



01-SECTION

01-lecture

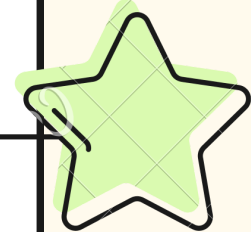
ooo

JAVA SCRIPT

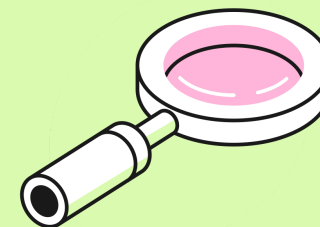
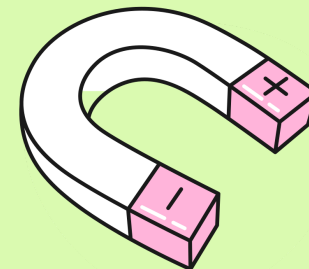
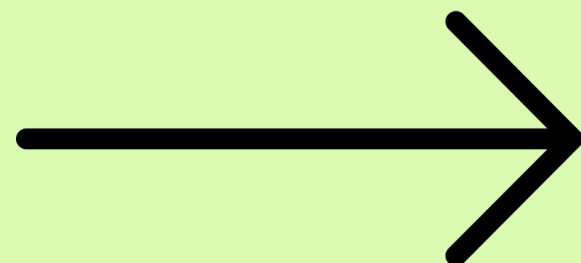
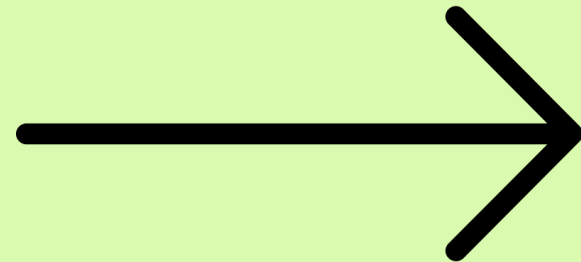
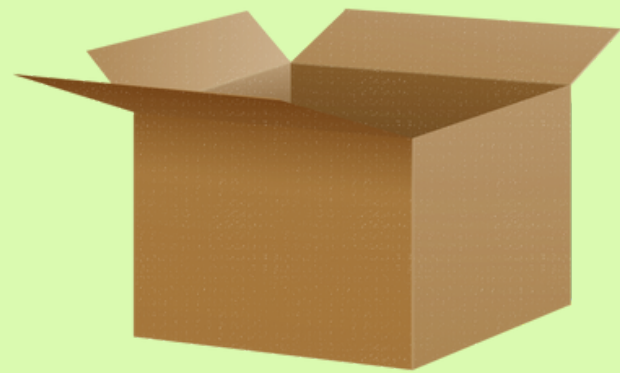
Nevermind



Teacher: Jamshid



INTRODUCING VARIABLES & CONSTANTS



```
let userName = 'Max';
```

```
userName = 'Manu';
```

A “data container” / “data storage”

...where the value can change!

qiymat o'zgara oladi

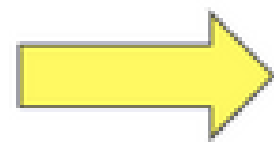
```
const totalUsers = 15;
```

```
totalUsers = 20;
```

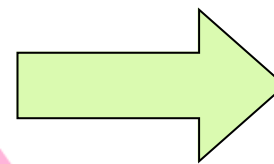
A “data container” / “data storage”

...where the value must not change!

qiymat o'zgara olmaydi



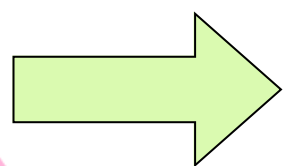
Use **constants** as often as possible (i.e. whenever you actually got data that never changes) to be clear about your intentions (in your code).



konstantalarni iloji boricha tez-tez ishlatib turing (eslatma! qachonki siz o'zgarmaydigan ma'lumot qabul qilsangiz) nima qilmoqchi ekanignizni bilsanigiz (kodingizda)

NAMING VARIABLES

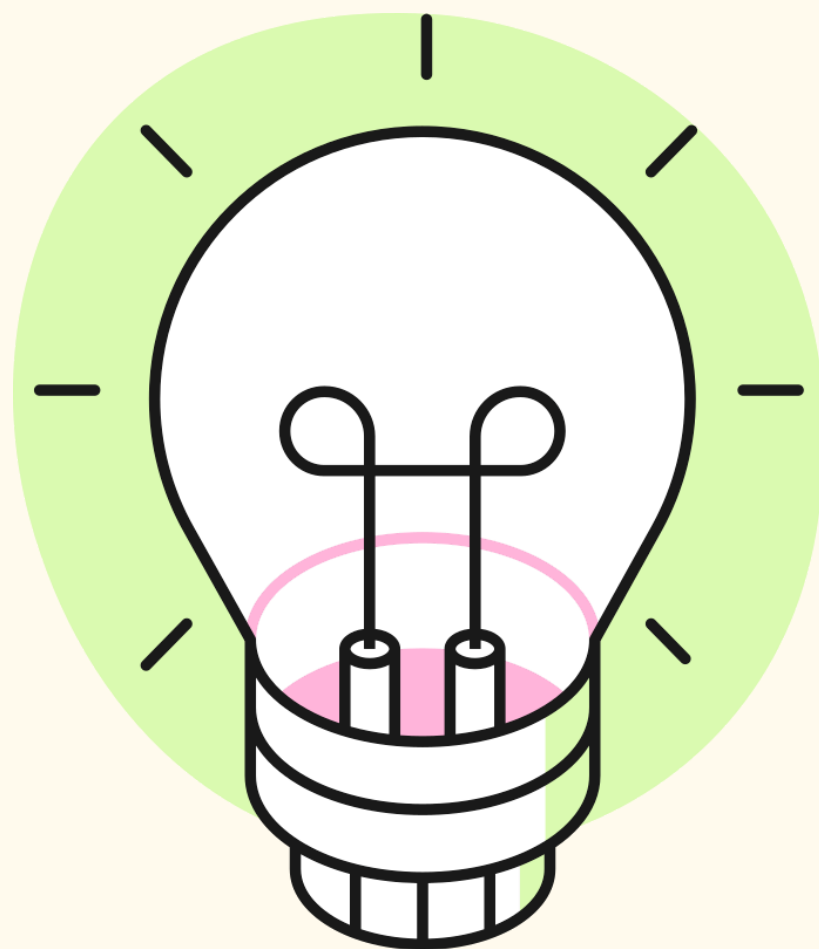
Allowed ✓			Not Allowed / Not Recommended ✗		
✓	<code>let userName</code>	Best Practice: camelCase	✗	<code>let user_name</code>	Allowed but bad practice!
✓	<code>let ageGroup5</code>	Only letters and digits	✗	<code>let 21Players</code>	Starting digits not allowed
✓	<code>let \$kindOfSpecial</code>	Starting with \$ is allowed	✗	<code>let user-b</code>	No special characters!
✓	<code>let _internalValue</code>	Starting with _ is allowed	✗	<code>let let</code>	Keywords not allowed



Albatta kodingiz tushunarli va toza bo'lishi uchun bu qoidalar o'rinlidir

WORKING WITH OPERATORS

+	Ikki raqamni qo'shish Add two numbers	=	o'zgaruvchiga qiymatni berish Assign value to variable
-	Ikki raqamni ayirish Subtract two numbers		
*	Ikki raqamni ko'paytitirish Multiply two numbers		
/	Ikki raqamni bo'lish Divide two numbers		
%	Ikki raqamni bo'lgandagi qoldiq topish Divide two numbers, yield remainder		
**	Darajaga oshirish Exponentiation (e.g. 2 ** 3 = 8)		
→	Bu operatrlarni yodlab olish kerak bo'ladi		



XULOSA

1. O'zgaruvchilar nima?
2. O'zgaruvchilarni nomlash
3. Aperatorlar
4. Konstantalar
5. Number va String