JavaScript

Basics:

**Number**

Variables

* Let [somename] = #

Const

* Const [somename]=#
* To store thinsg that wont change

**String**

* Wrapped in quotes (single or double)
* Let username = “danny”
* Let animal=”Dumbo Octopus”
  + Animal[0] =D;
  + Animal [1]=u
  + Animal.length=13 (# of characters)
  + Firstname + “ “ +lastName = River Phoenix
* String methods – thing.method() ; actions in string
  + msg.toUpperCase()
  + let angryMsg=msg.toUppercase()= LEAVE ME ALONE PLZ
  + let userInput= “ hello my name is”
    - userInput.trim()=hellow my name is (removes space)
  + greeting.trim().toUpperCase() – results in both actions at same time
* String methods with arguments:
  + Let tvShow=’catdog’;
    - tvShow.indexOf(‘cat’);//0
    - tvShow.indexOf(‘a’)//1
  + let msg=”haha that is so funny”
    - msg.slice(5)= that is, so funny
    - msg.slice(5,9)=that [of original]
* replace
  + msg.replace(‘haha’, ‘loool’)=loool that is funny
* repeat
  + “lol”.repeat(10) = lollollollollol...
* **Template literals**
  + `I counted ${3+4} sheep` //I counted 7 sheep
  + Back-tick key= `
  + `hello ${1+2+9}`
  + `you bought ${qty} ${product}`. Total is: $${price\*qty}=
    - You bought 5 Artichoke. Total is: $11.25

**Boolean**

True or False values

Let [somename]=true/false

**Null**

* Let loggedInUser=null; - value is explicitly nothing

**Undefined**

* “I don’t know” \*i.e. its not defined

**Naming variables:**

* Let [name] =

**Math Object/Random Numbers**

* Math.floor(23.9) =23
* Math.ceil(34.1)=35
* Math.random()= get random number