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Concerning this week's readings, I've found interesting the following items:

## Chapter 2: Programming Basics

I've found more reserved words that I thought there were. We have to make sure we don't use those words when naming variables or function parameters. For example *with* or *yield* might be handy when coding, but are reserved.

I didn't know the way to convert a string into a number: `Number("23")`

Also, that from ES6 we should be using *const* and *let* instead of *var*. *const* allows to fix a value and it cannot be reassigned. This code would give an error:

```
const interestRate = 0.3  
interestRate = 1  
console.log(interestRate)
```

Lastly, the idea of local and global scope of variables seemed important to take into account. "Using *const* and *let* to declare variables means they are *block scoped*, so their value only exists inside the block they are declared in." If not using those too, any variable would have a global scope, meaning, it would be usable from anywhere inside the program.

## Chapter 3: Arrays, Logic and Loops

At times with so many names in programming I get confused, so linking the idea of "arrays = list of items" helped. It might sound silly, but I thought that when I go shopping instead of taking my shopping list I am taking an array helped me get the idea into my head. Also the concept of set was new to me and how they are used to have a collection of unique values.

However, the most important part to me was the Loop section. I was surprised to see that there were about 8 different methods to arrive to the same solution, although it could be said that in reality we use *while* and *for*. Here I was introduced to the for-of loops that was new to me. For example:

```
const colors = ['red', 'brown', 'yellow'];  
for (let color of colors) {  
  console.log(color);  
}
```

red	<a href="#">index.js:3</a>
brown	<a href="#">index.js:3</a>
yellow	<a href="#">index.js:3</a>

I've found it interesting because it was different from the traditional way of doing the for loops like:

```
for (initialization ; condition ; after) { do something }
```

## Chapter 4: Functions

Interesting to understand the difference between parameters and arguments, because many times I think I've heard them either meaning the same thing or even interchanging them. I made a little chart for me this way:

```
function square(parameter1, parameter2) {  
    //body of the function  
};  
square(argument1, argument2);
```

Also the part of arrow functions was a good part of this chapter because that was rather new to me too. Specially this part of the text: "The parameters come before the arrow and the main body of the function comes after. Arrow functions are always anonymous, so if you want to refer to them, you must assign them to a variable".

The part that I understood the least was when explaining Hoisting. I get the may idea of moving upward the scope of the variable, but I think that I might have some missing gaps with that concept. However, might not be vital because I saw that it was not very lengthy on the text.