Udemy JavaScript Course – (Jonas Schmedtmann)

1. Welcome!
2. JS Fundamentals P.1

**Facts:**

Enter = Return

Using arrow up key to use previous code

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 uise 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 applicantion 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 watnt 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