

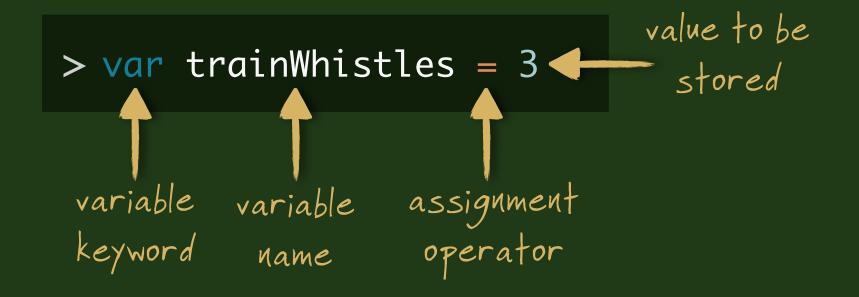
See the wonder of -VARIABLE VALLEY-



# LEVEL 2 VARIABLE VALLEY

## STORING OUR VALUES

#### JavaScript uses variables to store and manage data





Calling the variable's name now returns the value we stored



#### NAMING VARIABLES

#### **Rules and regulations**

var no spaces

no spaces in the name

var 3blindmice

no digits in front



var scored\_is\_fine - / underscores are okay, but often irritating

var get\$



dollar signs are also cool...but don't be that person

var \$\_\$



slightly stupid, but technically legal

var goodName



begin with lowercase, later words capitalized, "camel case"

var mortalKombat2



FATALITY!!

## CHANGING VARIABLE CONTENTS

Want to change a Variable's value? It's your lucky day.

>var trainWhistles = 3

>trainWhistles = 9

no 'var' keyword this time, because JavaScript already "knows" about the variable

>trainWhistles = trainWhistles + 3

uses current value to calculate new value > trainWhistles

**→** 3

> trainWhistles

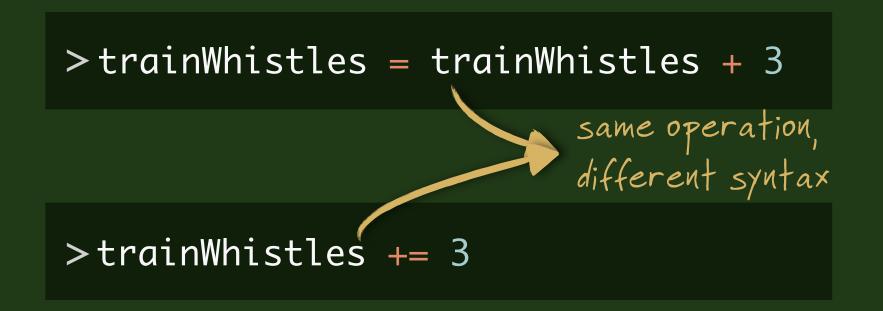
**→** 9

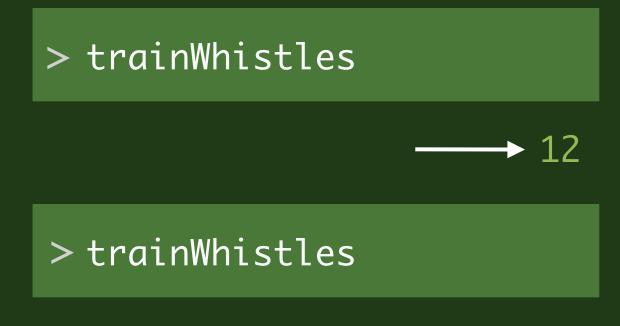
> trainWhistles

**→** 12

## CHANGING VARIABLE CONTENTS

Want to change a Variable's value? It's your lucky day.





## CHANGING VARIABLE CONTENTS

Want to change a Variable's value? It's your lucky day.

> trainWhistles += 3

> trainWhistles = trainWhistles \* 2

same operation,
different syntax

> trainWhistles \*= 2

> trainWhistles

**→** 15

> trainWhistles

**→** 30

> trainWhistles

That's, like, a lot of whistles.

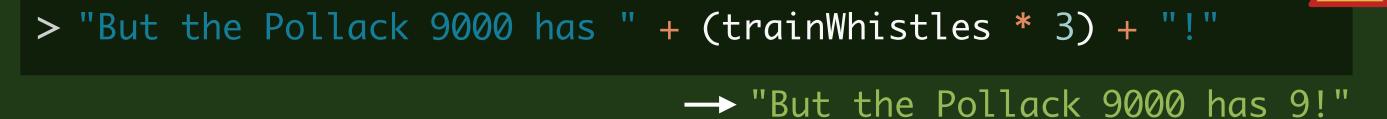
## USING VARIABLES

Variable names also act as substitutes for the data they point to

```
> trainWhistles = 3
```

```
> "All of our trains have " + trainWhistles + " whistles!"

→ "All of our trains have 3 whistles!"
```





## **USING VARIABLES**

Variable names also act as substitutes for the data they point to

```
> trainWhistles = 3
```

```
> "But the Pollack 9000 has " + (trainWhistles * 3) + "!"
```

```
> var pollack9000 = trainWhistles * 3
```





## **USING VARIABLES**

#### Variable names also act as substitutes for the data they point to

> trainWhistles = 3

> var pollack9000 = trainWhistles \* 3

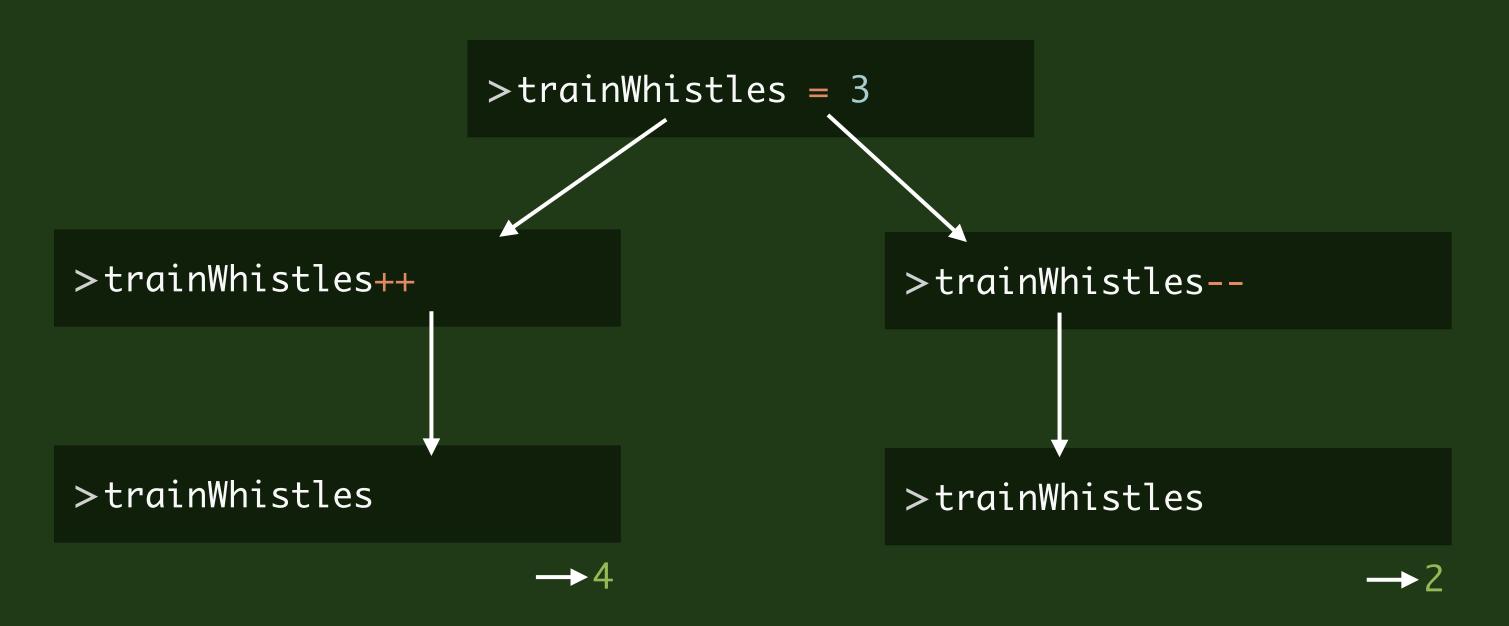
```
> "But the Pollack 9000 has " + pollack9000 + "!"
```

→ "But the Pollack 9000 has 9!"



# INCREMENTING AND DECREMENTING

A simple syntax for increasing or decreasing a variable's value by 1



# VARIABLES STORE STRINGS, TOO!

JavaScript can store anything in variables.

```
> var welcome = "Welcome to the JavaScript Express Line!"
```

> var safetyTip = "Look both ways before crossing the tracks."

```
> welcome + "\n" + safetyTip
```

- → "Welcome to the JavaScript Express Line!
- → Look both ways before crossing the tracks."



## USING VARIABLE NAMES WITH STRINGS

#### Variable names can also access the length property

> var longString = "I wouldn't want to retype this String every time."

> longString.length

→ 49

If a variable holds a String, we can access the length property directly from the variable name.



## MORE COMPARISONS WITH VARIABLES

#### Comparing String lengths using the length property

- > var longWordOne = "antidisestablishmentarianism"
- > var longWordTwo = "supercalifragilisticexpialidocious"

Compares two numbers returned by the length properties

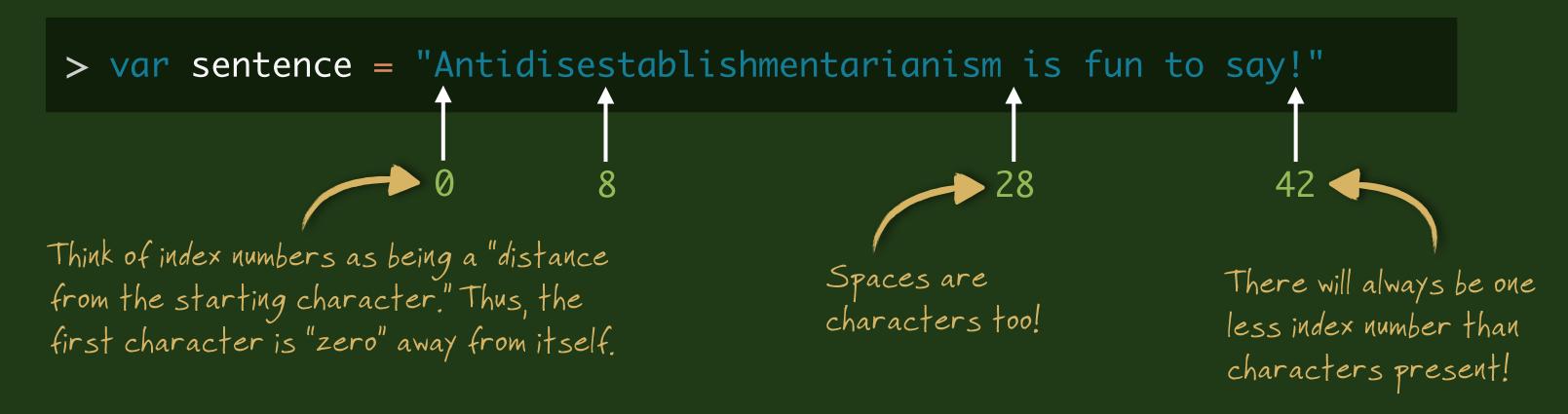
> longWordOne.length > longWordTwo.length

 $\rightarrow$  false



# FINDING SPECIFIC CHARACTERS WITHIN STRINGS

#### Each position in a String has a numbered "index" starting from 0



> sentence.length

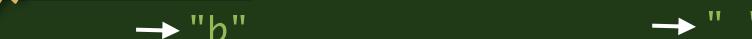
→ 43

Since the index starts at zero, but the length is counted by number of characters, the length value will always be one more than the last index.

## FINDING SPECIFIC CHARACTERS WITHIN STRINGS

#### Each position in a String has a numbered "index" starting from 0

- > var sentence = "Antidisestablishmentarianism is fun to say!"
- > sentence.charAt(11)
- > sentence.charAt(31)
- > sentence.charAt(42)



The charAt() method retrieves the character at a specific index.





# VARIABLES HELP ORGANIZE DATA

#### Creating a versatile message out of flexible pieces

```
> var trainsOperational = 8
```

```
> var totalTrains = 12
```

- > var operatingStatus = " trains are operational today."
- > trainsOperational + " out of " + totalTrains + operatingStatus
  - → "8 out of 12 trains are operational today."

# VARIABLES HELP ORGANIZE DATA

#### Creating a versatile message out of flexible pieces

```
> var trainsOperational = 10
```

> var totalTrains = 12

- > var operatingStatus = " trains are operational today."
- > trainsOperational + " out of " + totalTrains + operatingStatus
  - $\rightarrow$  "10 out of 12 trains are operational today."