# JS Intro

**KEEPCODING**
Tech School

JavaScript developer, enthusiastic about web development, testing, and knowledge sharing. Senior developer, frontend/
NodeJS instructor, Cypress ambassador and tech speaker.

# BRIKEV

# Requisitos

- VSCode (Crear archivos, borrarlos y moverse por el editor)
- Live server extension
- Git

# Contenido

- Intro
- Creando nuestro primer JS
- Grammar & Variables
- Tipos
- Operadores
- Sentencias de control y bloques
- Arrays & Strings
- Bucles
- Objects
- Functions
- Async

# Intro

**JavaScript** is a cross-platform, object-oriented scripting language used to make webpages interactive (e.g., having complex animations, clickable buttons, popup menus, etc.)
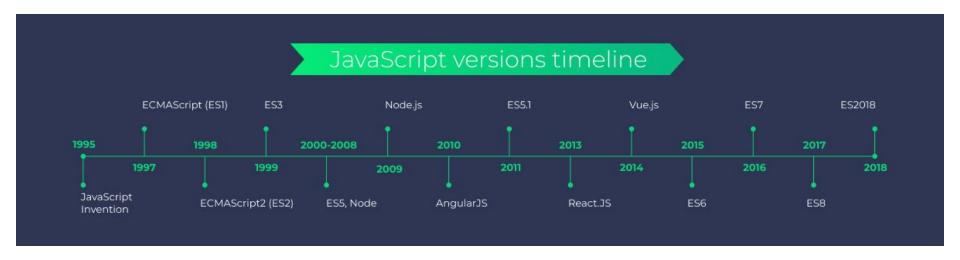
https://developer.mozilla.org/en-US/docs/Web/JavaScript/Guide/Introduction#where_to_find_javascript_information

# Intro

There are also more advanced server side versions of JavaScript such as Node.js, which allow you to add more functionality to a website than downloading files

# Intro

# Creando nuestro primer JS

```
1   console.log('Hola Keepcoding');
2   |
```

# Grammar & Variables

- Escritura básica de un archivo.
- Palabras reservadas.
- Comentarios
- Variables (let, const, var)
- Punto y coma

# Tipos

- Primitivos
    - Number. An integer or floating point number. For example: 42 or 3.14159.
    - String. A sequence of characters that represent a text value. For example: "Howdy".
    - Boolean. true and false.
    - null. A special keyword denoting a null value. (Because JavaScript is case-sensitive, null is not the same as Null, NULL, or any other variant.)
    - undefined. A top-level property whose value is not defined.
    - BigInt. An integer with arbitrary precision. For example: 9007199254740992n.
- Object

https://developer.mozilla.org/en-US/docs/Web/JavaScript/Guide/Grammar_and_types#data_structures_and_types

# Operadores

- typeof
- Operadores de asignación
- Operadores aritméticos
- Operadores de comparación
- Operadores de cadena
- Operadores lógicos
- Operador coma

https://developer.mozilla.org/es/docs/Web/JavaScript/Guide/Expressions_and_operators#aritm eticos

# Sentencias de control y bloques

- Expresiones condicionales if..else
- Bloques
- Hoisting
- switch
- Ternario

https://developer.mozilla.org/es/docs/Web/JavaScript/Guide/Control_flow_and_error_handling#declaraci%C3%B3n_switch

# Strings & Arrays

- Métodos de los strings
- Arrays
- Métodos de los arrays
- Arrays bidimensionales

https://developer.mozilla.org/es/docs/Web/JavaScript/Guide/Text_formatting

# Bucles

- For
- While
- Break & Continue
- for..in **

https://developer.mozilla.org/es/docs/Web/JavaScript/Guide/Loops_and_iteration#declaracion_labeled

# Objects

- Creación de objetos
- Acceso a propiedades de objetos
- Modificación de propiedades de objetos
- Añadir propiedades a objetos
- Eliminar propiedades de objetos
- for..in **

https://developer.mozilla.org/es/docs/Web/JavaScript/Guide/Working_with_objects

# Functions

- Declaración de función
- Funciones Flecha
- Llamar funciones
- Ámbito de function
- Cierres
- Parámetros predeterminados
- Parámetros rest

https://developer.mozilla.org/es/docs/Web/JavaScript/Guide/Functions#definir_funciones

# Programación funcional

- Callback function
- ForEach
- Map
- Filter
- Reduce*

# Async

- callback
- promise
- async / await

# Mutable

- objects and arrays
- Problemas
- spread operator**

# Contenido extra

- Destructuring
- Dates
- Regex
- Modules

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Datos de contacto