bit.ly/tf-cc-js

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1. Simple programming (yt channel)
2. Standardjs.com (github - feross)
3. Typescript (if you want js that is typescript)
4. Codementor.io
5. Funfunfunction yt channel

**Defining a Variable with JS**

let numberOfSheep = 20 (local scope and will destroy at end **efficient**)

const (global variables)

var (catch all declaring variables)

**Semicolons are not necessary**

Don’t need quotes around key of the object

Let arr = [‘apples’,’milk’,’bread’]

Can put arrays inside of objects and vice versa or even functions inside of the above two

* Can make multidimensional arrays very easily

To access object keys use console.log(obj.name)

Can become dynamic in JS by using [] to give it a variable name to a data in obj

console.log(obj.callback()) where callback is a function call in the object obj

In JS, **string + number** will default to **string**

**boolean + number** will default to **number** where true = 1 and false = 0

**Function with JS**

function greet(){ initialize function, name function, in the {} is what the function does

return “Hello world!”;}

A function without calling it will just return the function and its code

console.log(arguments) will list the index and the value passed in

* Research higher order functions

**If/Else Statements**

=== will check for type and value

== will infer in a sense

Asynchronous (happen w/ other things like callback func.) vs. synchronous (must go in order)

Success = Research, Content, Build, Teach