Udemy JavaScript Course – (Jonas Schmedtmann)

1. Welcome!
2. JS Fundamentals P.1

**Facts:**

Enter = Return

Using arrow up key to use previous code (on google)

Javascript = is a high level, object-oriented, multi-paradigm programming language.

Programming language – is a language that computer will understand and to follow what to execute.

High level – no need to worry about computer’s memory, built in syntax

Object-oriented – based on objects that for storing most kind of data

Multiple Paradigm – we can use different style of programming.

Role of javascript in web development –

Nouns, adjectives, verbs – html, css, javascript

Dynamic affects: loading in js, then showing.

We can use js on web server and doesn’t require browser at all and that’s make us use back-end apps like node js

We can also make mobile application using react native and software application using ionic framework and electron

ECMAScript ES2015 – ES6

**Values and Variable –**

‘Jonas’, 23 = value = basically the smallest unit of information that we have in javascript

firstName = variable

Rules: Use camelCase, if it’s a contant write it in uppercase

**7 Data types** (Numbers, Strings, Boolean, undefined, null, symbol, big int)

Dynamic typing = you don’t need to defined their data type

Use let when you don’t want it to be constant as you cant change it anymore

X += 10 === x = x + 10

We use comparison operators to produce Boolean values

**OPERATOR PRECEDENCE** (also, search on google) – basically just mean what will be the first one to command

I’ve learned how to make a Boolean value, and applied the formula ang getting BMI at the first Code Challenge

**Strings and Template Literals** – backticks `` (for writing template literals)

**\n\** – is a new line

**IF STATEMENTS –** we can also put an undefined variable then give it a condition after what it will be later, and also try the less than equal,

**VALUE TYPES –** converging between types (number to strings)

**NaN –** invalid number

**CONVERTION –** manually we use number(variable), string(value ex. 23)

**COERTION –** automatically behind the scene , addition is dum dum using string coercion conversion

**TRUTHY AND FALSY** – not completely false until we convert it to Boolean (5 falsy 0, ‘’, undefined, null, NaN)

Falsy equal to 0 so 0 is false, if (true) else (false)

**EQUALITY OPERATORS == VS ===** also (!==) strick ver (!=) loose version (we also use number(prompt()) so we will not have an error while we use 3 equal sign.

**BOOLEAN LOGIC –** BRANCH OF COMPUTER SCIENCE USE TRUE AND FALSE TO SOLVE COMPLEX LOGICAL PROBLEMS (**AND , OR ||, &&** ) (not operator !)

**SWITCH STATEMENT –** we use this to for complicated if statement, compare value to multiple options, we need to say to stop or give some break, we also need break

**STATEMENTS AND EXPRESSION (**expression produce value**)** (statement have complete sentence or statement is statement doesn’t really mean to produce value, and all about action), expression and statements are not allowed to mix;

**THE CONDITIONAL (TERNARY) OPERATOR –** (to use emoticon window + .)

**FACT:**

**TERNARY –** use this for only one if and else and also after what’s the only difference between the ternary statement you can use it to the string template literal, then to execute it.

**SWITCH –** use this if you only have one variable to change

**FUNDAMENTALS PART 2**

**ACTIVATING STRICT MODE –**  ‘use strict’; (just like border box), no comment code, good in function, we can easily found errors than without strict mode, somehow we can see the little misspell

**FUNCTION –** piece of code we can use repeatedly (calling / running / invoking function)

To write clean code, don’t repeat yourself or dry

**FUNCTION DECLARATIONS VS EXPRESSIONS –** function declaration difference is you can put execution on first

**ARROW FUNCTION –** (shorter and faster to write) return will automatically automated.

Const (function name) = (parameter name) => (return value) // Function

**FUNCTION CALLING OTHER FUNCTIONS =** the name of the other function could be use inside the function.

**REVIEWING FUNCTIONS –** function declaration (function that can be used before it’s declared), function expression (essentially a function value stored in a variable), arrow function (great for a quick one-line functions. Has no this keyword (more later)).

1. Need a function name
2. Need a parameter or not (you can use one or more parameters)
3. Then we have variable inside function
4. Later we use that variable to part of execution.
5. Then return the variable.
6. Then we call the execution of function
7. And input data in parameters name by the function name.

**ARRAYS –** Onevariable that uses a lot of value using bracket (arrays are zero based)

**BASIC ARRAY OPERATIONS –** weuse push to put value in the end of array, we use unshift to put value in the first of the array, we use the pop to remove the value in the end of array, we use shift to remove the first value of the array

**INTRODUCTION TO OBJECTS –** we can’t put variable the array inside the array. So we have object for that, properties, most fundamental concept in a javascript language,

**FACT –** use array when more order data, and object for more unstructured data

**OBJECT METHODS –** You can put function as an object value, declaration doesn’t work on object it should be expression

**this –** inside the object of the object where function is place **remember:** you need to execute first the function before you log the input

**LOOP –** One of the other control structures (like if else statements), so we can do repetitive task

**For –** hasa counter (variable and value = value and condition = execution)

**LOOPING ARRAYS, BREAKING, AND CONTINUING –** we canusefor property like break and continue to add on if statement.

**FOR LOOPING BACKWARDS AND LOOPS IN LOOPS –** we use I to indicate the length and then making an statement then execution. And we can also put loop in loop just right before the bracket end put another loop on it

**THE WHILE LOOP –** more versatile than the for loops, (careful with infinite values)

ADDING ASSIGNMENTS