The Building Blocks of JavaScript Programs

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Outline

- **Comments**
- **Variables**
- **Null**
- **Undefined**
- **Finding Help**
- **Objects**
- **Equality**

Comments

```
// single line comment
```

```
/*

    multiline

    comment

*/
```

```
alert("Hello World");   // comments can be appended to the end of lines
```

Variables

- **Declared with the 'var' keyword**
- **Variable type is inferred**

EXAMP LE

Null

- **One of the JavaScript primitive types**
- **Represents the absence of a value**
- **Evaluates to false in boolean expressions**

**EXAMP
LE**

Undefined

- **Also a JavaScript primitive type**
- **Represents an unknown value**
- **Returned when a non-existent object property is called**
- **Evaluates to false in boolean expressions**

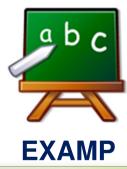**EXAMP LE**

Mozilla Developer Network

TM

https://developer.mozilla.org/en/JavaScript

Objects

- **Everything except string, number, boolean, null and undefined is an object**
- **Objects are collections of properties**
- **Declared with the object literal notation**
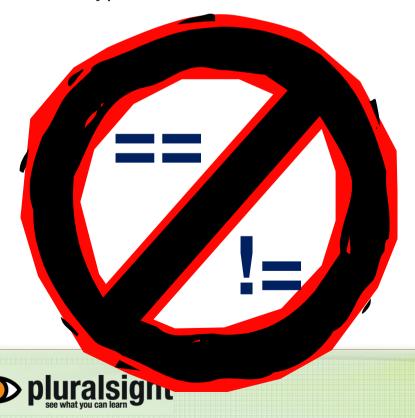
```
// object literal notation
var myObject = {
        firstValue: 'a',
        secondValue: 2
};
```

EXAMPLE

Equality

- **Objects are only equal to themself**
- **Primitives are equal if the values match ("cat" === "cat")**
- **Two sets of equality operators (== and ===)**
  - Type coercion

==

!=

EXAMPLE

Summary

- **JavaScript has weakly typed variables declared with the 'var' keyword**

- **Everything is an object, except the primitives**

- **There are no classes**

- **There is a choice of equality operators. Stay away from == and !=.**