

# Did you code yesterday?





# Javascript - The basics

### Web development

Web development involves writing a lot of HTML, CSS and JS code.

Historically (and even today to some extend), browsers could only understand HTML, CSS and JS

Any website that you see, is a bunch of HTML, CSS and JS files along with some assets (images, videos etc)

# Facts/Callouts

- 1. React, NextJS are frameworks . They compile down to HTML, CSS, JS in the end. That is what your browser understands.
- 2. When you run your C++ code on leetcode, it does not run on your browser/machine. It runs somewhere else. Your browser can't (almost) compile and run C++ code.
- embly. It can, technically, run

C++/Rust code that is compiled down to Wasm

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### Before we proceed, do one of the following -

- 1. Create an account on replit
- 2. Install Node.js locally
- 3. Keep your browser console open for testing locally

# **Properties of JS**

Every language comes with it's unique set of features.

Javascript has the following -

# 1. Interpreted

JavaScript is an interpreted language, meaning it's executed line-by-line at runtime by the JavaScript engine in the browser or server environment, rather than being compiled into machine code beforehand.



#### **Downsides -**

- 1. Performance Overhead:
- 2. More prone to runtime errors

# 2. Dynamically Typed

Variables in JavaScript are not bound to a specific data type. Types are determined at runtime and can change as the program executes

## C++ Code (won't compile)

```
#include <iostream>

int main() {
  int a = 1;
  a = "hello";
  a = true;
}
```

## JS Code (will compile)

```
var a = 1;
a = "harkirat";
a = true;
console.log(a)
```

JavaScript avacutes code in a single-threaded environment, meaning it Javascript 101 4 of 5 time. We will dive deeper into this next week.

# 4. Garbage collected

JavaScript automatically manages memory allocation and deallocation through garbage collection, which helps prevent memory leaks by automatically reclaiming memory used by objects no longer in use.

## Conclusion

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Is JS a good language?

Yes and no. It is beginner friendly, but has a lot of performance overhead. **Bun** is trying to solve for a lot of this, but there's a long way to go before JS can compete with languages like C++/Rust



# Syntax of Javascript

#### 1. Variables

Variables are used to store data. In JavaScript, you declare variables using var , let , or const .

```
let name = "John"; // Variable that can be reassigned

const age = 30; // Constant variable that cannot be reassigned

var isStudent = true; // Older way to declare variables, function-scoped
```

### ▼ Assignment

Create a variable for each of the following: your favorite color, your height in centimeters, and whether you like pizza. Use appropriate variable declarations ( let , const , or var ). Try logging it using console.log

### 2. Data types

```
let number = 42; // Number

let string = "Hello World"; // String

let isActive = false; // Boolean

let numbers = [1, 2, 3]; // Array
```

## 3. Operators

```
let sum = 10 + 5; // Arithmetic operator

let isEqual = (10 === 10); // Comparison operator

let isTrue = (true && false); // Logical operator
```

# 1 Eurotions

```
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return "Hello," + name;
}

// Function call
let message = greet("John"); // "Hello, John"
```

### ▼ Assignment #1

Write a function sum that finds the sum of two numbers.

Side quest - Try passing in a string instead of a number and see what happens?

### ▼ Assignment #2

Write a function called canVote that returns true or false if the age of a user is > 18

## 5. If/Else

```
if (age >= 18) {
    console.log("You are an adult.");
} else {
    console.log("You are a minor.");
}
```

### ▼ Assignment

Write an if/else statement that checks if a number is even or odd. If it's even, print "The number is even." Otherwise, print "The number is odd."

### 6. Loops

```
// For loop

for (let i = 0; i < 5; i++) {
    console.log(i); // Outputs 0 to 4
}
```



### ▼ Assignment

Write a function called sum that finds the sum from 1 to a number

# **Complex types**

# **Objects**

An object in JavaScript is a collection of key-value pairs, where each key is a string and each value can be any valid JavaScript data type, including another object.

https://projects.100xdevs.com/pdf/javascript-1/Javascript-101-4



### ▼ Assignment #1

Write a function that takes a user as an input and greets them with their name and age

▼ Assignment #2

Write a function that takes a new object as input which has name, age and gender and greets the user with their gender (Hi Mr/Mrs/Others harkirat, your age is 21)

▼ Assignment #3

Also tell the user if they are legal to vote or not

## **Arrays**

Arrays let you group data together

```
const users = ["harkirat", "raman", "diljeet"];
const tatalUsers = users.length;
const firstUser = users[0];
```

### ▼ Assignment

Write a function that takes an array of numbers as input, and returns a new array with only even values. Read about filter in JS

## **Array of Objects**

We can have more complex objects, for example an array of objects



```
age: 21

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name. raman,
age: 22
}

const user1 = users[0]

const user1Age = users[0].age
```

### ▼ Assignment

Write a function that takes an array of users as inputs and returns only the users who are more than 18 years old

# **Object of Objects**

We can have an even more complex object (object of objects)

```
const user1 = {
  name: "harkirat",
  age: 19,
  address: {
    city: "Delhi",
    country: "India",
    address: "1122 DLF"
  }
}
const city = user1.address.city;
```

### ▼ Assignment

Create a function that takes an array of objects as input, and returns the users whose age > 18 and are male