20/5

<https://github.com/getify/You-Dont-Know-JS>

23/5

- Var types:

undefined

- Object types

+ Var tank={

Ammo: ,

Level: ,

Name: “”

}

+ Primitive equivalent

+ Array:

Var tank = [1,2,3,4];

Console.log(tank.length) //4

+ Date

Var time = new Date(); // current time on this machine

+ Error

+ Typed value

Var a = 6;

Typeof a; //number

a = “Hello”;

typeof a; //string

a = {

name: “My Name”

}

typeof a; //object

+ First class function

Functional programming (traoluu)

//function

1.Function saysomething(){

Console.log(“something”);

}

Saysomething();

2.Var saysomething = function(){

}

Saysomething();

3.Function smell(){

Console.log(“sweet”);

}

4.Var rose = {};

Rose.smell = smell;

Rose.smell();

Var antherName = {

anotherSmell : rose.smell

}

anotherName.anotherSmell();

setTimeout(function, thoigiancho);

//setTimeout(smell, 1000);

Function setTimeout(callback, waitTime){

}

PascalCase class name

camelCase var name

function count(){

for(var i=0; i<15; i++){

console.log(i);

}

console.log(i);

}

Count();

Function countDown(time){

For(var/let i=time; i>0; i--){ //taisao var k dc ma let lai dc??? Lam lai voi var de dc!!!

setTimeout(function(){

console.log(i);

}, (time-i)\*1000);

}

}

Countdown(5);