

Introduction to JavaScript

Basic Syntax, Conditions and Loops



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Technical Trainers



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Software University

<https://softuni.bg>

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sli.do

#fund-js



Introduction and IDE

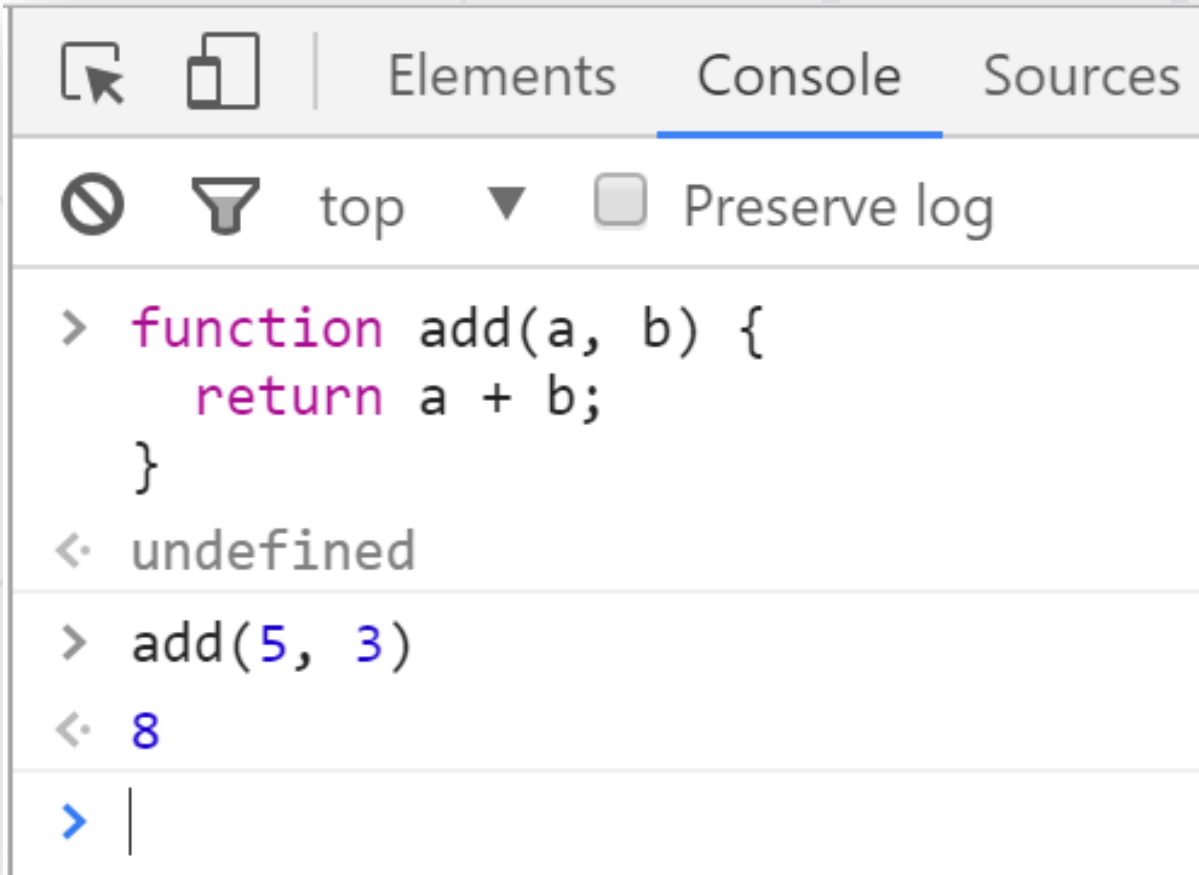
Development Environments for JS

What is JavaScript?

- JavaScript (**JS**) is a **high-level** programming language
 - One of the **core technologies** of the World Wide Web
 - Enables **interactive** web pages and applications
 - Can be **executed** on the **server** and on the **client**
- Features:
 - C-like **syntax** (curly-brackets, identifiers, operator)
 - **Multi-paradigm** (imperative, functional, OOP)
 - Dynamic **typing**



Developer Console: **[F12]**

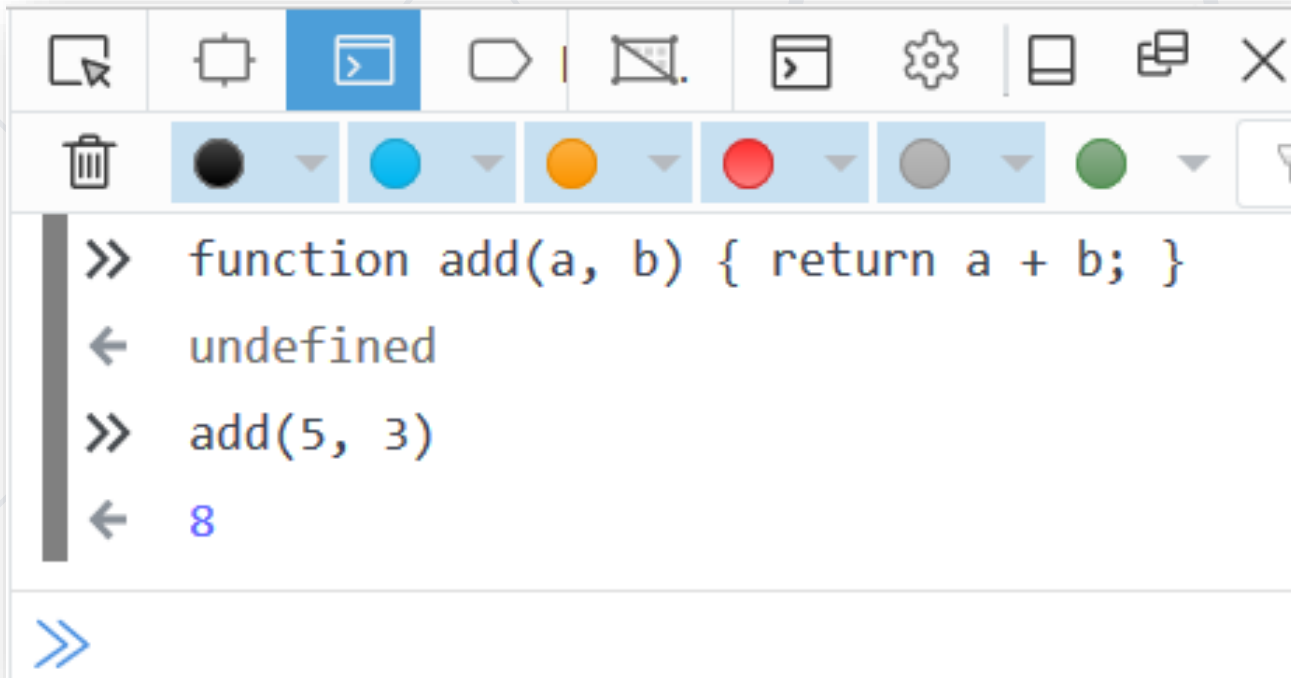


The screenshot shows the Chrome Developer Console with the 'Console' tab selected. The console displays a function definition and its execution. The function 'add' takes two arguments, 'a' and 'b', and returns their sum. It is then called with 'add(5, 3)', resulting in the value '8'.

```
> function add(a, b) {  
    return a + b;  
}  
< undefined  
> add(5, 3)  
< 8  
> |
```



Developer Console: **[Ctrl] + [Shift] + [i]**



The screenshot shows the Firefox Developer Console interface. At the top is a toolbar with icons for various developer tools. Below the toolbar is a row of colored buttons (black, blue, orange, red, grey, green) used to filter console messages. The main area of the console displays a sequence of commands and their results: a function definition, an undefined result, a function call, and its return value.

```
>> function add(a, b) { return a + b; }  
← undefined  
>> add(5, 3)  
← 8
```

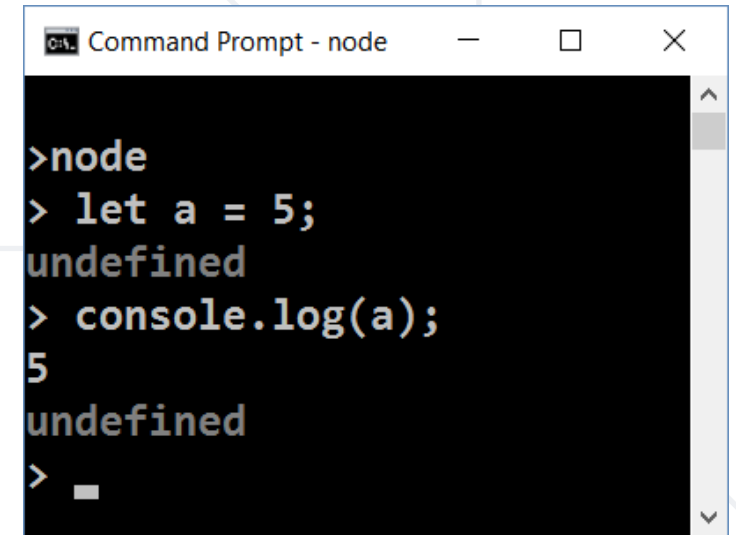
At the bottom of the console, there is a prompt consisting of two blue chevrons (>>).



Node.js

What is **Node.js**?

- Server-side JavaScript runtime
- Chrome V8 JavaScript engine
- NPM (Node Package Manager)
- Install node packages



```
>node
> let a = 5;
undefined
> console.log(a);
5
undefined
>
```


Install the Latest Node.js

Downloads

Latest LTS Version: 14.17.0 (includes npm 6.14.13)


Download the Node.js source code or a pre-built installer for your platform, and start developing today.

LTS

Recommended For Most Users


Current

Latest Features




Windows Installer

node-v14.17.0-x86.msi



macOS Installer

node-v14.17.0.pkg



Source Code

node-v14.17.0.tar.gz

Windows Installer (.msi)

Windows Binary (.zip)

macOS Installer (.pkg)

macOS Binary (.tar.gz)

Linux Binaries (x64)

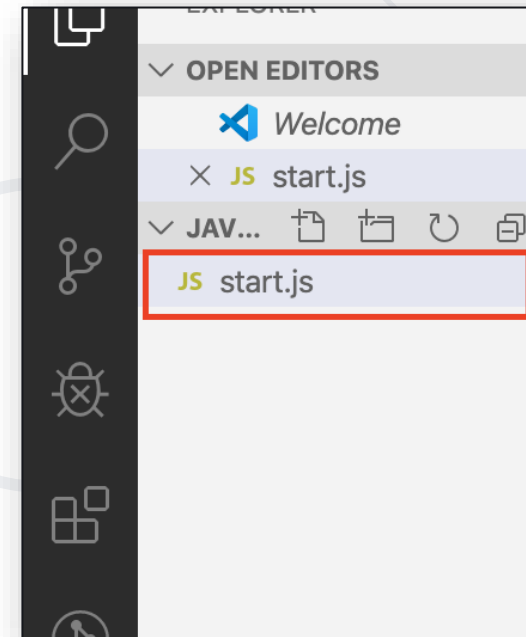
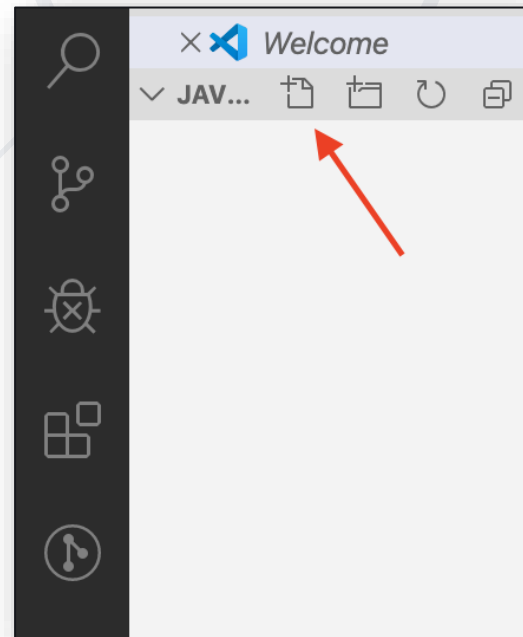
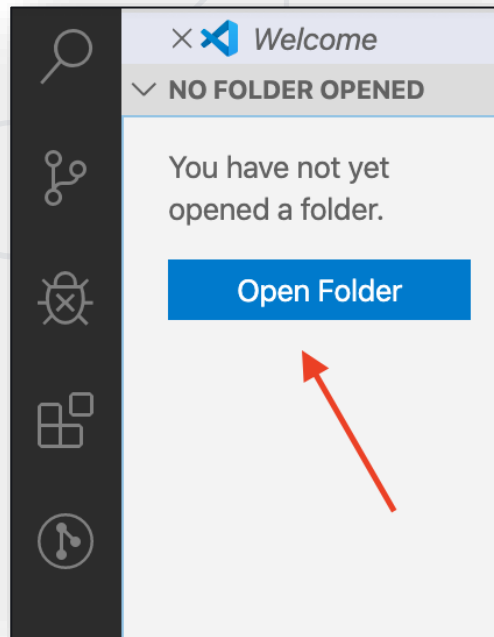
Linux Binaries (ARM)

Source Code

32-bit	64-bit
32-bit	64-bit
64-bit	
64-bit	
64-bit	
ARMv7	ARMv8
node-v14.17.0.tar.gz	

Using Visual Studio Code

- **Visual Studio Code** is powerful text editor for JavaScript and other projects
- In order to create your **first project**:





JavaScript Syntax

Function and Comparison Operators

JavaScript Syntax

- The JavaScript syntax is similar to other programming languages
 - Operators, Variables, Conditional statements, loops, functions, arrays, objects and classes



Declare a
variable with let

Conditional
statement

```
let a = 5;  
let b = 10;  
if (b > a) {  
  console.log(b);  
}
```

Body of the
conditional statement

- In order to solve different problems, we are going to use **functions** and the input will come as parameters
- A function is similar to a **procedure**, that executes when called

declaration

parameters

```
function solve (num1, num2) {  
    //some logic  
}
```

```
solve(2, 3);
```

calling the function

Problem: Multiply Number by Two

- Write a function that receives a **number** and prints as result that number **multiplied by two**

Input	Output
2	4

```
function solve (num) {  
  console.log(num * 2);  
}  
solve(2);
```



Comparison Operators

Operator	Notation in JS
Equal value	<code>==</code>
Equal value and type	<code>===</code>
Not equal value	<code>!=</code>
Not equal value/type	<code>!==</code>
Greater than	<code>></code>
Greater than or Equal	<code>>=</code>
Less than	<code><</code>
Less than or Equal	<code><=</code>





If (a > b)

Conditional Statements

Implementing Control-Flow Logic

What is Conditional Statement

The **if-else** statement:

- Do action depending on condition

```
let a = 5;  
if (a >= 5) {  
    console.log(a);  
}
```

If the condition **is met**,
the code will execute

- You can chain conditions

```
else {  
    console.log('no');  
}
```

Continue on the **next condition**,
if the first is **not met**



Problem: Excellent Grade

- Write a function that receives a **single number** and checks if the grade is excellent or not
- If it is, print "**Excellent**", otherwise print "**Not excellent**"

Input	Output
5.50	Excellent
4.35	Not excellent

```
function solve(grade){  
  if (grade >= 5.50) {  
    //TODO  
  } else {  
    //TODO  
  }  
}
```



**for
while**

Loops

Code Block Repetition

What Are Loops

The **for** loop:

- Repeats until the condition is evaluated

```
for (let i = 1; i <= 5; i++){  
  console.log(i)  
}
```

Incrementation **in**
the condition

The **while** loop:

- Does the same, but has different structure

```
let i = 1  
while (i <= 5) {  
  console.log(i)  
  i++  
}
```

Incrementation
outside the
condition



Problem: Numbers from 1 to 5

- Create a function that prints all the numbers from 1 to 5 **(inclusive)** each on a separate line

Output

1
2
3
4
5

```
function solve () {  
  for (let i = 1; i <= 5; i++) {  
    //TODO: print  
  }  
}
```

Problem: Numbers from N to 1

- Write a function that receives a **number** and prints the numbers from **N to 1**. Try using a **while loop**

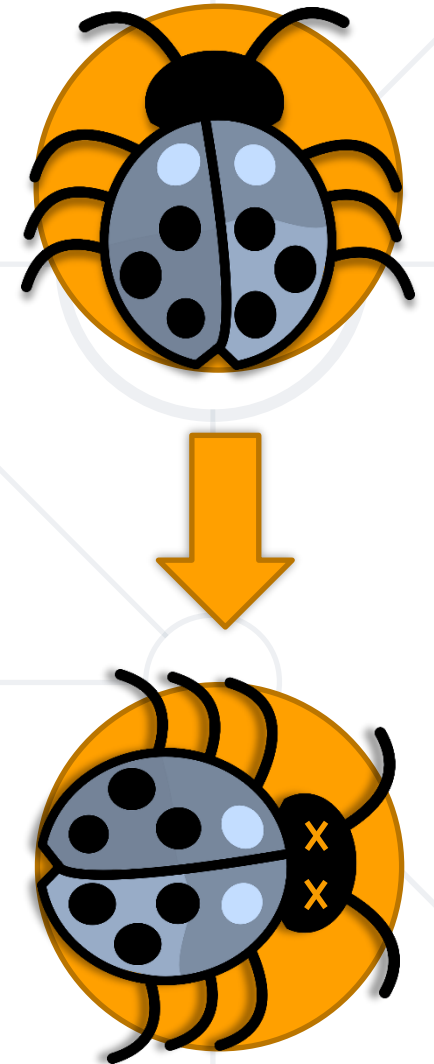
Input	Output
5	5 4 3 2 1

```
function solve(n) {  
  while(/*TODO*/) {  
    console.log(n);  
    n--;  
  }  
}  
solve(5);
```



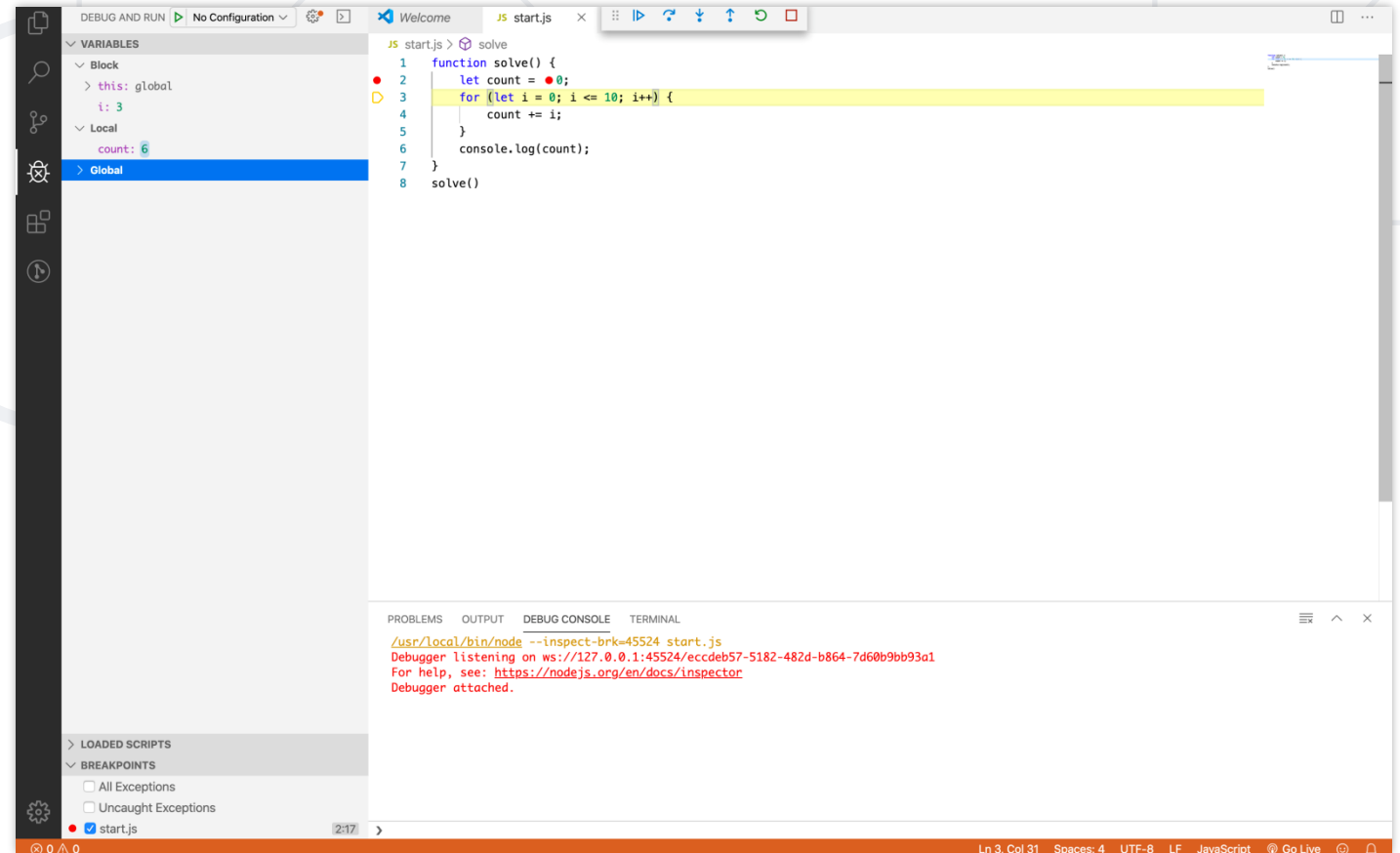
Debugging the Code

- The process of **debugging application** includes:
 - Spotting an error
 - Finding the lines of code that cause the error
 - Fixing the error in the code
 - Testing to check if the error is gone and no new errors are introduced
- Iterative and continuous process



Debugging in Visual Studio Code

- Visual Studio Code has a built-in **debugger**
- It provides:
 - **Breakpoints**
 - Ability to **trace** the code execution
 - Ability to **inspect** variables at runtime



Using the Debugger in Visual Studio Code

- Start without Debugger: **[Ctrl+F5]**
- Start with Debugger: **[F5]**
- Toggle a breakpoint: **[F9]**
- Trace step by step: **[F10]**
- Force step into: **[F11]**

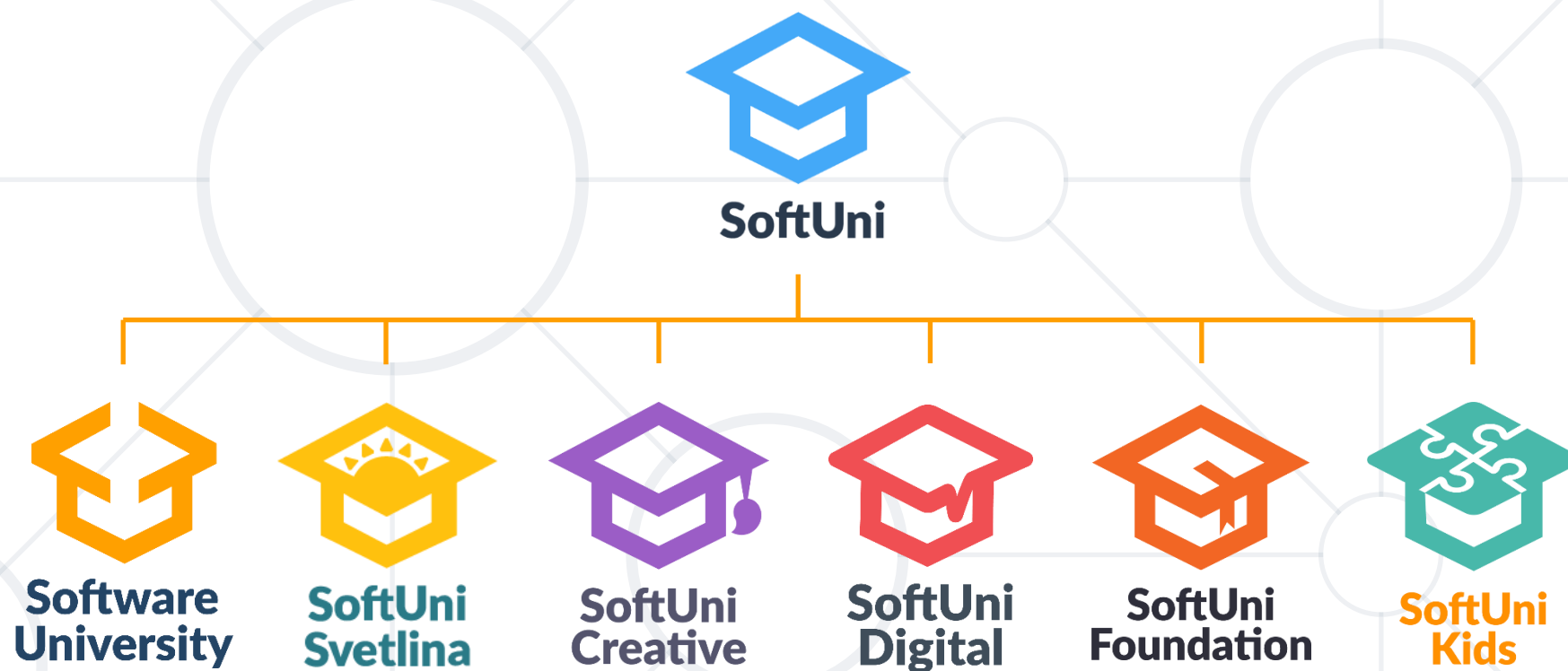


Live Exercises

- Declare variables with **'let'**
- Use **if-else** statements to check for conditions
- Use **loops** to avoid repeating code
- Use the **debugger** to check for mistakes in the code



Questions?



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