

Javascript Fundamentals

Variables

```
var myString = "this is some text";  
var myNumber = 24;
```

Types:

String, Integer, Array, Object, Boolean (true or false)

what is false?

NaN, false, 0, null, undefined

Conditionals

```
if(condition is met)  
{  
    // do the instructions for this condition  
} else if (condition is met) {  
    // do the instructions for when the condition is not met  
} else if (condition is met) {  
    // do the instructions for when the condition is not met  
} else {  
  
}
```

conditional operators

```
(5 == 5) // true  
(5 >= 5) // true  
(5 <= 5) // true  
(5 === 5) // true  
("5" === 5) // false  
(5 != 5) // false
```

logical operators

```
(5 == 5 && 6 == 7) // false  
(5 == 5 || 6 == 7) // true
```

Arrays

```
// this is an empty array  
var doggies = [];  
// this is a populated array  
var doggies = ["Boxer", "Jack Russel", "Labrador "];  
console.log(doggies[0])  
var myNumber = [4, 5, 3, 24, 5];
```

Objects

```
var dog1 = {
```

```
    breed: "Boxer",
    name: "Boomer",
    personality: ["fun", "loving", "crazy"],
  }
}
```

Loops

```
for(var i = 0; i < 10; i++)
{
  var square = i*i;
  console.log("the value of " + i + " squared is " + square);
}
```

```
var doggies = ["Boxer", "Jack Russel", "Labrador "];
```

```
for(index in doggies)
{
  console.log("my index is: " + index);
  console.log("my value is: " + doggies[index]);
}
```

Functions

```
function printDoggie(doggie)
{
  console.log(doggie);
}
```

```
var myDog = "Boomer";
printDoggie("Boomer");
```

in JavaScript (unlike any other programming languages that I know of). you can set a variable equal to a function.

same function as above:

```
var printDoggie = function(doggie)
{
  console.log(doggie);
}

var myDog = "Boomer";
printDoggie(myDog);
```