December 10, 2021

JavaScript: Getting Started

**PROGRAM FLOW**

**CONDITIONAL USING if ()**

**if () Statement**

if (5 === 5) { //we are comparing so we use 3 equal signs

console.log('Yes') prints true

}

// if (5 > 10) {

// console.log('No'); //false and will not console.log anything because it's false

// }

// if (5 >= 5) {

// console.log('Yes'); //prints Yes

// }

// if () Statement

// let state = 'FL';

// let taxPercent = 0;

// if (state === 'FL') { //if state is equal to Florida

// taxPercent = 7; // we want to set taxPercent to 7 and the condition is true

// //TaxPercent will be set to 7 and when we log out TaxPercent, we get 7.

// }

// //So here we're comparing a variable to a strength. Again, we're using the 3 equal signs. It is a very common bug to use a single equal sign or double equals, make sure that in our conditionals WE USE THREE EQUAL SIGNS!!!

// console.log(taxPercent); //prints 7

// in this example we are checking for an inequality not equal to, we do that with the exclamation point (!), and two following equals signs.

// let state = 'FL';

// let taxPercent = 7;

// if (state !== 'FL') { //so if the state does not equal to Florida,

// taxPercent = 0; // we set the taxPercent to 0

// }

// console.log(taxPercent); //prints 7

// //when we log out the taxPercent, we get 7 but the key takeaway is that the not double equals sign checks for inequality.

if (1===1) {

showMessage('true'); //prints true

}

if (1===3) {

showMessage('true'); //doesn't print anything because it's false

}

let price = 20;

if(price>15) {

showMessage('discounted'); //prints discounted

}

**Truthy and Falsy:**

A picture containing timeline

Description automatically generated

If (1.1+1.3 !== 2.4) { //this use floating numbers and will return true

showMessage(‘true’)

} is not the same as

If((1.1+1.3).toFixed !==2.4) { //this now treats it as an object, this will create a fixed number with 2 decimal places

showMessage(‘true’)

}

>>>>>>

if(+(1.1+1.3).toFixed(2) !== 2.4) { //now it's set as an object

console.log('true'); //.tofixed returns a string so add a ( +) before the parentheses

}

The plus sign has the benefit of converting a string to a number so when you run the code it does not print. When working with floating point number, always convert the floating point number, if you don't do this than your calculations could be off. The plus sign is a simple way to convert a string returned by .toFixed back into a number.

//We can put as many lines of code as much as we like.

if(+(1.1+1.3).toFixed(2) !==2.4) {

let message = 'hello';

showMessage(message)

}

//We can also put if statements within other if statements.

**If else:**

**Comparing === and ==**

**The Ternary Operator**

**Block Scope Using let**

**Looping with for()**

**Looping with while()**

**Looping with do …while()**

**Summary**