



*See the wonder of*  
**- VARIABLE VALLEY -**



LEVEL 2

VARIABLE VALLEY

# STORING OUR VALUES

JavaScript uses variables to store and manage data

```
> var trainWhistles = 3
```

value to be stored

↑      ↑      ↑

variable   variable   assignment  
keyword   name   operator

```
> trainWhistles
```

→ 3

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



# NAMING VARIABLES

## Rules and regulations

<code>var no spaces</code>	← ❌	no spaces in the name
<code>var 3blindmice</code>	← ❌	no digits in front
<code>var scored_is_fine</code>	← ✓	underscores are okay, but often irritating
<code>var get\$</code>	← ✓	dollar signs are also cool...but don't be that person
<code>var \$_\$</code>	← ✓	slightly stupid, but technically legal
<code>var goodName</code>	← ✓	begin with lowercase, later words capitalized, "camel case"
<code>var mortalKombat2</code>	← ✓	FATALITY!!



# CHANGING VARIABLE CONTENTS

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

```
> var trainWhistles = 3
```

```
> trainWhistles
```

→ 3

```
> trainWhistles = 9
```

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

```
> trainWhistles
```

→ 9

```
> trainWhistles = trainWhistles + 3
```

uses current value  
to calculate new value

```
> trainWhistles
```

→ 12



# CHANGING VARIABLE CONTENTS

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

```
> trainWhistles = trainWhistles + 3
```

*same operation,  
different syntax*

```
> trainWhistles += 3
```

```
> trainWhistles
```

→ 12

```
> trainWhistles
```

→ 15



# CHANGING VARIABLE CONTENTS

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

```
> trainWhistles += 3
```

```
> trainWhistles
```

→ 15

```
> trainWhistles = trainWhistles * 2
```

```
> trainWhistles
```

→ 30

```
> trainWhistles *= 2
```

same operation,  
different syntax

```
> trainWhistles
```

→ 60

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!"

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

→ "But the Pollack 9000 has 9!"





# 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
```

```
> pollack9000
```

→ 9



# 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
```

→ false



# FINDING SPECIFIC CHARACTERS WITHIN STRINGS

Each position in a String has a numbered “index” starting from 0

```
> var sentence = "Antidisestablishmentarianism is fun to say!"
```

0

8

28

42

Think of index numbers as being a "distance from the starting character." Thus, the first character is "zero" away from itself.

Spaces are characters too!

There will always be one less index number than characters present!

```
> 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)
```

→ "b"

```
> 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
```

→ "10 out of 12 trains are operational today."

