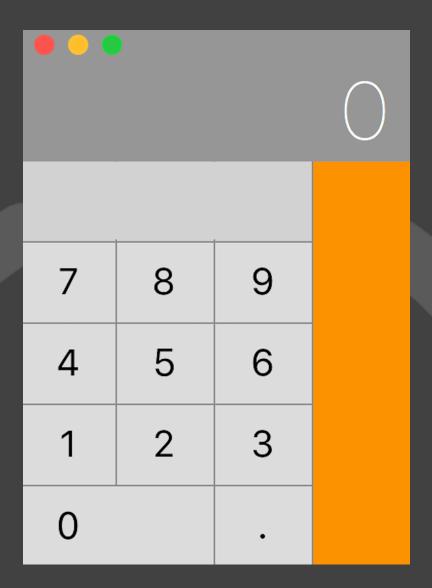


But how much would you love it if you took this to your maths exam?





Perhaps the cruellest of them all!





Methods and data, intimately linked.



Working with data types

'Data types' refers to the kind(s) of data that we're asking the computer to work with



Working with data types

In JavaScript, we have a few simple (primitive is the technical posh word) kinds of data



String: for representing text

Number: for representing numbers (decimal and integers)

Boolean: for true and false

Null: for nothing

Undefined: for when a data type isn't determined

Symbol: This data type is used as the key for an object property when the property is intended to be private, for the internal use of a class or an object type



Get off on my

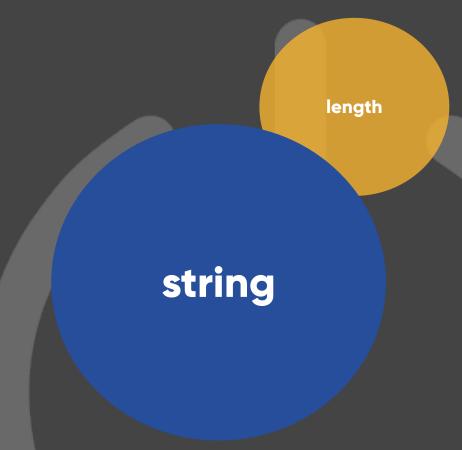


.property



Let's look at a string

Strings have associated data or additional information available

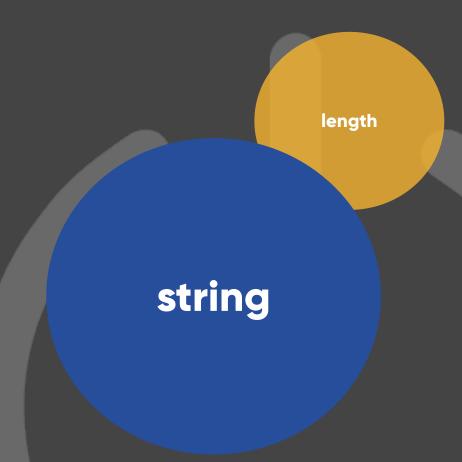




Let's look at a string

Strings have associated data or additional information available

How many letters in "Hello"?





console.log("Hello".length);



String data type

"weare codenation"

"hello"

"send help."

Instances



These instances live in the computer's memory (Random Access Memory)

The HEAP

{cn}®

.method

in the madness..



The built-in data types have built-in associated methods





toUpperCase()

Strings have methods that we can use to manipulate them



console.log("Hello".toUpperCase());



Ssh. Libraries



In coding, libraries give us access to a bunch of features that we don't have to code ourselves

Insert the breakfast club fist raise here



console.log(Math.Random());

== what?



console.log(Math.Random()*10);

== what?



console.log(Math.floor(Math.Random()*10));

== what?



Learning Objectives - recap

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Have a go at logging a grid like this to the console

