

JavaScript language

Variables

```
var hello = "Good day, my friend!"
var result = 500 * 10 + 3
```

Data types

Strings

```
// syntax
"This is a string."
"123456789abcde"
"!@#%$^&*()"
""
'A string can also be in single quotes'
```

Numbers

```
42
100
-256
3.141592653589793
99.999
-128.6
// arithmetic operators
5 + 5      // addition
10 - 5     // subtraction
20 * 20    // multiplication
100 / 20   // division
104 % 5    // modulus (remainder)
// comparison operators
10 == 10   // equality
5 != 6     // inequality
30 > 20    // greater than
10 < 15    // less than
5 >= 5     // greater than or equal
99 <= 100  // less than or equal
```

Booleans

```
// syntax
true
false
```

Arrays

```
// an array of strings
["a","b","c","d","e","f","g","h"]
// an array of objects
[{language: "JavaScript", usage: "frontend"},
 {language: "Ruby", usage: "backend"},
 {language: "Swift", usage: "mobile"}]

// array methods for array of letters
// accessing
var letters = ["a","b","c","d","e","f","g","h"]
letters[0] // returns "a"
letters[7] // returns "h"
// updating
// if we want to change "a" and "b":
letters[0] = "apples"
letters[1] = "bananas"
// inserting
letters.push("elephant") // adds "elephant" to the end
letters.unshift("zebra") // adds "zebra" to the beginning
// removing
letters.pop() // removes and returns the last element
letters.shift() // removes and returns the first element
// array length property
// remember, no parens to access a property
letters.length
```

Objects

```
// property names and values
{name: "Sam", age: 28, sex: "male"}
// accessing
person.name // returns "Sam"
person["name"] // returns "Sam"
// updating
person.name = "Samuel" // name now contains "Samuel"
person["name"] = "Samuel" // name now contains "Samuel"
// inserting (like updating but with a new property)
person.gender = "cis male"
person["gender"] = "cis male"
// removing
delete person.sex
```

Loops

```
// while loop
var counter = 1;
while (counter <= 10) {
  console.log("I'm counting in multiples of five!");
  console.log("Here's what's next: " + counter * 5)
  counter++
}

// for loop
for (var counter = 1; counter <= 10; counter++) {
  console.log("I'm counting in multiples of five!");
  console.log("Here's what's next: " + counter * 5)
}

// looping over collections
var letters = ["a", "b", "c", "d", "e", "f", "g", "h"];
for (var i = 0; i < letters.length; i++) {
  console.log(letters[i]);
}
```

Conditionals

```
// example
var age = prompt("How old are you?");
if (age >= 18) {
  alert("Welcome to this program!");
} else {
  alert("Sorry, you must be 18 or over to use this program.");
}
```

Functions

```
// defining functions
var create_greeting = function(name)
  return "Welcome to my website, " + name + "!";
end

// calling functions
create_greeting("Sam")
```

jQuery

Selecting elements

```
// to select all paragraph elements:
$("p")
// to select all elements with the class 'shadow':
$(".shadow")
// to select the element with the id 'main-container':
$("#main-container")
```

jQuery methods

Changing css properties

```
// change the background of all paragraphs to aqua
$("p").css("background-color", "aqua");
```

Listening for click events

```
$("#load-tweets-button").click(function() {
  alert("Button clicked!");
})
```

Appending elements inside other elements

```
$("#main-container").append("<p>A friendly paragraph!</p>");
```

The logo for devbootcamp, featuring the word "dev" in a teal color and "bootcamp" in a grey color, with a stylized infinity symbol or "oo" in the middle.