

## Javascript Review



### What is our GOAL for this MODULE?

The goal of this module is to revise the concepts of javascript.

### What did we ACHIEVE in the class TODAY?

- We revised the concepts (Variables, Numbers, String, Booleans, Array, Functions, Objects etc.) covered in the class till date.
- We used the console to run Javascript Commands.

### Which CONCEPTS/CODING BLOCKS did we cover today?

- We revised the concepts like Variables, Numbers, String , Booleans, Array, Functions, Objects.

### How did we DO the activities?

We recalled the different commands and variables used in the class activities till date:

**Pong:** Variables, storing numbers, strings, conditional programming (if-else), for loop, functions, game state etc.

**TRex:** Creating infinitely scrolling ground, arrays, switch statement, library, writing own library, DRY etc.

**Angry Birds:** Classes, objects, physics engine, calling an API , Code Readability, Writing structured code etc.

**Car Racing Game:** Databases, reading and writing to a database etc.

We reviewed the different concepts by writing code in the JS console. As soon as one writes a command here and press enter, one can see the output for the program.

We reviewed the following topics in javascript:

- Declaration and use of variables
- Arithmetic operators
- Different data types
- Conditional programming
- Loops
- Arrays
- Functions
- Objects

Javascript developers use the console for quick testing of their instructions.

### What's next?

In the next class, you will be learning about the design aspects of games:

- how are games designed
- elements that make games fun
- telling a story through games

### Extend your Knowledge:

You can learn about js through the following link:

<https://javascript.info/first-steps>