

Aula 05

FRONT END: JAVASCRIPT



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Variáveis e objetos

- Variáveis
 - atribuição
- Objetos

Variáveis

- var, **let**, **const**
- Como funcionam as variáveis?
 - modelo

```
let myVar = 8;
```

myVar



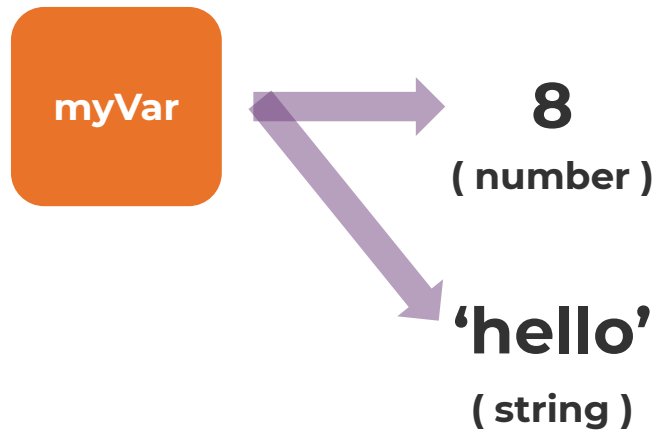
8

(number)

Atribuição

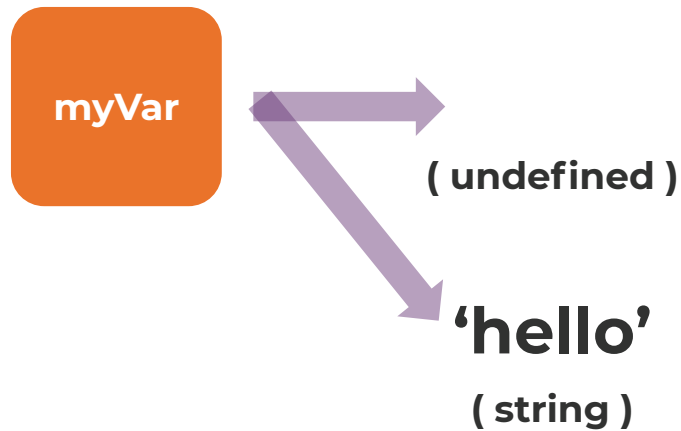
- atribuir valores (=)

```
let myVar = 8;  
myVar = 'hello';
```



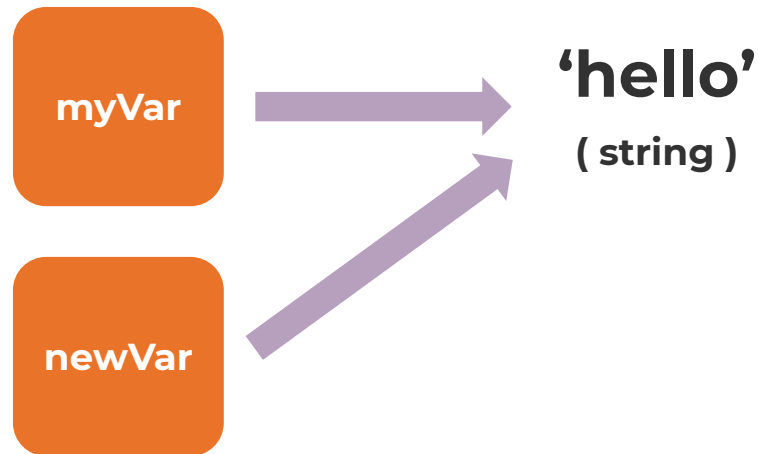
Atribuição

```
let myVar;  
myVar = 'hello';
```



Atribuição

```
let myVar = 'hello';  
let newVar = myVar;
```



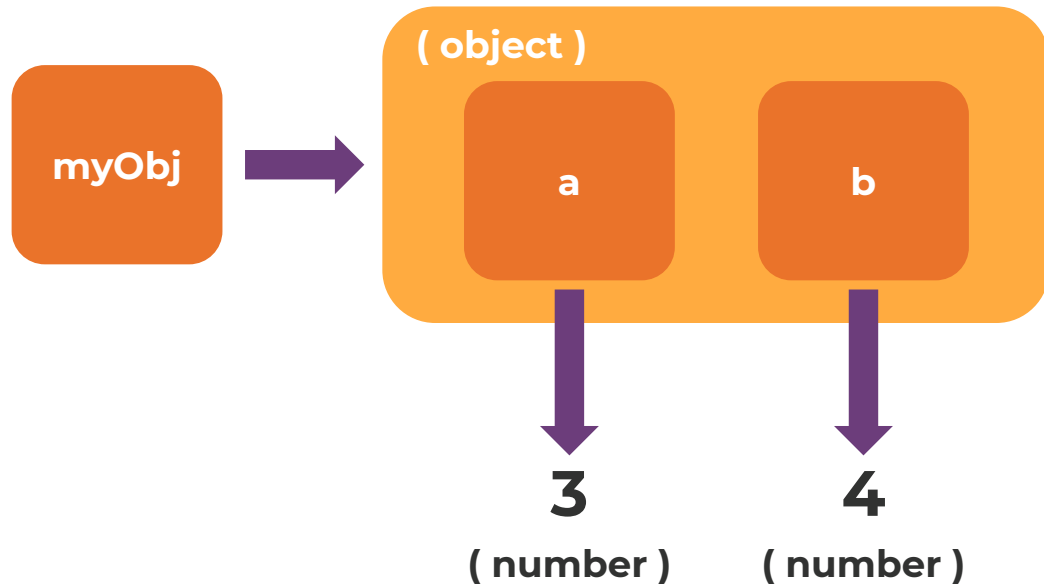
Objetos

- chaves e valores (“grupo de variáveis”)
- base para quase tudo no funcionamento do JS

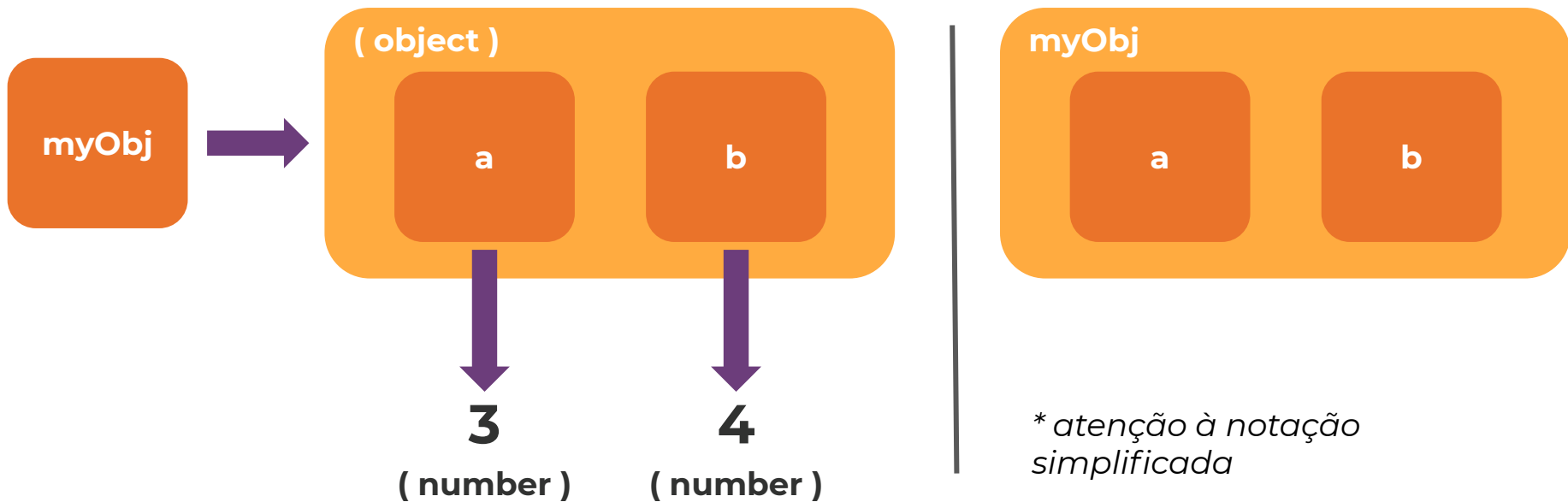
```
let myObj = {};  
myObj.a = 3;  
myObj.b = 4;
```

Objetos

```
let myObj = {};  
myObj.a = 3;  
myObj.b = 4;
```



Objetos



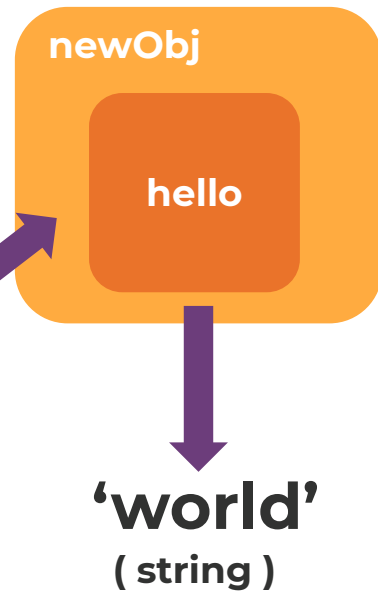
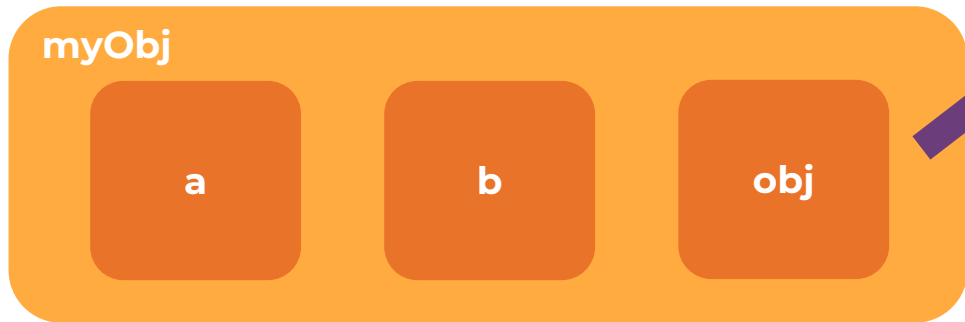
Objetos

- Objetos também podem apontar para objetos

```
let newObj = { hello: 'world' };  
myObj.obj = newObj;
```

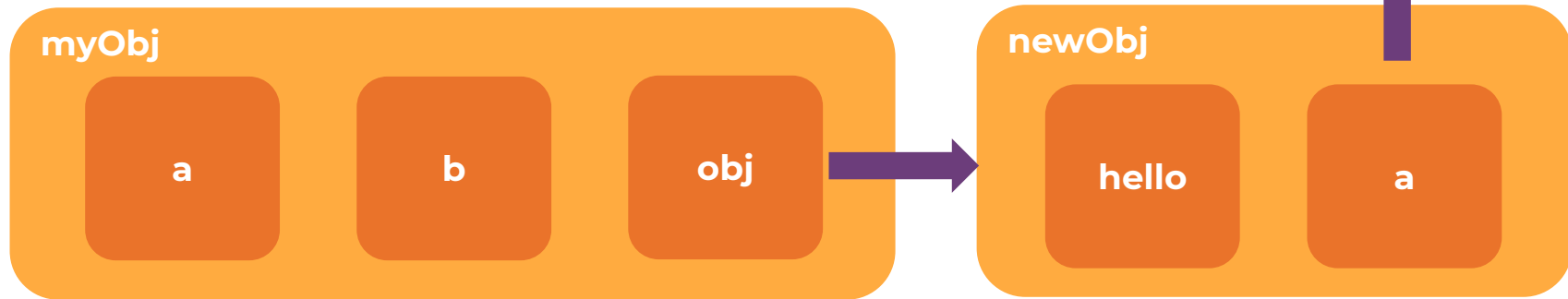
Objetos

```
let newObj = { hello: 'world' };  
myObj.obj = newObj;
```



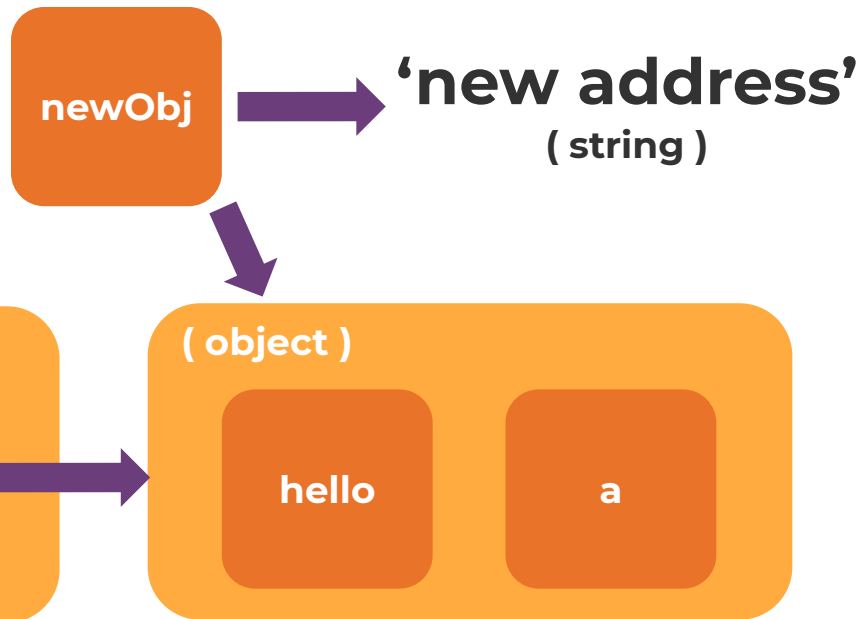
Objetos

```
newObj.a = 5;  
myObj.obj.a; // 5
```



Objetos

```
newObj = 'new address';  
myObj.obj.a; // 5;
```



Let x const

- const não pode ser reatribuído após a declaração

```
let a = 3;  
a = 4;  
  
const b = 3;  
b = 4; // erro
```

Let x const

```
let a = 3;
```

```
a = 4;
```

```
const b = 3;
```

```
b = 4; // erro
```



3

(number)

4

(number)



3

(number)

MATONDO!

(OBRIGADO)



Diversidade para Inovação.

Acesse:
<https://toti.site/>