


# Anatomy of a variable

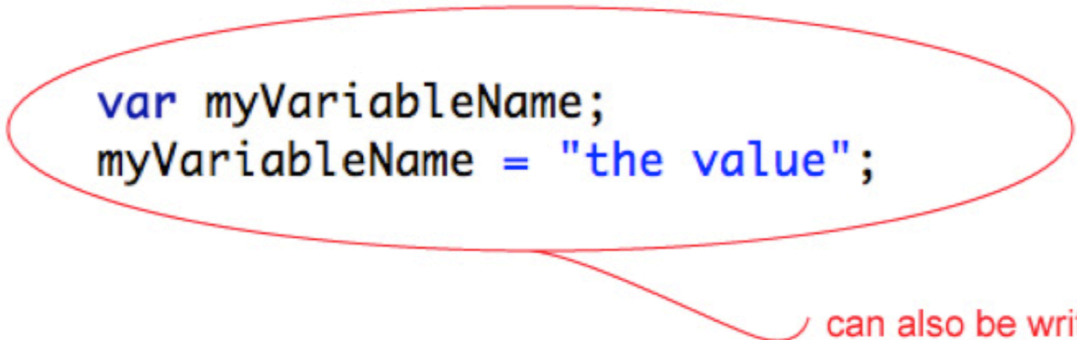
Var Keyword to start

variable name you create

data stored in the variable



```
var myVariableName = "the value";
```



```
var myVariableName;  
myVariableName = "the value";
```

can also be written like this

# Anatomy of a simple function

function Keyword to start

variable name you create

curly braces { } contain  
what is to be done - always paired


```
function myFunctionName () {  
    // actions to be performed  
}
```

```
myFunctionName():
```

the function call, everytime you write this, the function  
will run

# Anatomy of a bit more complicated function

information that is put into the function  
to do stuff



```
function myFunctionName (myParameters){  
    // actions to be performed  
    // myParameters can be used here  
}
```

```
myFunctionName(myInfoToSendIntoFunction):
```



information can be added to the function call

# Anatomy of an if/else statement

if keyword      condition, if it is true, then  
do what is in the curly braces

```
if (myWeather === "rainy"){  
    // grab an umbrella  
} else {  
    // don't need an umbrella  
}
```

Curly Braces always  
paired (main source of  
errors)

The diagram illustrates the components of an if/else statement. Red annotations and lines point to specific parts of the code: 'if keyword' points to the 'if' word; 'condition, if it is true, then do what is in the curly braces' points to the entire line 'if (myWeather === "rainy"){'; 'Curly Braces always paired (main source of errors)' has two lines: one pointing to the opening curly brace '{' and another pointing to the closing curly brace '}' of the if block. The closing curly brace of the if block is circled in red. Another red line connects the closing curly brace of the if block to the closing curly brace of the else block, emphasizing that they form a single pair.

# Anatomy of an if/else statement

if keyword

condition, if it is true, then  
do what is in the curly braces

Curly Braces always  
paired (main source of  
errors)

```
if (myWeather === "rainy"){  
    // grab an umbrella  
} else if (myWeather === "snowy"){  
    // grab a coat  
} else {  
    // not rainy or snowy  
}
```