

# WEEK 3

# CLASS ANNOUNCEMENTS

## (11/27/2023)

- Motivation
- Primitive vs Non-Primitive Data type.
- Numbers
- Strings

Class Link Recordings





# PRIMITIVE VS NON-PRIMITIVE DATA TYPES

## Primitive

- Numbers
- Boolean
- Null
- Undefined
- Symbol

## Non-Primitive / Object

- Array
- Object
- Functions

**ES6**  
JS

# JavaScript Data Types – Primitive & Non-Primitive

## Tutorial Part 6

BEGINNERS

**JS**

JAVASCRIPT

**4**

***NUMBERS***

# JavaScript Strings



# **HOMEWORK DUE TUESDAY 11/28/2023**

- Appending Variables to Strings
- Find the Length of a String
- Use Bracket Notation to Find the First Character in a String
- Understand String Immutability
- Use Bracket Notation to Find the Nth Character in a String
- Use Bracket Notation to Find the Last Character in a String
- Use Bracket Notation to Find the Nth-to-Last Character in a String
- Word Blanks
- Store Multiple Values in one Variable using JavaScript Arrays
- Nest one Array within Another Array
- Access Array Data with Indexes
- Modify Array Data With Indexes
- Access Multi-Dimensional Arrays With Indexes
- Manipulate Arrays With push Method
- Manipulate Arrays With pop Method
- Manipulate Arrays with Shift Method
- Manipulate Arrays With unshift Method
- Shopping List
- Write Reusable JavaScript with Functions
- Passing Values to Functions with Arguments

# CLASS

## ANNOUNCEMENTS(11/28/2023)

- Motivation
- Review
  - ❖ Primitive vs Non-Primitive Data type.
  - ❖ Numbers
  - ❖ Strings
- String Objects
- Class Activity
- Boolean, Null, Undefined
- Operators
- Window Operators

Class Link Recordings



**WORK EVERY  
WAKING HOUR**  
*by Elon Musk*





# CLASS ACTIVITY

1. Declare a variable named `challenge` and assign it to an initial value `'Welcome to Week 3 JavaScript'`.
2. Print the string on the browser console using `console.log()`
3. Print the **length** of the string on the browser console using `console.log()`
4. Change all the string characters to capital letters using `toUpperCase()` method
5. Change all the string characters to lowercase letters using `toLowerCase()` method
6. Cut (slice) out the first word of the string using `substr()` or `substring()` method
7. Slice out the phrase *week 3* from `Welcome to Week 3 JavaScript'`..
8. Check if the string contains a word **Script** using `includes()` method

# **HOMEWORK DUE WEDNESDAY 11/29/2023**

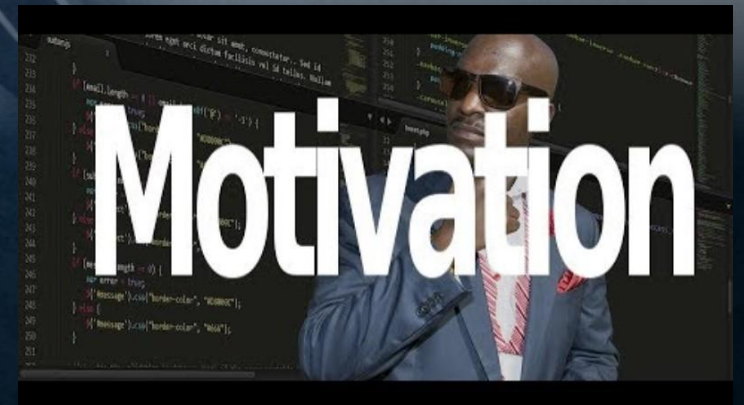
- Return a Value from a Function with Return
- Global Scope and Functions
- Local Scope and Functions
- Global vs. Local Scope in Functions
- Understanding Undefined Value returned from a Function
- Assignment with a Returned Value
- Stand in Line
- Understanding Boolean Values
- Use Conditional Logic with If Statements
- Comparison with the Equality Operator
- Comparison with the Strict Equality Operator
- Practice comparing different values
- Comparison with the Inequality Operator
- Comparison with the Strict Inequality Operator
- Comparison with the Greater Than Operator



# CLASS ANNOUNCEMENTS(11/29/2023)

- Motivation
- Boolean, Null, Undefined
- Operators
- Window Operators
- Class Activity

Class Link Recordings





# CLASS

## ANNOUNCEMENTS(11/29/2023)

- Motivation
- Finish Exercise
- Window Operators
- Conditionals
- Class Activity

Class Link Recordings



# CLASS ACTIVITY

- Get user input using prompt("Enter your age:"). If user is 18 or older , give feedback:'You are old enough to drive' but if not 18 give another feedback stating to wait for the number of years he needs to turn 18.
- Enter your age: 30
- You are old enough to drive.
- Enter your age: 15
- You are left with 3 years to drive.



- Compare the values of `myAge` and `yourAge` using `if ... else`. Based on the comparison and log the result to console stating who is older (me or you). Use `prompt("Enter your age:")` to get the age as input.
- Enter your age: 30
- You are 5 years older than me.



- If a is greater than b return 'a is greater than b' else 'a is less than b'. Try to implement it in to ways
- using if else
- ternary operator.
- let a = 4
- let b = 3
- 4 is greater than 3

1. Write a code which can give grades to students according to theirs scores:

1. 80-100, A
2. 70-89, B
3. 60-69, C
4. 50-59, D
5. 0-49, F