Web Developer Bootcamp

# JavaScript Basics

VALUES & VARIABLES

# JS-LAND

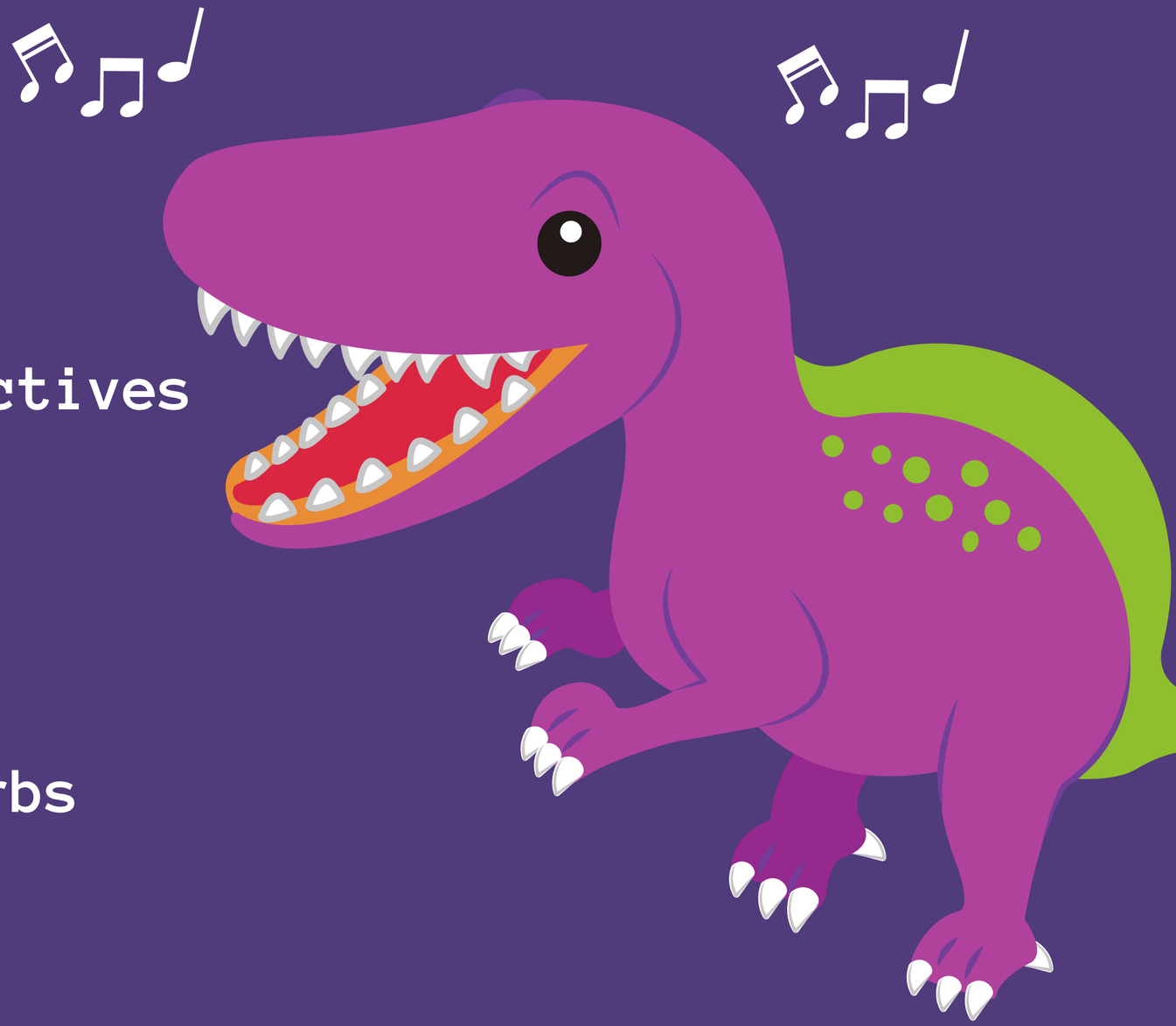

1
PLEASE GIVE ME
GOOGLE.COM/SEARCH?Q=CHICKENS
silkie chickens
Google Search
I'm Feeling Lucky
2
HANG ON
HTML
ES
CSS
6
5
4
silkie chickens
3
HERE YOU GO!
FRONT END
BACK END

# THE PURPLE DINO DANCED

CSS - adjectives

HTML - nouns

JS - verbs



LEARN JS ON ITS OWN. NO HTML/CSS.

USE JS TO MANIPULATE HTML/CSS

# Primitive Types

## THE BASIC BUILDING BLOCKS

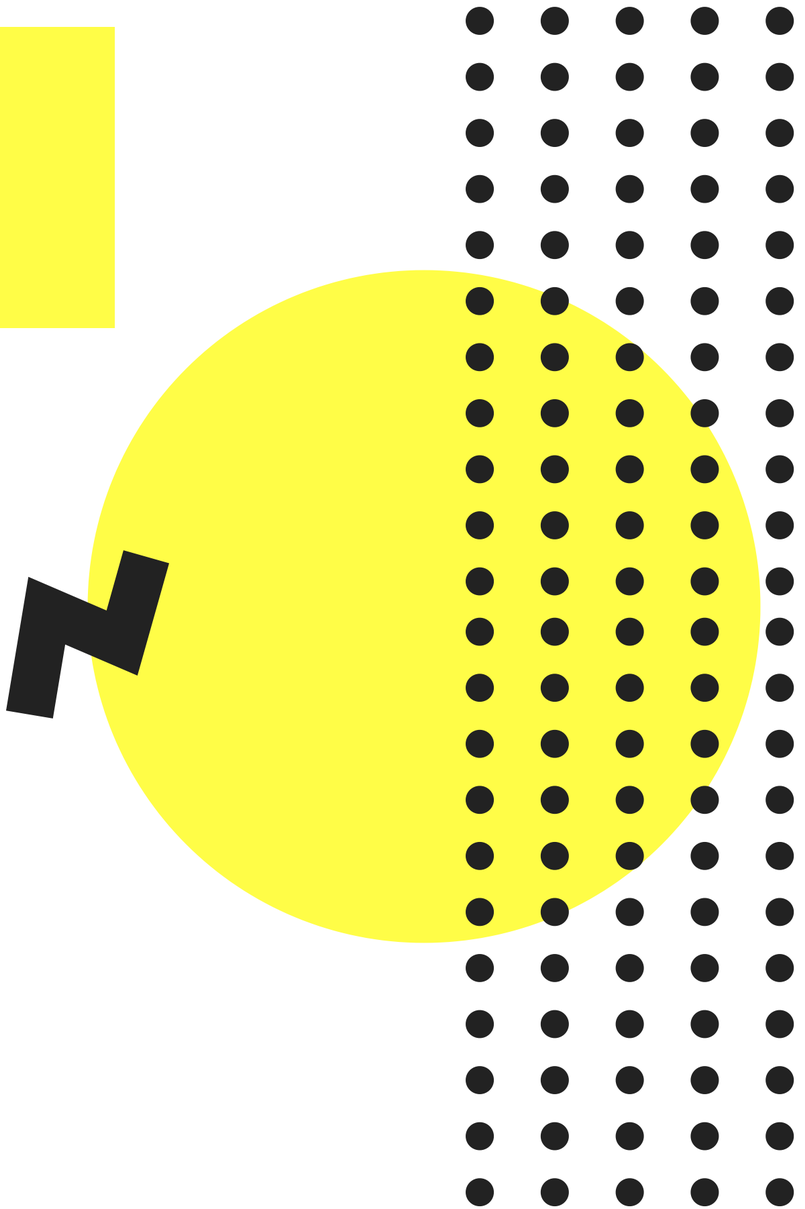
Number

String

Boolean

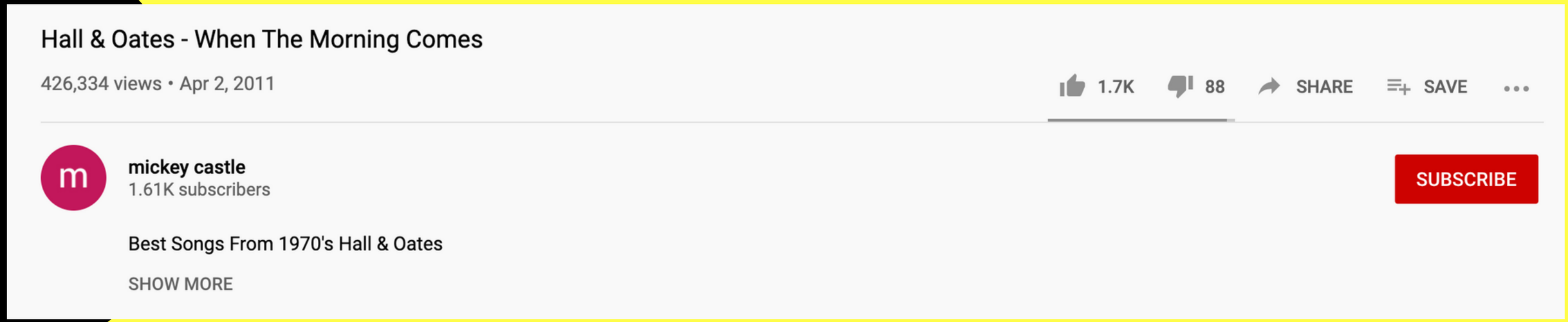
Null

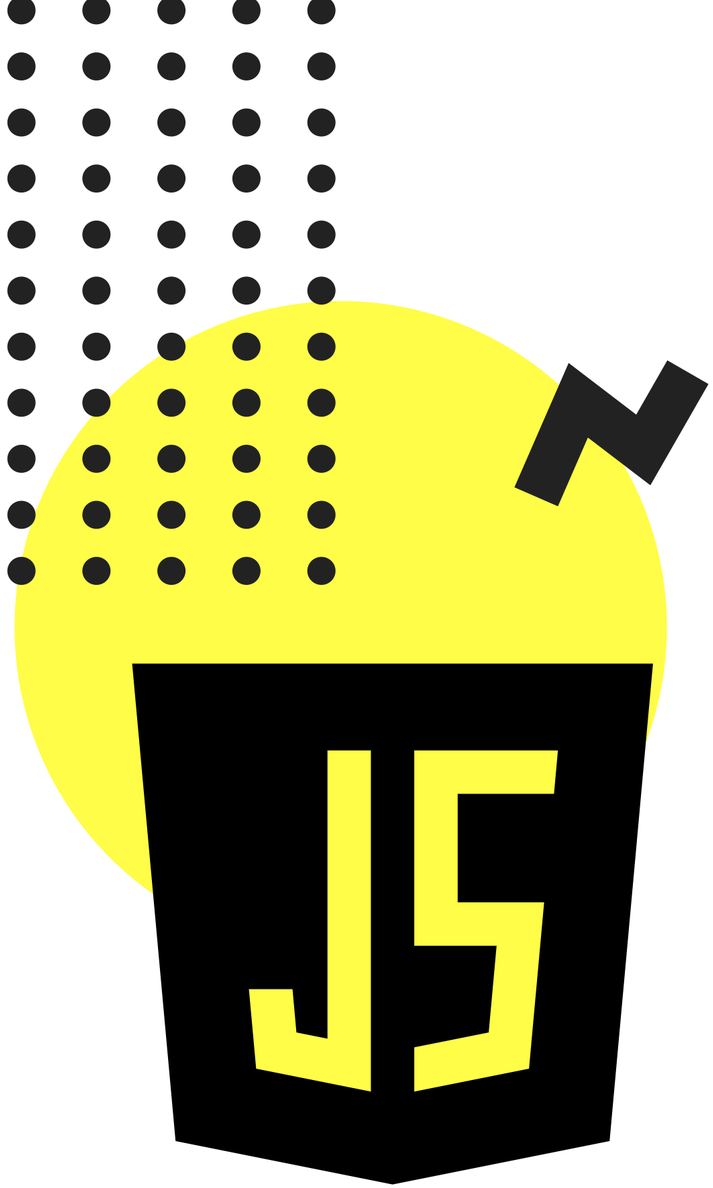
Undefined



* Technically there are two others: Symbol and BigInt

# DIFFERENT DATA TYPES

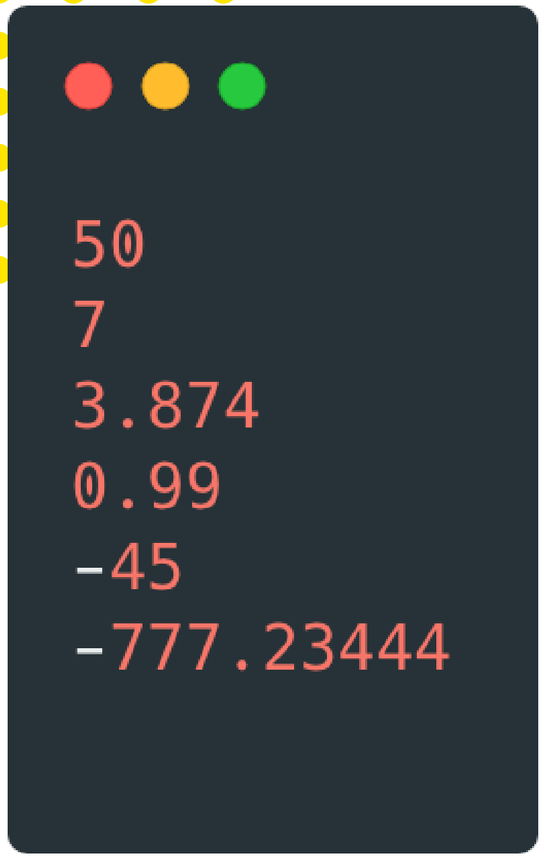




# Running Code in The Console

## THE EASIEST PLACE TO START

Early on, we'll run our code using the Chrome developer tools console.  Then, we'll learn how to write external scripts.




# Numbers

## IN JAVASCRIPT

- JS has one number type
- Positive numbers
- Negatives numbers
- Whole numbers (integers)
- Decimal numbers

# Math Operations

```
//Addition
50 + 5 //55

//Subtraction
90 - 1 //89

//Multiplication
11111 * 7 //77777

//Division
400 / 25 //16

//Modulo!!
27 % 2 //1
```

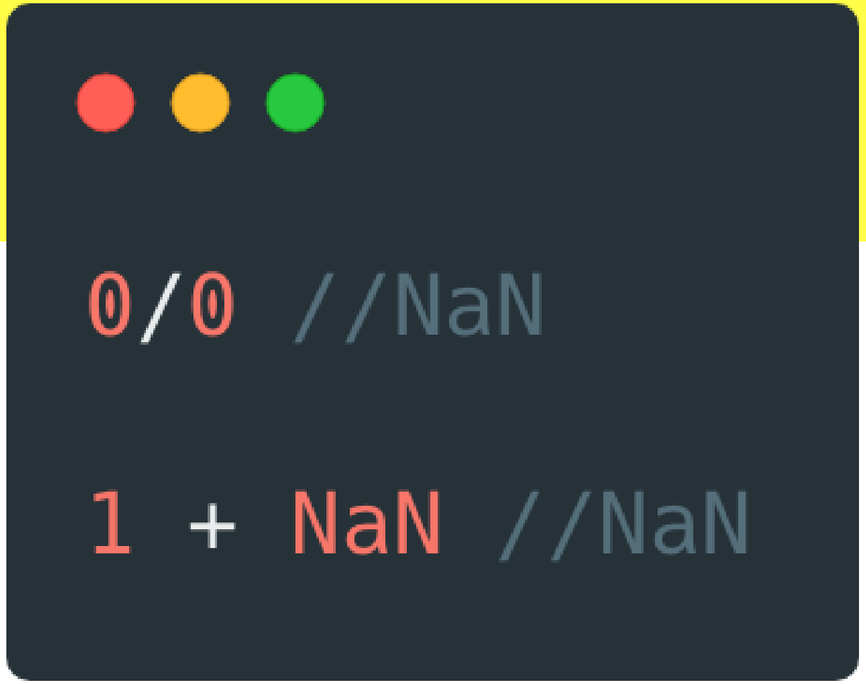
// creates a comment
(the line is ignored)

# NOT A NUMBER

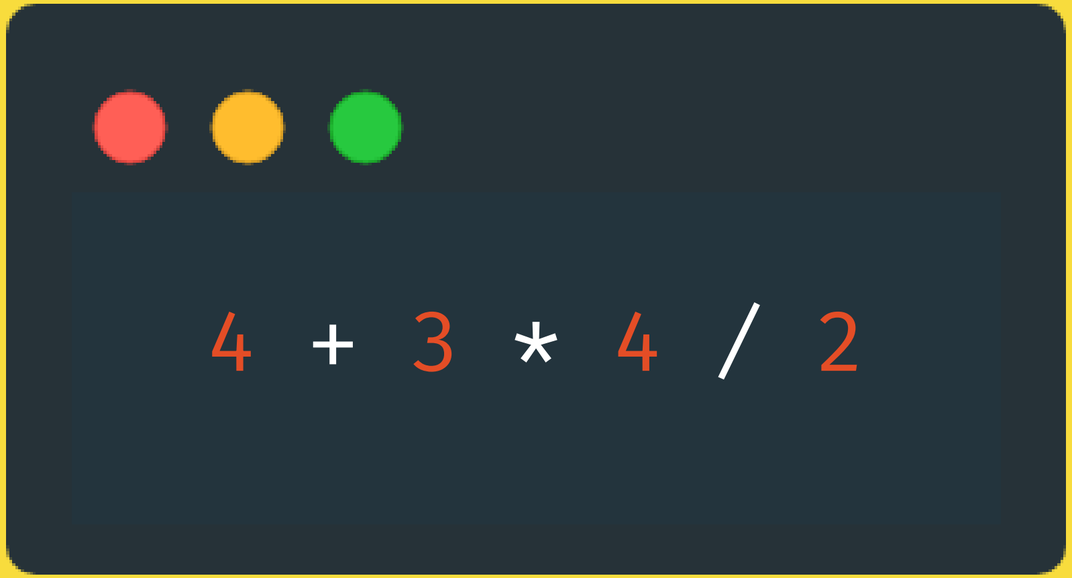
# NaN

NaN is a numeric value that represents something that is...not a number

# Not A Number



# WHAT DOES THIS EVALUATE TO??



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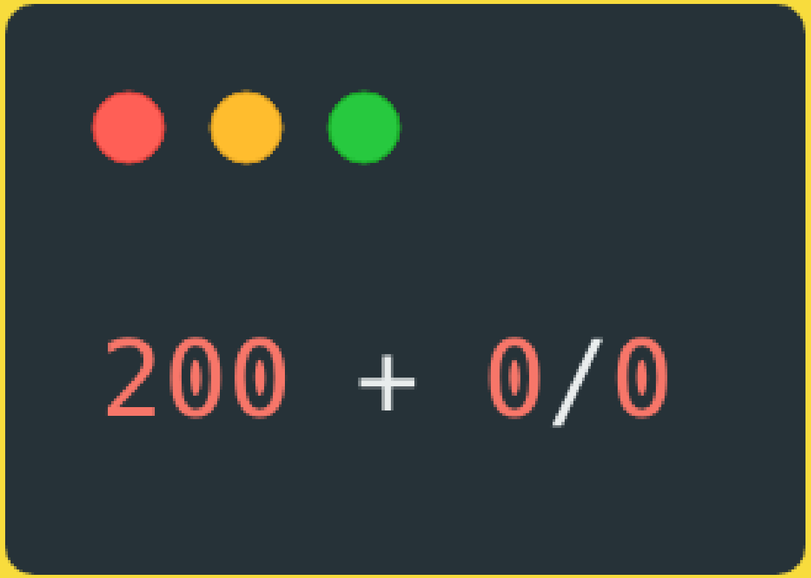
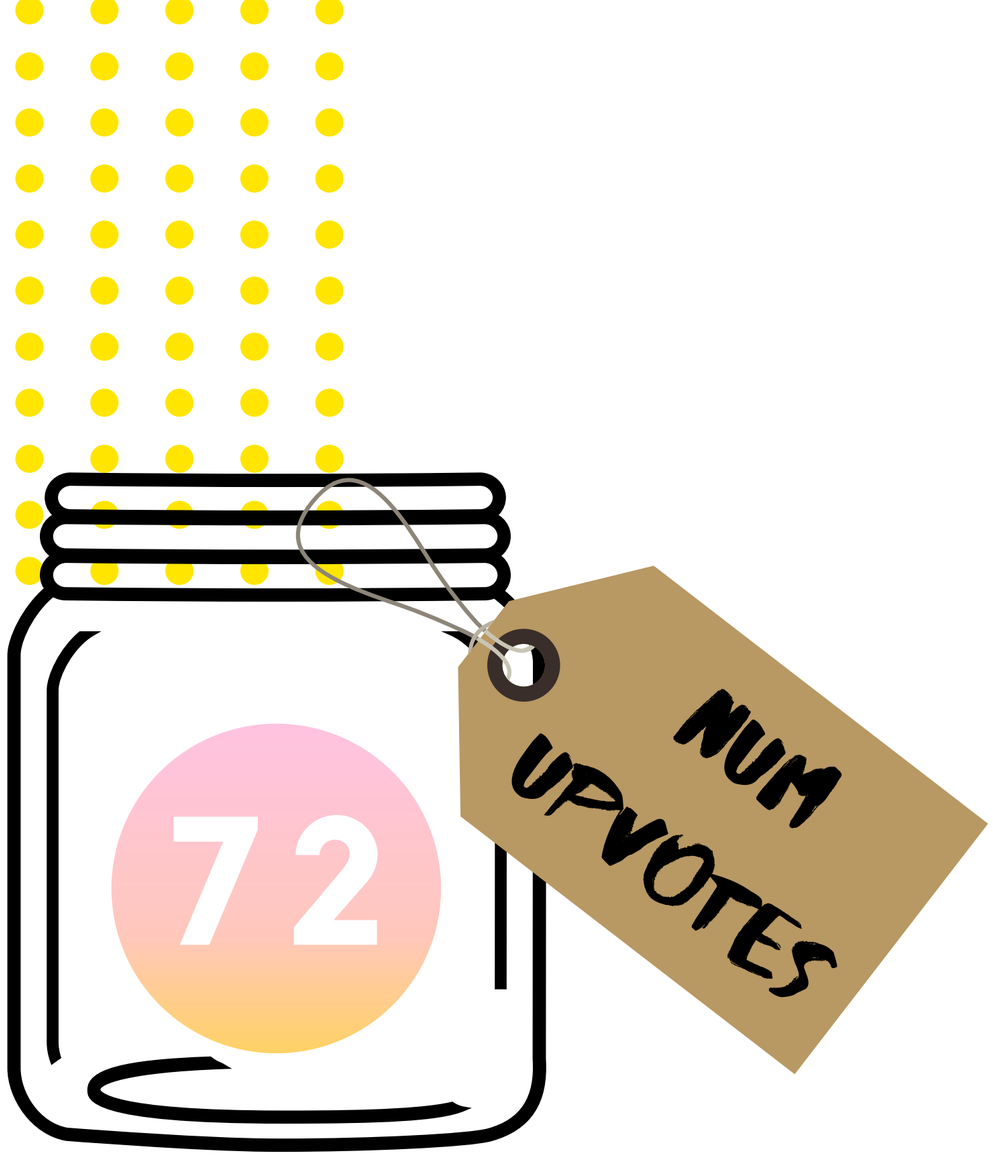





# Variables

## VARIABLES ARE LIKE LABELS FOR VALUES

- We can store a value and give it a name so that we can:
- Refer back to it later
- Use that value to do...stuff
- Or change it later one

# BASIC SYNTAX

```
let someName = value;
```

# BASIC SYNTAX

```
let year = 1985;
```

Make me a variable called "year" and give it the value of 1985

# RECALL VALUES

```
let hens = 4;

let roosters = 2;

hens + roosters //6
```

# RECALL VALUES

```
let hens = 4;

//A raccoon killed a hen :(
hens - 1; //3

hens; //Still 4!

//To actually change hens:
hens = hens - 1;
hens //3
```

This does not change the value stored in hens

This does!

# CONST

```
const hens = 4;
hens = 20;  //ERROR!


const age = 17;
age = age + 1;  //ERROR!
```

const works just like
let, except you CANNOT
change the value

NOT ALLOWED!
YOU'RE IN TROUBLE!!
I'M TELLING MOM!!!

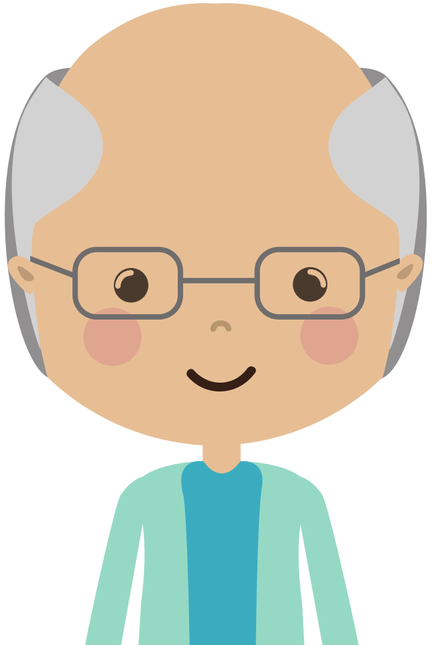
# WHY USE CONST?

```
const pi = 3.14159;

const daysInWeek = 7;

const minHeightForRide  = 60;
```

Once we cover Arrays & Objects, we'll see other situations where *const* makes sense over *let*.

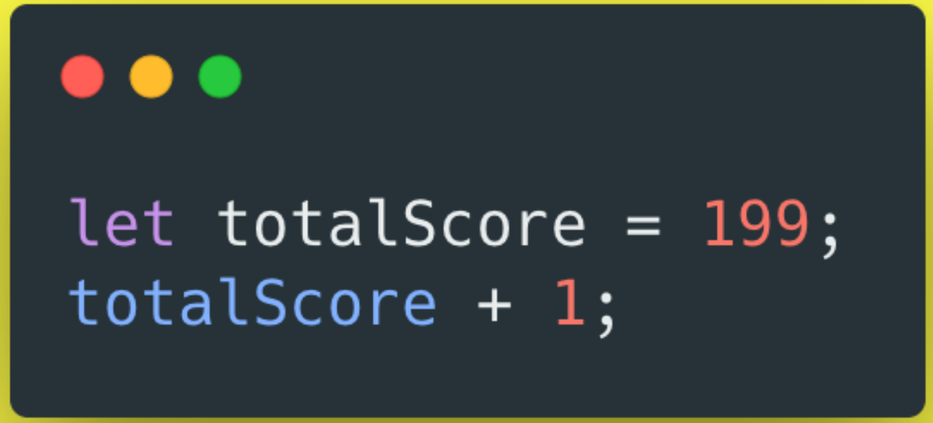
# VAR

## THE OLD VARIABLE KEYWORD

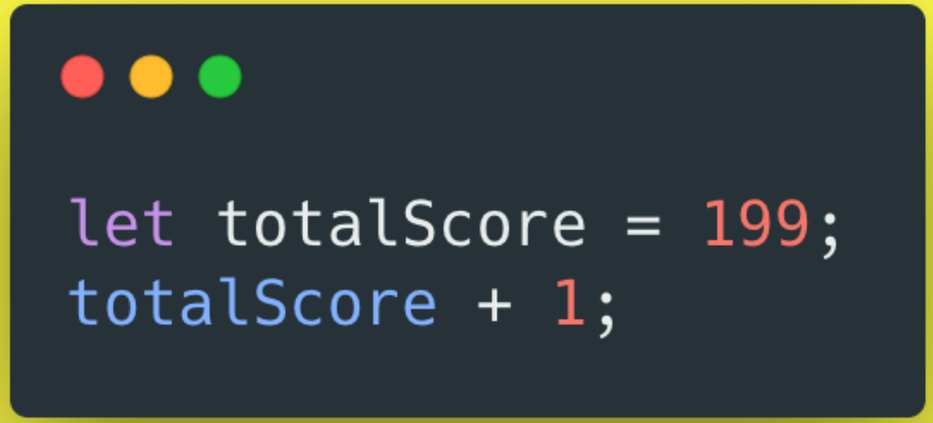


BEFORE LET & CONST, VAR WAS THE ONLY WAY OF DECLARING VARIABLES. THESE DAYS, THERE ISN'T REALLY A REASON TO USE IT.

# What is the value of totalScore?

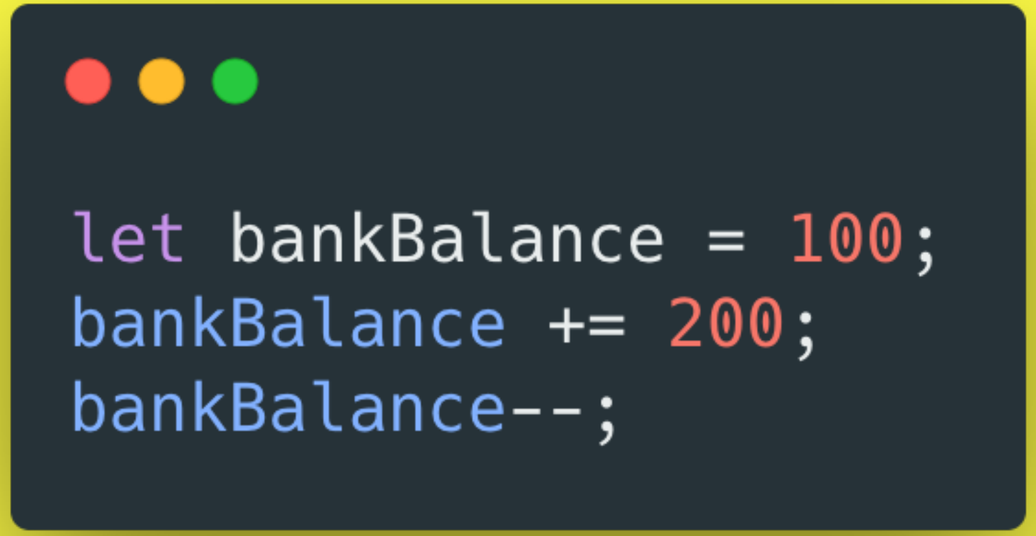


# What is the value of totalScore?

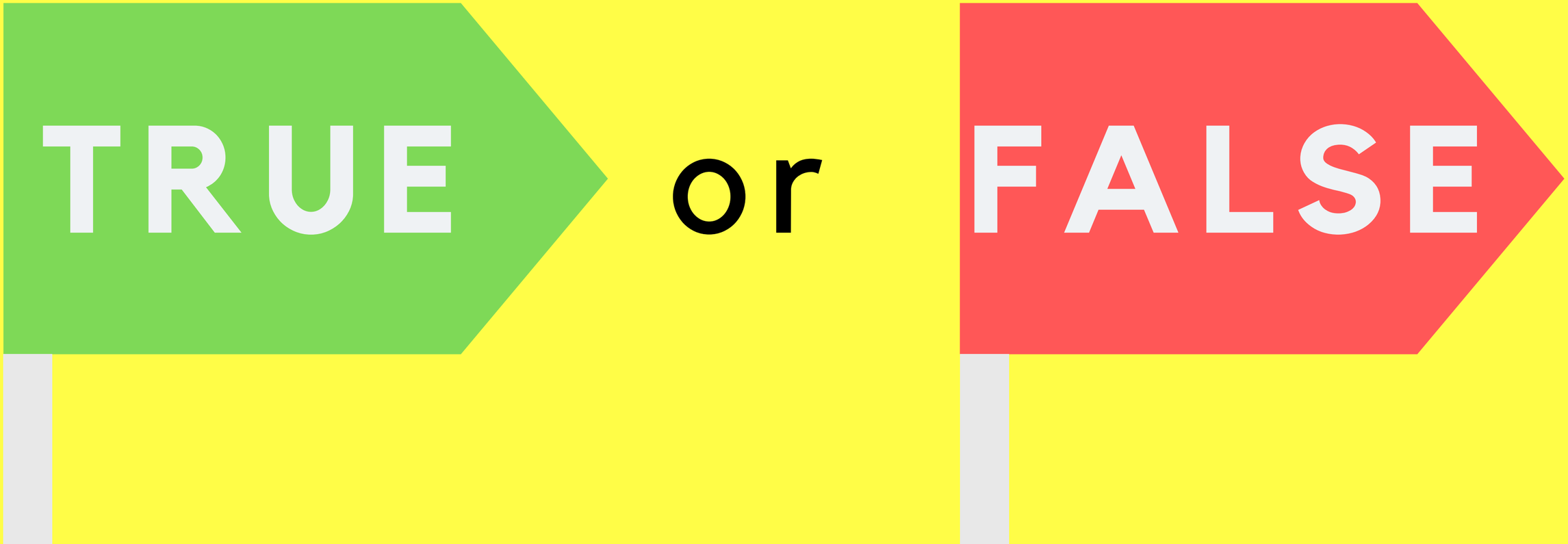


# What is the value of temperature?

# What is the value of bankBalance?



# BOOLEANS



# Booleans

## TRUE OR FALSE

```
let isLoggedIn = true;

let gameOver = false;

const isWaterWet = true;
```

Booleans are very simple.
You have two possible options: true or false. That's it!

# Variables Can Change Types

```
let numPuppies = 23; //Number
numPuppies = false;  //Now a Boolean
numPuppies = 100;    //Back to Number!
```

It doesn't really make sense to change from a number to a boolean here, but we can!