

JAVASCRIPT I

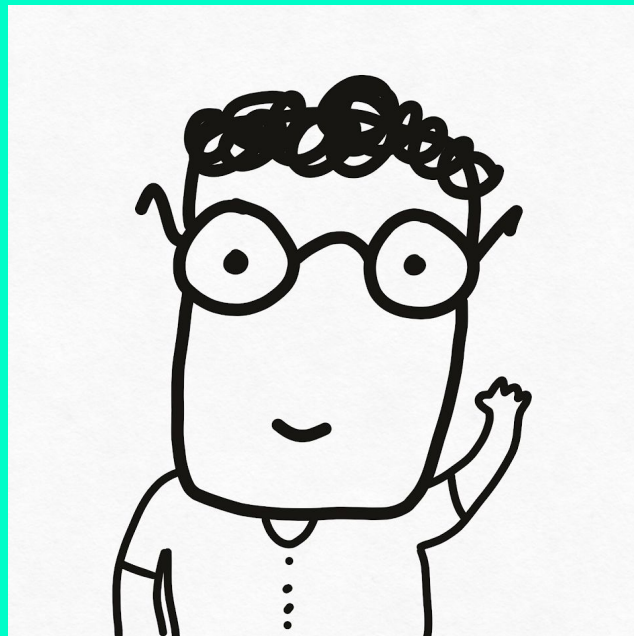
(JS)

Lesson 1

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RICH STEINMETZ

- developer for 5 years 🖥️
 - career changer 🏃
 - blogger (richstone.io) 🌐
 - father 🍼
-
- Motivation: Create 🌐🌐



YOU

- Your name :)
 - What are you doing currently?
 - Why do you want to get into coding?
 - How do you feel about coding?
-
- What's your Operating System (Windows, Mac, Linux)
 - What do you know about JS and the terminal?

WHY JAVASCRIPT?

- JS is eating the world
- JS is everywhere
- JS can do all the things

WHAT'S JAVASCRIPT?

- HTML
- CSS (styles)

```
<!DOCTYPE html>
<html>
  <head>
    <title>Page Title</title>
  </head>
  <body>

    <h1>This is a Heading</h1>
    <p>This is a paragraph.</p>
    <div class='item', id='div-tag'>
      This is an item
    </div>
    <a href='https://migracode.eu/'>
      Link to Migracode website
    </a>

  </body>
</html>
```

WHAT'S JAVASCRIPT?

Javascript

- Language for webpage manipulation
- Add new HTML to the page
- Change the existing content
- Modify styles (CSS)
- React to user actions, like on mouse clicks, pointer movements, key presses.

```
<!DOCTYPE html>
<html>
  <head>
    <title>Page Title</title>
  </head>
  <body>

    <h1>This is a Heading</h1>
    <p>This is a paragraph.</p>
    <div class='item', id='div-tag'>
      This is an item
    </div>
    <a href='https://migracode.eu/'>
      Link to Migracode website
    </a>

  </body>
</html>
```

WHAT'S JAVASCRIPT?

Javascript

- Send requests over the network to remote servers, download and upload files (so-called **AJAX** and **COMET** technologies).
- Get and set cookies, ask questions to the visitor, show messages.
- Remember the data on the client-side ("local storage").

```
<!DOCTYPE html>
<html>
  <head>
    <title>Page Title</title>
  </head>
  <body>

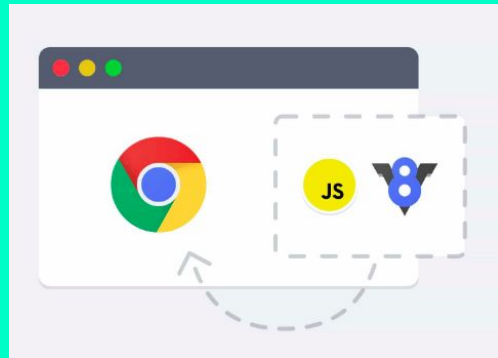
    <h1>This is a Heading</h1>
    <p>This is a paragraph.</p>
    <div class='item', id='div-tag'>
      This is an item
    </div>
    <a href='https://migracode.eu/'>
      Link to Migracode website
    </a>

  </body>
</html>
```

HOW DOES JAVASCRIPT WORK?

The **Browser** has an embedded **JavaScript engine**

- Program that executes JavaScript code
- Runs along with the **rendering engine** via the Document Object Model (**DOM**).



HOW DOES JAVASCRIPT WORK?

DOM (Document Object Model)

- Structural representation of the HTML document in the browser
- The way JavaScript interacts with the HTML and CSS



HOW DOES JAVASCRIPT WORK?

We embed JavaScript code inside HTML documents enclosing the code inside **<script>** tags

```
<!DOCTYPE html>
<html>
  <head>
    <title>Page Title</title>
    <script>
      Javascript code
    </script>
  </head>
  <body>

    <h1>This is a Heading</h1>
    <p>This is a paragraph.</p>
    <div class="item" id="div-tag">
      This is an item
    </div>
    <a href="https://migracode.eu/">
      Link to Migracode website
    </a>

  </body>
</html>
```

HOW DOES JAVASCRIPT WORK?

We embed JavaScript code inside HTML documents enclosing the code inside **<script>** tags

```
<!DOCTYPE html>
<html>
  <head>
    <title>Page Title</title>
    <script>
      console.log("Hello World!");

      console.log("Hello");

      console.log("in Migracode");
    </script>
  </head>
  <body>
    ...
  </body>
</html>
```

HOW DOES JAVASCRIPT WORK?

We embed JavaScript code inside HTML documents enclosing the code inside **<script>** tags

```
<!DOCTYPE html>
<html>
  <head>
    <title>Page Title</title>
    <script src="example.js"></script>
  </head>
  <body>
    ...
  </body>
</html>
```

HOW DOES JAVASCRIPT WORK?

Script:

- Sequence of instructions
- Every instruction is executed in order (from top to bottom) by the **execution thread**
- Every instruction is terminated in semicolon (;)

example.js

```
console.log("Hello World!"); 1
console.log("I'm Learning JavaScript..."); 2
console.log("in Migracode"); 3
```

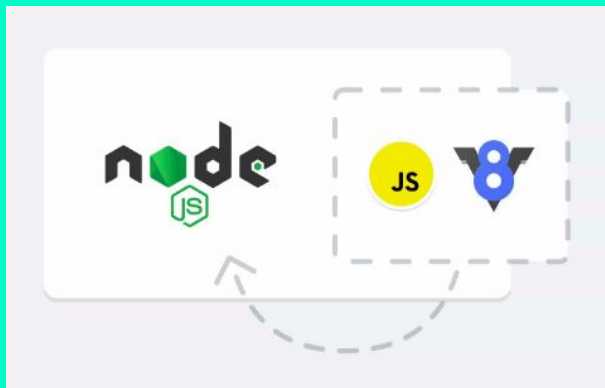
EXERCISE 0

- open your browser (like Chrome or Firefox)
- right-click >> Inspect
- type `console.log("Hello World");`

WHAT'S NODE JS?

Node JS

- JavaScript engine outside the browser
- You can run JS in a browser
- You can run JS(node) on any computer & server **without a browser**



JAVASCRIPT VOCABULARY & SYNTAX

```
{({ [{}]: { [{}]: {} } }[{}][{}]);}
```


JS VARIABLES

Containers for storing data values



example.js

```
let variable1 = "Vasilis";
```

```
console.log(variable1);
```

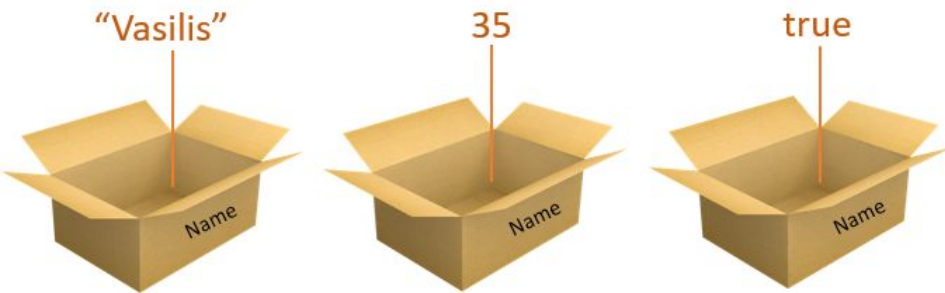
```
variable1 = 35;
```

```
variable1 = true;
```

JS VARIABLES

There are three keywords to define a variable:

- `const`
- `let`
- `var`



example.js

```
const constantVariable = "constant value";
```

```
console.log(constantVariable);
```

```
let rewritableVariable = "dynamic value";
```

```
console.log(rewritableVariable);
```

```
var rewritableVariable = "dynamic value";
```

```
console.log(rewritableVariable);
```

JS VARIABLES

- **const**

- Its value cannot change
- If try to replace its value an Error will be thrown



example.js

```
const constantVariable = "constant value";
```

```
console.log(constantVariable);
```

```
let rewritableVariable = "dynamic value";
```

```
console.log(rewritableVariable);
```

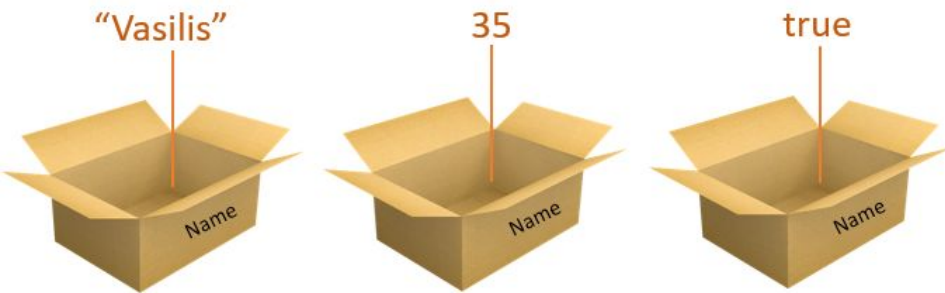
```
var rewritableVariable = "dynamic value";
```

```
console.log(rewritableVariable);
```

JS VARIABLES

- **let**

- Its value can be replaced with a different value



example.js

```
const constantVariable = "constant value";
```

```
console.log(constantVariable);
```

```
let rewritableVariable = "dynamic value";
```

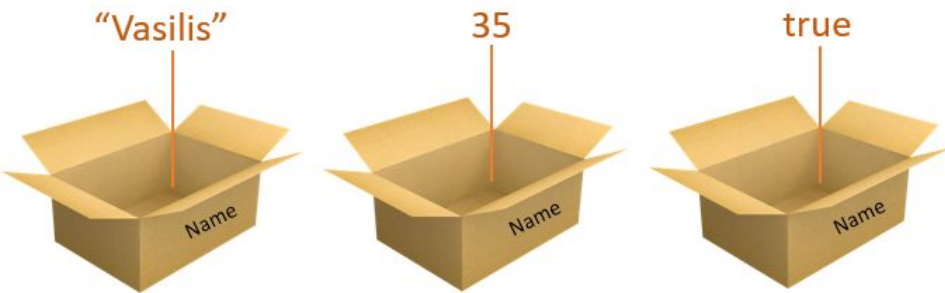
```
console.log(rewritableVariable);
```

```
var rewritableVariable = "dynamic value";
```

```
console.log(rewritableVariable);
```

JS VARIABLES

- **var**
 - Its value can be replaced with a different value



example.js

```
const constantVariable = "constant value";
```

```
console.log(constantVariable);
```

```
let rewritableVariable = "dynamic value";
```

```
console.log(rewritableVariable);
```

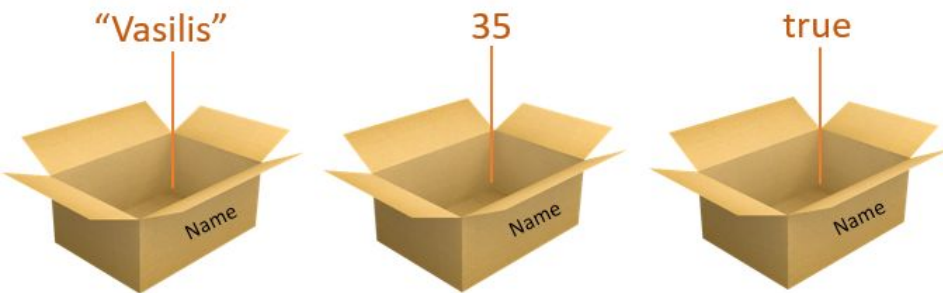
```
var rewritableVariable = "dynamic value";
```

```
console.log(rewritableVariable);
```

JS VARIABLES

- **let vs var**

- They have different scopes (we'll talk about this later)
- Is preferable to use **let** to avoid unexpected errors

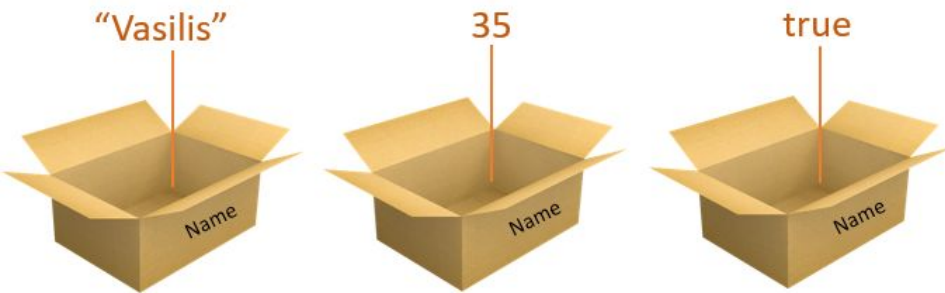


WHY USING CONST OR LET?

- previous to ES5 there was only var
- many people still just use var
- const and let make your intent more clear

JS DATA TYPES

- Number
- String
- Float
- Boolean
- (Function)
- Array
- Object
- Undefined
- Null



example.js

```
let name = "Vasilis"; // String type
console.log(name);      ^- Comment
let name = 35; // Number type
console.log(name);
let name = true; // Boolean type
console.log(name);
```


JS DATA TYPES

- To know the type of a variable we can use the `typeof` operator

example.js

```
const message = "This is a string";
```

```
const messageType = typeof message;
```

```
console.log(messageType); // logs ?
```

JS STRINGS

- Sequence of characters
- Inside quote marks (can be simple quotes (') or double quotes ("))

example.js

```
const message = "This is a What?";
```

JS STRINGS

String concatenation:

- Two strings can be added using the concatenation operation (+)

example.js

```
const greetingStart = "Hello, my name is ";  
const name = "Alexandra";  
  
const greeting = greetingStart + name;  
  
console.log(greeting);  
// Logs "Hello, my name Alexandra"
```

JS NUMBERS

- Don't need to be inside quotes
- Represent integer numbers

Operators:

- Sum (+)
- Difference (-)
- Division (/)
- Product (*)

example.js

```
const age = 30;
```

```
const sum = 10 + 2; // 12
```

```
const product = 10 * 2; // 20
```

```
const division = 10 / 2; // 5
```

```
const difference = 10 - 2; // 8
```

JS FLOATS

- Represent numbers with decimals (floating point numbers)

Operators:

- Sum (+)
- Difference (-)
- Division (/)
- Product (*)

example.js

```
const preciseAge = 30.612437;
```

JS FLOATS

- Round a float

example.js

```
const preciseAge = 30.612437;  
const roughAge = Math.round(preciseAge);  
// ?
```

JS LIBRARIES

- Pre-written JavaScript code
- It could be preloaded
- Can be downloaded from internet
- Ex: **Math** library is already preloaded, so we can use it right away

example.js

```
const preciseAge = 30.612437;  
const roughAge = Math.floor(preciseAge);  
// ?
```

JS DECLARING VS INITIALIZING VARIABLES

In order to assign a value to a variable we first need to **declare** it and then **initialize** it with a value. But this can also be done in a single line.

example.js

```
// Declaring a variable
```

```
let x;
```

```
// Initializing a variable
```

```
x = 2;
```

```
// Declaring and initializing a variable
```

```
let x = 2;
```


EXERCISES B - G

<https://github.com/Migracode-Barcelona/javascript-module-1>

JS FUNCTIONS

example.js

```
const greetingStart = "Hello, my name is ";  
const name = "Alexandra";  
const greeting = greetingStart + name;  
console.log(greeting);
```

JS FUNCTIONS

example.js

```
const greetingStart = "Hello, my name is ";  
const name = "Alexandra";  
const greeting = greetingStart + name;  
console.log(greeting);
```

```
const name = "Daniel";  
const greeting = greetingStart + name;  
console.log(greeting);
```

```
const name = "Ana";  
const greeting = greetingStart + name;  
console.log(greeting);
```

JS FUNCTIONS

Duplication 🤖

example.js

```
const greetingStart = "Hello, my name is ";  
const name = "Alexandra";  
const greeting = greetingStart + name;  
console.log(greeting);
```

```
const name = "Daniel";  
const greeting = greetingStart + name;  
console.log(greeting);
```

```
const name = "Ana";  
const greeting = greetingStart + name;  
console.log(greeting);
```

JS FUNCTIONS

Function:

- Block of **reusable** code designed to perform a particular task
- First we need to **define** a function and later **invoke** it (call it)
- Ex: **console.log()** is a built-in function

example.js

```
const greetingStart = "Hello, my name is ";
const name = "Alexandra";
const greeting = greetingStart + name;
console.log(greeting);

const name = "Daniel";
const greeting = greetingStart + name;
console.log(greeting);

const name = "Ana";
const greeting = greetingStart + name;
console.log(greeting);
```

JS FUNCTIONS

Function definition:

- A function is defined typing the keyword **function**, followed by a name for the function, followed by parenthesis
- Inside of parenthesis go the **parameters** of the function

example.js

```
function functionName(parameter1, param2, ...) {  
  // code to be executed  
}
```

JS FUNCTIONS

Block:

A block is group of instructions that are be executed together

example.js

```
function functionName(parameter1, param2) {
```

```
    // code to be executed
```

Block

```
}
```

JS FUNCTIONS

Function definition:

- A function is defined typing the keyword **function**, followed by a name for the function, followed by parenthesis
- Inside of parenthesis go the **parameters** of the function

example.js

```
function functionName(parameter1, param2, ...) {  
    // code to be executed  
}
```

```
const greetingStart = "Hello, my name is ";  
const name = "Alexandra";  
const greeting = greetingStart + name;  
console.log(greeting);
```


JS FUNCTIONS

Function definition:

- A function is defined typing the keyword **function**, followed by a name for the function, followed by parenthesis
- Inside of parenthesis go the **parameters** of the function

example.js

```
function functionName(parameter1, param2, ...) {  
    // code to be executed  
}
```

```
const greetingStart = "Hello, my name is ";  
const name = "Alexandra";  
const greeting = greetingStart + name;  
console.log(greeting);
```

```
function greetingFcn(...) {
```

```
}
```

JS FUNCTIONS

Function definition:

- A function is defined typing the keyword **function**, followed by a name for the function, followed by parenthesis
- Inside of parenthesis go the **parameters** of the function

example.js

```
function functionName(parameter1, param2, ...) {  
    // code to be executed  
}
```

```
const greetingStart = "Hello, my name is ";  
const name = "Alexandra";  
const greeting = greetingStart + name;  
console.log(greeting);
```

```
function greetingFcn(...) {  
    const greetingStart = "Hello, my name is ";  
    const name = "Alexandra";  
    const greeting = greetingStart + name;  
    console.log(greeting);  
}
```

JS FUNCTIONS

Function definition:

- A function is defined typing the keyword **function**, followed by a name for the function, followed by parenthesis
- Inside of parenthesis go the **parameters** of the function

example.js

```
function functionName(parameter1, param2, ...) {  
    // code to be executed  
}
```

```
function greetingFcn(...) {  
    const greetingStart = "Hello, my name is ";  
    const name = "Alexandra";  
    const greeting = greetingStart + name;  
    console.log(greeting);  
}
```

JS FUNCTIONS

Function definition:

- A function is defined typing the keyword **function**, followed by a name for the function, followed by parenthesis
- Inside of parenthesis go the **parameters** of the function

example.js

```
function functionName(parameter1, param2, ...) {  
    // code to be executed  
}
```

```
function greetingFcn(...) {  
    const greetingStart = "Hello, my name is ";  
    const name = "Alexandra";  
    const greeting = greetingStart + name;  
    console.log(greeting);  
}
```

```
function greetingFcn(name) {  
    const greetingStart = "Hello, my name is ";  
    const greeting = greetingStart + name;  
    console.log(greeting);  
}
```

JS FUNCTIONS

Function definition:

- A function is defined typing the keyword **function**, followed by a name for the function, followed by parenthesis
- Inside of parenthesis go the **parameters** of the function

example.js

```
function functionName(parameter1, param2, ...) {  
    // code to be executed  
}
```

```
function greetingFcn(name) {  
    const greetingStart = "Hello, my name is ";  
    const greeting = greetingStart + name;  
    console.log(greeting);  
}
```

JS FUNCTIONS

Function definition:

- A function is defined typing the keyword **function**, followed by a name for the function, followed by parenthesis
- Inside of parenthesis go the **parameters** of the function

example.js

```
function functionName(parameter1, param2, ...) {  
    // code to be executed  
}
```

```
function greetingFcn(name) {  
    const greetingStart = "Hello, my name is ";  
    const greeting = greetingStart + name;  
    console.log(greeting);  
}
```

JS FUNCTIONS

Function definition:

- A function is defined typing the keyword **function**, followed by a name for the function, followed by parenthesis
- Inside of parenthesis go the **parameters** of the function

example.js

```
function functionName(parameter1, param2, ...) {  
    // code to be executed  
}
```

```
function greetingFcn(name, greetingStart) {  
    const greeting = greetingStart + name;  
    console.log(greeting);  
}
```

are we done?

JS FUNCTIONS

Function invocation:

- A function is invoked typing its name followed by the parenthesis () operator
- The order of the parameters matter

example.js

```
// Function definition
function greetingFcn(name, greetingStart) {
    const greeting = greetingStart + name;
    console.log(greeting);
}

// Function invocation
greetingFcn("Alexandra", "Hello, my name is ");
```


JS FUNCTIONS

Function invocation:

- A function is invoked typing its name followed by the parenthesis () operator
- The order of the parameters matter

example.js

```
// Function definition
function greetingFcn(name, greetingStart) {
    const greeting = greetingStart + name;
    console.log(greeting);
}

// Function invocation
greetingFcn("Alexandra", "Hello, my name is ");
greetingFcn("Daniel", "Hello, I'm ");
greetingFcn("Ana", "Hi!, my name is ");
```

JS FUNCTIONS

Return value:

- A function can return a value or not
- To return value we use the **keyword return**
- When the execution reaches the **return** keyword it automatically returns to the main execution thread
- We need to do something with the returned value

example.js

```
// Function definition
// This function doesn't return a value, it
// just prints to the console
function greetingFcn(name, greetingStart) {
    const greeting = greetingStart + name;
    console.log(greeting);
}

// Function invocation
greetingFcn("Alexandra", "Hello, my name is ");
```

JS FUNCTIONS

The functions returned value can be assigned to a variable

example.js

```
// Function definition
// This function returns a value
function greetingFcn(name, greetingStart) {
    const greeting = greetingStart + name;
    return greeting;
}

// Function invocation
const resultGreeting = greetingFcn("Alexandra",
    "Hello, my name is ");

console.log(resultGreeting);
```

JS FUNCTIONS

The functions returned value can be assigned to a variable

example.js

```
// Function definition
// This function returns a value
function greetingFcn(name, greetingStart) {
    const greeting = greetingStart + name;
    return greeting;
}

// Function invocation
const resultGreeting = greetingFcn("Alexandra",
    "Hello, my name is ");

console.log(resultGreeting);
```

JS FUNCTIONS

The functions returned value can be assigned to a variable

example.js

```
// Function definition
// This function returns a value
function greeting(name, greetingStart) {
    const greeting = greetingStart + name;
    return greeting;
}

// Function invocation
const resultGreeting = "Hello, my name is Alexandra"

console.log(resultGreeting);
```

JS FUNCTIONS

The functions returned value can be assigned to a variable

example.js

```
// Function definition
// This function returns a value
function greetingFcn(name, greetingStart) {
    const greeting = greetingStart + name;
    return greeting;
}

// Function invocation
const resultGreeting = greetingFcn("Alexandra",
    "Hello, my name is ");

console.log(greetingFcn("Hello, my name is ",
    "Alexandra"));
```

EXERCISES

Exercise H (20 minutes)

1. Create the file `exercise-H.js` script in the folder `week-1/InClass`
2. Design and create a function that:
 - i. takes in more than one input
 - ii. uses string concatenation
 - iii. this means adding two strings together
 - iv. performs some form of operation on a number
 - v. uses `return` to return a **string**
3. Add a comment above your function to explain what it does
4. Call your function and run your script
5. What's the difference between a `return` and `console.log`?
6. When would you choose to use functions over the way we have been scripting so far?

JS FUNCTIONS

The functions alter the **execution thread** of the script.

example.js

```
// Function definition
function greetingFcn(name, greetingStart) {
    const greeting = greetingStart + name;
    console.log(greeting);
}

console.log("First print");
// Function invocation
greetingFcn("Alexandra", "Hello, my name is ");
console.log("Last print");
```


JS FUNCTIONS

The functions alter the **execution thread** of the script.

example.js

```
// Function definition
function greetingFcn(name, greetingStart) {
    const greeting = greetingStart + name;    3
    console.log(greeting);                    4
}

console.log("First print");                  1
// Function invocation
greetingFcn("Alexandra", "Hello, my name is "); 2
console.log("Last print");                   5
```

JS NESTED FUNCTIONS

We can call other functions inside a function (nested function)

example.js

```
// Define function
function getAgeInDays(age) {
    return age * 365;
}

// Define function
function createGreeting(name, age) {
    const ageInDays = getAgeInDays(age);
    const message = "My Name is " + name + " and
I was born over " + ageInDays + " days ago!";
    return message;
}
```

JS NESTED FUNCTIONS

We can call other functions inside a function (nested function)

example.js

```
// Define function
function getAgeInDays(age) {
    return age * 365;
}

// Define function
function createGreeting(name, age) {
    const ageInDays = getAgeInDays(age);
    const message = "My Name is " + name + " and
I was born over " + ageInDays + " days ago!";
    return message;
}

// Invoke function
console.log(createGreeting("Alexandra", 31));
```

JS NESTED FUNCTIONS

We can call other functions inside a function (nested function)

example.js

```
// Define function
function getAgeInDays(age) {
    return age * 365;
}

// Define function
function createGreeting(name, age) {
    const ageInDays = getAgeInDays(age);
    const message = "My Name is " + name + " and
I was born over " + ageInDays + " days ago!";
    return message;
}

// Invoke function
console.log(createGreeting("Alexandra", 31));
```

JS NESTED FUNCTIONS

We can call other functions inside a function (nested function)

example.js

```
// Define function
function getAgeInDays(age) {
    return age * 365;
}

// Define function
function createGreeting(name, age) {
    const ageInDays = getAgeInDays(age);
    const message = "My Name is " + name + " and
I was born over " + ageInDays + " days ago!";
    return message;
}

// Invoke function
console.log(createGreeting("Alexandra", 31));
```

3
2
4
5
1/6

EXERCISES

Exercise I (20 mins)

1. Create the file `exercise-I.js` script in the folder `week-1/InClass`
2. Write a function that returns the year someone is born given their age as input
3. Using the answer from step 1, write a function that takes someone's name and age as input and returns a string that states the person's name and year they were born in a sentence

JS SCOPES

Scope:

Defines where a variable is available (read/write)

- Global
- Function (local)
- Block (local)

example.js

```
let x = "global x";

function foo() {
  let y = "local y";
  console.log(x); // x is available
}

foo();

console.log(y); // ?

{
  let y = "local y";
  console.log(x); // x is available
}

console.log(y); // ?
```

JS SCOPES

Scope:

Defines where a variable is available (read/write)

- Global
- Function (local)
- Block (local)

example.js

```
let x = "global x";

function foo() {
  let y = "local y";
  console.log(x); // x is available
}

foo();

console.log(y); // ERROR because undefined

{
  let y = "local y";
  console.log(x); // x is available
}

console.log(y); // ERROR because undefined
```


JS SCOPES

Scope:

Defines where a variable is available

- Global
- Function (local)
- Block (local)

example.js

```
let x = "global x";

function foo() {
  let x = "local x";
  console.log(x); // ?
}

foo();

console.log(x); // ?

{
  let x = "local x";
  console.log(x); // ?
}

console.log(x); // ?
```

JS SCOPES

Scope:

Defines where a variable is available

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- Function (local)
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example.js

```
let x = "global x";

function foo() {
  const x = "local x";
  console.log(x); // local x
}

foo();

console.log(x); // global x

{
  const x = "local x";
  console.log(x); // local x
}

console.log(x); // global x
```

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console.log(x); // ?
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function foo() {
  let x = "local x";
  console.log(x); // local x

  {
    console.log(x); // local x
  }
}

foo();

console.log(x); // global x
```

JS SCOPES

Scope:

Defines where a variable is available

- Global
- Function (local)
- Block (local)

example.js

```
let x = "global x";

function foo() {
  let x = "local x";
  console.log(x); // ?

  {
    let x = "nested local x";
    console.log(x); // ?
  }
  console.log(x); // ?
}

foo();

console.log(x); // ?
```

JS SCOPES

Scope:

Defines where a variable is available

- Global
- Function (local)
- Block (local)

example.js

```
let x = "global x";

function foo() {
  let x = "local x";
  console.log(x); // local x

  {
    let x = "nested local x";
    console.log(x); // nested local x
  }
  console.log(x); // local x
}

foo();

console.log(x); // global x
```

JS SCOPES

Scope:

Defines where a variable is available

- Global
- Function (local)
- Block (local)

example.js

```
let x = "global x"; // "local x"

function foo() {
  x = "local x";
  console.log(x); // ?

  {
    x = "nested local x";
    console.log(x); // ?
  }
}

foo();

console.log(x); // ?
```

JS SCOPES

Scope:

Defines where a variable is available

- Global
- Function (local)
- Block (local)

example.js

```
let x = "global x";

function foo() {
  x = "local x";
  console.log(x); // local x

  {
    x = "nested local x";
    console.log(x); // nested local x
  }
}

foo();

console.log(x); // nested local x
```


JS SCOPES

Scope (using **var**):

- Global
- Function (local)
- Block (local)

example.js

```
var x = "global x";

function foo() {
  var y = "local y";
  console.log(y); // local y
}

foo();

console.log(y); // ?

{
  var y = "local y";
  console.log(y); // local y
}

console.log(y); // ?
```

JS SCOPES

Scope (using **var**):

- Global
- Function (local)
- Block (local)

example.js

```
var x = "global x";

function foo() {
  var y = "local y";
  console.log(y); // local y
}

foo();

console.log(y); // ERROR because undefined

{
  var y = "local y";
  console.log(y); // local y
}

console.log(y); // local y
```

JS HOISTING

JavaScript engine pushes (hoists) all the function definitions (and variables declared with **var**) to the top of the program

example.js

```
// Invoke function
greeting("Hello, my name is ", "Alexandra");

// Define function
function greeting(input_name, greeting) {
    var greeting = greetingStart + name;
    console.log(greeting);
}

x = "initializing before declaring x?"

var x;
```

First step to understand JS

Play with the Language!



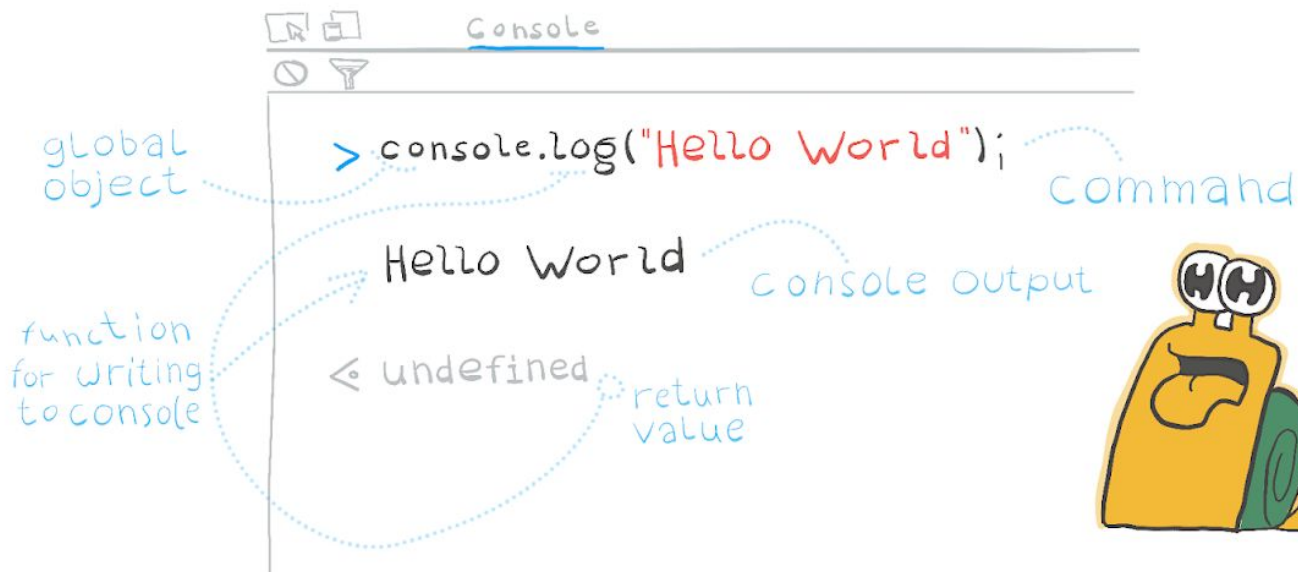
magic shortcut



or on mobile

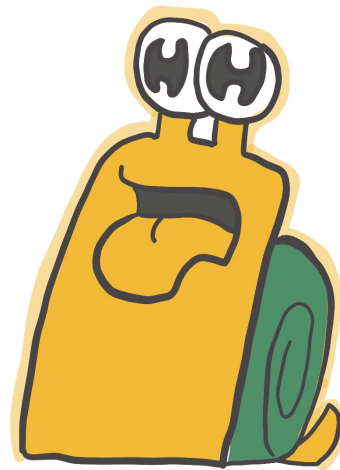


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WHOA

First step to understand JS



```
function meetPerson(name, age) { // name and age are also variables
    const yearOfBirth = YOB(age);
    return "Meet " + name + ", she was born in " + yearOfBirth;
}
```

```
console.log(meetPerson("Lola", 38)); // "Lola" will be stored in name parameter (variable) and 38 will be stored in age
parameter
```

```
console.log(meetPerson("Noura", 14)); // "Noura" will be stored in name parameter (variable) and 14 will be stored in age
parameter
```

```
console.log(meetPerson("Alexandra", 31)); // "Alexandra" will be stored in name parameter (variable) and 31 will be stored
in age parameter
```