**Variables**

In JavaScript variables can be thought of as a named container. The names allow the variables to be distinguished from each other. All variables must be declared before they can be used. The declaration may contain a single value or multiple values separated by a comma.

Variables are used to store data so it can be called multiple times in the program without having to retype the code.

**Loops**

The purpose of a loop is to allow the code to repeat a command without having to add multiple lines of code which repeat each other.

JavaScript supports different kinds of loops:

* **for** - loops through a block of code a number of times
* **for/in** - loops through the properties of an object
* **while** - loops through a block of code while a specified condition is true
* **do/while** - also loops through a block of code while a specified condition is true

**Functions**

A JavaScript function is a block of code designed to perform a particular task.

A JavaScript function is executed when "something" invokes it (calls it).

An example is the Do/While loop.

**Parameters**

A feature which can be used in functions. A parameter can pass data into a function. The parameter may contain data store from a variable previously in the program. For example, the program can prompt the user for their name and store it in the variable name. Then the program can call the function of listStudents with the parameter of name passed into it.

**Conditional Statement**

In JavaScript we have the following conditional statements:

* Use **if** to specify a block of code to be executed, if a specified condition is true
* Use **else** to specify a block of code to be executed, if the same condition is false
* Use **else if** to specify a new condition to test, if the first condition is false
* Use **switch** to specify many alternative blocks of code to be executed

An example is the Student year in school