Notes WDD330 week 2 notes:

Chapter 2

-Comments

    -Why do I suck so bad at comments?

    -Try to think "what would I need to see to remember this code next week?"

-Grammar

    -best practice to put each statement on its own line, and still terminate with semicolon

    -whitespace doesn't matter in JS

-Variables

    -don't use var anymore. Always use const or let depending on if it could be reassigned

    -try to use const as much as possible. Only use let where you know it will change

-Scope

    -DO NOT use global scope unless it's necessary. Try to declare inside block.

    -if you accidentally don't use const or let inside local scope, it will redefine in global scope!

    BUT if you do that intentionally variable will be available globally.

-variable naming

    -camelCase best practice. But be consistent if you use _

-String Properties and Methods

    -Properties – information about the object

    -Methods – perform an action and end with ()

-Template Literals

    -new. Use ` (backtick) instead of quotes to use both types of quotes in string

    -also can be used to add an expression in the string `Hello ${ variable}`

-Symbol

    -New and unfamiliar

    -when would this be useful?

-Numbers

    -supports many number types (hex, octal, scientific notation..)

-when using dot notation, can be confused with a decimal and requires different syntax

-Incrementing

-don't forget that ++ after the variable returns it, then increases. Before the variable, increases, then returns. So if value = 1, value++ returns 1, then increases value to 2. ++value would have increased the value from 1 to 2, then returned 2

-Type Coercion

-because you don't have to define the type of a variable, be careful when debugging. Check type

-Soft Equality vs Hard Equality

- == type doesn't necessarily matter, === type does matter