Type of values ; number, strings,Booleans

* Js is technology that we use to create website.
* What is Js?
* Giving instruction to computer & the computer follows our instruction
* alert(‘hello’); instruction to create a popup with the text hello inside.
* Js is case sensitive
* Modify the webpage

document.body.innerHTML = ‘hello’;

L2

* How to round a number

Math.round(2.2); => 2

Math.round(2.8); => 3

L3

* Strings = text
* Concatenation: - combine string together. e.g. ‘some’ + ‘text’ => ‘sometext’
* typeof 2 => number

typeof ‘hello’ => string

* When we add string and a number js automatically convert this number into a string and then it combine together into string. Which is called type coercion

‘hello’ + 3 => ‘hello3’

* 3 ways to create a string

1. ‘ ‘ : - e.g. ‘hello’
2. “ “ : - e.g. “Hello”
3. ``(backticks) : - Template String

Features of template string

* Interpolation = insert value directly into a string.

`Items(${1+1}) : $${(2095+799)/100}`

* Multi-line String : -

`Some

text`

L4:-

* onclick = “ “ Attribute :- this attribute will learn js code whenever we click this.

L5 : -

* Variable is a like a container, we can save a value like a number or a string inside a variable.

‘let’ creates a new variable .

* Naming convention
* camelCase : capitalize every word expect the firsts word . camelCase is the standard for javascript. E.g. cartQuantity
* PascalCase :- CartQuantity
* Kebab-case : cart-quantity
* snake\_case : cart\_quantity
* 3 ways to create variable in js

1. let
2. const: can’t change its value later.

Best practice = use const by default & only use let when we need to change the variable (value of variable).

1. var

L6

Booleans are another type of value in js , there are only 2 Boolean values in js : true, false.

* Boolean value represents whether something is true or false.
* If statement: - let us write multiple groups of code and then decide which code to run.

\* Strategy for js

1. Think about what steps we need
2. Convert those steps into code.

Steps : When we click a button –

1. Computer randomly select a move
2. Compare the moves to get the result.
3. Display the result in popup.

\* Truthy and falsy values

* Falsy value : false , 0 , ‘’, nan, undefined, null

Any value not on this list is **truthy value**

\* Shortcuts for if statement