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# Current Project Notes

## Udemy Unity Tutorials

Learn Scripting:

[Unity - Scripting API: MonoBehaviour (unity3d.com)](https://docs.unity3d.com/ScriptReference/MonoBehaviour.html)

## Notes for Program Blog

**Using this site for Colour Scheme:** [**https://www.chrisfenton.com/**](https://www.chrisfenton.com/)

# Tasks

### Web Dev Tutorials

|  |
| --- |
| **The Complete App Design Course - UX, UI and Design Thinking** |
| Located on D Drive  **Watch Next:** 04 User Interface UI Design for Mobile |

|  |
| --- |
| **Creating a Gatsby Blog from Scratch** |
| Located on YouTube: Chris DeSilva Creating a Gatsby Blog from Scratch.  **Watch Next:** Creating a Gatsby Blog from Scratch #3 | Blog Post Template 22:22 |

|  |
| --- |
| **Udemy-The Ultimate Guide to Game Development with Unity 2019** |
| Located on D Drive  **Watch Next:** 4. Create the Player, 9. Code Cleanup |

|  |
| --- |
| **Udemy - Modern React with Redux** |
| Located on D Drive  **Watch Next:** 24. REST-Based React Apps, 6. Dispatching Actions After Stream Creation |

|  |
| --- |
| **React Blog** |
| (URL) - [Full Stack React: How to Build Your Own Blog Using Express, Hooks, & Postgres. (freecodecamp.org)](https://www.freecodecamp.org/news/fullstack-react-blog-app-with-express-and-psql/)  **Watch Next:** Start |

|  |
| --- |
| **The Modern JavaScript Bootcamp Course** |
| Located on D Drive  **Watch Next**: 14. Twisting the DOM to Our Will 13. NBA Scores Chart Pt1. |
| Best Day: 17/08/2020 watched 2 hours 42 minutes (162.4) |

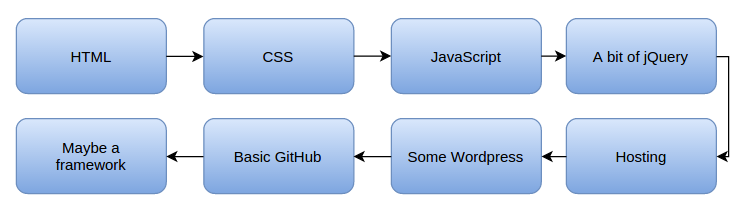
[Testandtrace@biu.com](mailto:Testandtrace@biu.com)

|  |
| --- |
| **UDEMY CSS tutorial** |
| Located on D Drive  **Watch Next:** 11. Adding & Styling Forms |

### Games Dev Tutorials

|  |
| --- |
| **Learn To Create An RPG Game In Unity** |
| Located on D Drive  **Watch Next**: 04. Switching Scenes: 3. Starting at the correct point |

### Learning Structure



### JavaScript Video games development

The last Git Commit is below:

[[218 warrior legend step 6 walk like a warrior - slide to move complete]](https://github.com/mathew461/Udemy_JS_Games/commit/db10a9a203ff6c30479804ec1351aca7752585cd)

This shows the title of the book.

Here is the last recording viewed: **17 004 Rework Drive Motion Into Walking**

**For Pixel art follow:** Udemy - Learn Professional Pixel Art & Animation for Games

**Completed:** 3. creating props and animating them: 4. Animating your diamond

My next task will revolve around taking some reference from Pinterest and recreating something. I want to study their choice in values and their colour theory.

### Hacking 101

This will be a hobbie, as hacking culture as always been interesting to me. First I believe educating myself on the windows command line is the best place to start.

Research these: command prompt, PowerShell, registry editor, group policy editor, and if you can, the api calls for windows itself.

<https://www.reddit.com/r/HowToHack/comments/9pc71e/my_guide_to_what_you_need_to_become_a_hacker/>

### The Odin Project

Currently working on: PROJECT: ROCK PAPER SCISSORS

Link: <https://www.theodinproject.com/courses/web-development-101/lessons/fundamentals-part-3>

**I have recently halted The Odin Project due to not having a good enough understanding of JavaScript to follow through.**

**I am going to do a JavaScript Bootcamp before carrying on.**

# Notes

## Illustration Portfolio

* Need to test website on mobile device
  + ~~When selecting an image on mobile view the user can scroll down and the black backdrop doesn’t scale. (Fixed, this does scale usually but with the Hamburgers contents being broken and pushing out the page when Deployed to Netlify, is causing this error)~~
  + ~~The Desktop Nav is displaying without CSS on the Mobile version. (Deleted a Class by mistake)~~
  + T~~he text at the bottom of the About Us page is cropped over by the footer. (Fixed when making text responsive.)~~
  + ~~When viewed in Desktop mode on Mobile the Welcome Page Logo Image is located weirdly to the Right. I only find this error when on mobile, which leads me to believe its due to the added height of the mobile screen compared to the desktop. (I changed rem and pixels to Vh and Vw so the text and objects change due to the viewport, this fixed the problem.~~
* Build Welcome Page
  + ~~Landing Page is hidden in the Title Nav Component~~
  + ~~Burger icon is half finished, this needs fixing,~~
  + ~~Make Welcome Page Image, Nav and Title responsive (~~**~~Halfway:~~** ~~Title and Nav have been done, but struggling to move Image horizontally.)~~
  + ~~Need to make Welcome Image and Welcome Nav stay centered in the mobile version~~
  + ~~Make percentages to pixels or rem to prevent stuff moving around on the page when user moves. (Maybe Vh and Vw will work better)~~
* Responsive design for Mobile
  + Images are moved to the left, I think the best way to fix this is to shrink the images down on mobile so at least two tiles of images are seen on screen.
  + ~~Make Both Headers Responsive, and hide Mobile Header with Desktop Header~~
  + ~~Rename Nav tools to Mobile Header & Desktop Header~~
* Build a new Hamburger in Gatsby For Mobile.
  + Hamburger doesn’t work, its contents just pour out onto the page, so I need to start from scratch and rebuild it.
  + Hamburger Bar isn’t hiding its contents, just displaying all over
  + The contents of the Hamburger Nav don’t scroll
  + ~~Attempted to migrate old HTML Burger Nav for Mobile, but struggle to intergrate that code into a React project. (Failed!!)~~
  + ~~Follow this tutorial~~ [~~Hamburger Menu with Gatsby and Styled Components - YouTube~~](https://www.youtube.com/watch?v=6cb56Luubd4)
    - ~~Finished, but keep for reference for now~~.
  + ~~I have built the Hamburger Nav Tool, but now I need to make it responsive and work in harmony with the current Desktop Nav Tool~~
  + ~~Desktop Nav Tool is now working~~
  + ~~Need to look up how to make Styled Components Responsive, to make the Hamburger responsive.~~
  + ~~Links are currently not working, link them up to the correct pages~~
  + ~~Need to change Hamburgers positon, as it is currently cropping over the gallery images.~~
* Build a Slider for the Galleries Lightbox
* Gallery Page
  + Fix the bug that makes images load on top of each other

# Studies

## Vercel How To

* To Deploy on Vercel first install Vercel **[ npm install –g vercel ]** This command installs Vercel Globally therefore only needed once.
* To start Vercel on a new project use **[ vercel login ]** and then type in personal Email - *Must be the same as personal Github Account -*
* Then once done type in **[ Vercel ]** on CMD
* Once site is deployed if any changes are made use the command **[ vercel –prod ]** to update

### How to start a new project

(From Gatsby Bootcamp) Gatsby: gatsby new project-name https://github.com/gatsbyjs/gatsby-starter-hello-world

## HTML

### Forms

I first came across forms reading about it, but would like to look at further sources.

**Example of a simple form structure in HTML**

 <form action="http://www.learningwebdesign.com/contest.php" method="post">

    <p>

      Contest Entry Information

    </p>

    <ul>

      <li>

        Name: <input type="text" name="name">

      </li>

      <li>

        Email: <input type="email" name="email">

      </li>

      <li>

        Phone: <input type="number" name="phone">

      </li>

      <li>

        My shoes are so old... <textarea name="story"

                                         rows="4"

                                         cols="60"

                                         maxlength="300"

                                         placeholder="No more than 300 characters long">

                                </textarea>

      </li>

    </ul>

    <p>

      <input type="submit" value="Pimp my shoes!">

      <input type="reset">

    </p>

  </form>

## JavaScript Studies

### Questions?

* What does Return do?

The directive return can be in any place of the function. When the execution reaches it, the function stops, and the value is returned to the calling code (assigned to result above).

From my understanding, Return is a process where it stops the code and returns a value. It is similar as using Function to declare a function, and then the unique name of that function. You declare Return and then add a value. You can request Return and leave it empty, filling in nothing, and this would lead to

This link goes over the basics of Return: <https://javascript.info/function-basics>

* What are Parameters - - Function Name () [I have recently learnt that the brackets are where you can write a parameter. However I do not know what a Parameter is!]
* What does Prompt do?
* What does parseInt(number) do?

### The Odin Project Fundamentals part 3: Functions

Task 1 - Write a function called add7 that takes one number and returns that number + 7.

    //This function adds 7 to the users input

    function add7() {

        let number =prompt("Pick a number");

        let NewNumber = 7 + parseInt(number);

        return (NewNumber);

    }

    add7();

Task 2 - Write a function called multiply that takes 2 numbers and returns their product.

    //This function multiplies x and y

    function multiply(x, y) {

        return x\*y;

    }

    let z = multiply(4,5)

Task 3 - Write a function called capitalize that takes a string and returns that string with only the first letter capitalized. Make sure that it can take strings that are lowercase, UPPERCASE or BoTh.

  //This function capitalises the first letter of the string

    function capitalizeFirstLetter(string) {

        return [ first.toLocaleUpperCase(locale), ...rest ].join('');

    }

    console.log(capitalizeFirstLetter('foo')); // Foo

    console.log(capitalizeFirstLetter("𐐶𐐲𐑌𐐼𐐲𐑉")); // "𐐎𐐲𐑌𐐼𐐲𐑉" (correct!)

    console.log(capitalizeFirstLetter("italya", 'tr')); // İtalya" (correct in Turkish Latin!)

Task 4 - Write a function called lastLetter that takes a string and returns the very last letter of that string:

1. lastLetter("abcd") should return "d"

An elegant and short alternative, is the [String.prototype.slice](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/String/slice) method.

Just by:

str.slice(-1);

A negative start index slices the string from length+index, to length, being index -1, the last character is extracted:

"abc".slice(-1); // "c";

## CSS – Studies

### Positioning

(Good video to understand positioning with CSS) [CSS Centering Images - How to Center Images Vertically and Horizontally? - YouTube](https://www.youtube.com/watch?v=mwVNVxpkly0&t=31s)

### Loops

I was briefly introduced to For loops during the JS Bootcamp, but believe I could do with studying the subject more.

### Class vs ID

One thing I have been confused on is the use of full stops and hashtags when setting up a CSS command. Essentially what is the difference between a class and an ID

In the CSS, a class selector is a name preceded by a **full stop** (“.”) and an ID selector is a name preceded by a **hash character** (“#”).

The difference between an ID and a class is that an ID can be used to identify one element, whereas a class can be used to identify more than one.

I am still unsure what the purpose for an ID is when you could theoretically use a class. My understanding is that you would use an ID for a single element, but my point is could a class not be used for that single element as well? If so would that not make the ID useless?

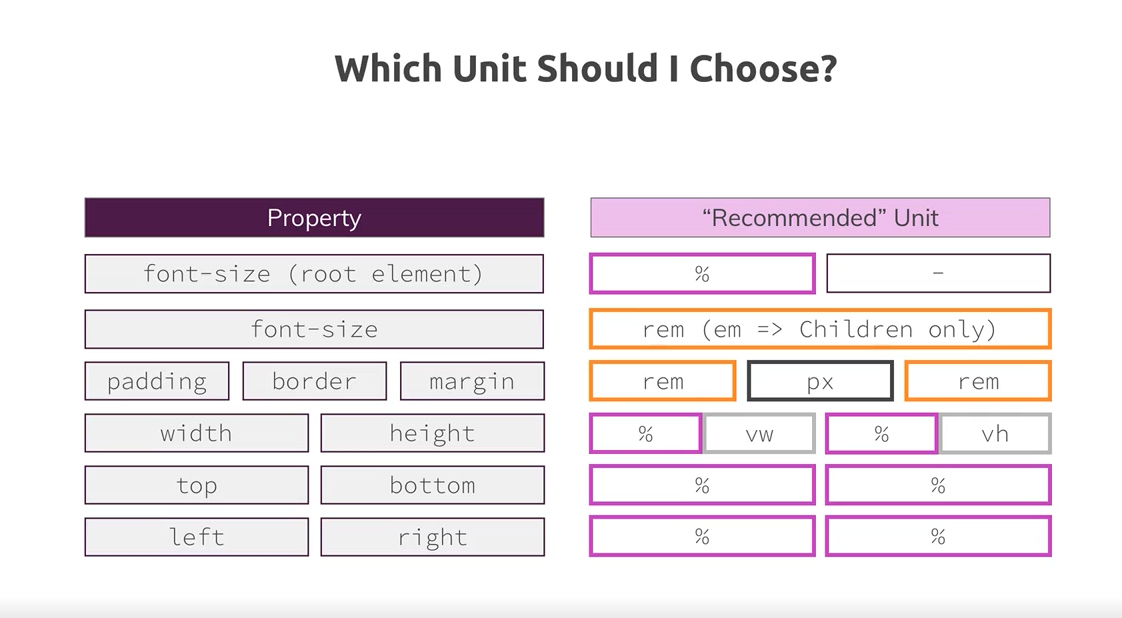
**Conclusion**

I began to study CSS again, I felt I had an adequate understanding of CSS at a level that I can build a website with it, but there are still many questions I need answered. Therefore I began watching the ‘Udemy - CSS - The Complete Guide 2020 (incl. Flexbox, Grid & Sass) tutorials. During the 2. Diving into the Basics of CSS section, I reached the sixth episode and thought I had an answer to my Class vs ID question.

**6. Theory Time – Selectors:** This episode pretty much confirmed my theory. That an ID is only usable once, therefore if you know you are only going to use CSS on that specific tag one time then it is fine to use. If you want to use the element more than once however, then a class is for you. One thing I learned here you are fine in using a Class even if you only use the Element one time, however you can only use the ID one time. ~~This has led me to believe that ID’s are pointless, since a Class can do the same thing and more.~~

**From watching 7. Understanding the Cascading Style & Specificity:** This video went into detail on the specifity and the cascading elements of CSS, basically different rules have different levels of importance. A class for example has a higher importance to a generic element. This prevents the same attributes being applied to the same asset twice, for example applying font-colour blue in the element, and then font-colour red in the class. In this example the red would be applied because the Class element is superior to the generic one. Above this however is the ID element, therefore if I was to write font-colour yellow, in the id element, then that would be the colour shown. This has led me to believe that the ID element has some importance.

### Which Unit Should I choose?



### The Odin Project Studies

**Part 1**

* How do you declare a variable?

It would seem there are three ways to declare a Variable. The var: statement would seem to be the old way to do it, but now you can also use let: and const:. From what I have read it is best to use let:

* What are three different ways to declare a variable?

Let: and const: see above.

* Which one should you use when?

The var keyword is almost the same as let. It also declares a variable, but in a slightly different, “old-school” way.

Let seems to be the method to use default. The advice seems to state that if in doubt use let: var seems out-dated.

Variables declared using const are called “constants”. They cannot be reassigned. An attempt to do so would cause an error:

* What are the rules for naming variables?

A variable name should have a clean, obvious meaning, describing the data that it stores.

* Use human-readable names like userName or shoppingCart.
* Stay away from abbreviations or short names like a, b, c, unless you really know what you’re doing.
* Make names maximally descriptive and concise. Examples of bad names are data and value. Such names say nothing. It’s only okay to use them if the context of the code makes it exceptionally obvious which data or value the variable is referencing.
* Agree on terms within your team and in your own mind. If a site visitor is called a “user” then we should name related variables currentUser or newUser instead of currentVisitor or newManInTown.
* What are operators, operands, and operations?

We know many **operators** from school. They are things like addition +, multiplication \*, subtraction -, and so on.

An **operand** – is what operators are applied to. For instance, in the multiplication of 5 \* 2 there are two operands: the left operand is 5 and the right operand is 2. Sometimes, people call these “arguments” instead of “operands”.

An **operator** is unary if it has a single operand. For example, the unary negation - reverses the sign of a number:

The basic arithmetic operations are addition, **subtraction**, **multiplication** and division, although this subject also includes more advanced operations, such as manipulations of percentages, square roots, exponentiation, logarithmic functions, and even trigonometric functions, in the same vein as logarithms

* What is concatenation and what happens when you add numbers and strings together?

In formal language theory and computer programming, string concatenation is the operation of joining character strings end-to-end. For example, the concatenation of "snow" and "ball" is "snowball".

* What are the different types of operators in JavaScript?

Arithmetic Operators

Comparison (Relational) Operators

Bitwise Operators

Logical Operators

Assignment Operators

Special Operators

* What is the difference between == and ===?

10 == Equal x == y

10 === Strict equal x === y

When using the == operator, equal numbers are equal:

When using the === operator, equal numbers are not equal, because the === operator expects equality in both type and value.

* What are operator precedence values?

If an expression has more than one operator, the execution order is defined by their precedence, or, in other words, the default priority order of operators.

From school, we all know that the multiplication in the expression 1 + 2 \* 2 should be calculated before the addition. That’s exactly the precedence thing. The multiplication is said to have a higher precedence than the addition.

Parentheses override any precedence, so if we’re not satisfied with the default order, we can use them to change it. For example, write (1 + 2) \* 2.

There are many operators in JavaScript. Every operator has a corresponding precedence number. The one with the larger number executes first. If the precedence is the same, the execution order is from left to right.

* What are the increment/decrement operators?

Increasing or decreasing a number by one is among the most common numerical operations.

So, there are special operators for it:

Increment ++ increases a variable by 1:

Decrement -- decreases a variable by 1:

* What is the difference between prefixing and post-fixing them?

When the operator goes after the variable, it is in “postfix form”: counter++.

The “prefix form” is when the operator goes before the variable: ++counter.

Both of these statements do the same thing: increase counter by 1.

Is there any difference? Yes, but we can only see it if we use the returned value of ++/--.

Let’s clarify. As we know, all operators return a value. Increment/decrement is no exception. The prefix form returns the new value while the postfix form returns the old value (prior to increment/decrement).

* What are assignment operators?

Let’s note that an assignment “=” is also an operator.

It is listed in the precedence table with the very low priority of 3.

* What is the “Unary +” Operator?

An operator is unary if it has a single operand. For example, the unary negation - reverses the sign of a number:

**Part 2**

* What are the eight data types of JavaScript?

In JavaScript there are two different kinds of data: **primitives**, and **objects**. A primitive is simply a data type that is not an object, and has no methods.

* + **Number:** There is only one type of Number in JavaScript. Numbers can be written with or without a decimal point. A number can also be +Infinity, -Infinity, and NaN (not a number).
  + **Bigint:** is for integer numbers of arbitrary length.
  + **Strings:** are used for storing text. Strings must be inside of either double or single quotes. In JS, Strings are immutable (they cannot be changed).
  + **Boolean**: represents only one of two values: **true**, or **false**. Think of a Boolean as an on/off or a yes/no switch.
  + **Null:** has one value: **null.**It is explicitly nothing.
  + **Undefined:** for unassigned values – a standalone type that has a single value undefined.
  + **Object:** for more complex data structures.
  + **Symbol:** for unique identifiers. (relatively new)
* Which data type is NOT primitive?

**Object** is not a primitive data type

An object is a collection of properties. These properties are stored in key/value pairs. Properties can reference any type of data, including objects and/or primitive values.

**BigInt** is a built-in object that provides a way to represent whole numbers larger than 253 - 1, which is the largest number JavaScript can reliably represent with the [Number](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Number) primitive and represented by the [Number.MAX\_SAFE\_INTEGER](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Number/MAX_SAFE_INTEGER) constant. **BigInt** can be used for arbitrarily large integers.

* What is the difference between single, double, and backtick quotes for strings?

In JavaScript, there are 3 types of quotes.

1. Double quotes: "Hello".
2. Single quotes: 'Hello'.
3. Backticks: `Hello`.

Double and single quotes are “simple” quotes. There’s practically no difference between them in JavaScript.

Backticks are “extended functionality” quotes. They allow us to embed variables and expressions into a string by wrapping them in ${…}, for example:

let name = "John";

// embed a variable

alert( `Hello, ${name}!` ); // Hello, John!

// embed an expression

alert( `the result is ${1 + 2}` ); // the result is 3

* Which type of quote lets you embed variables/expressions into a string?

Backticks, See above.

* How do you embed variables/expressions into a string?

by wrapping them in ${…}, See information on Backticks above.

* How do you escape characters in a string?

The backslash ( \ ) **character** is used to **escape characters** that otherwise have a special meaning, such as newline, backslash itself, or the quote **character**.

* What is the difference between slice/substring/substr?

slice() works like substring() with a few different behaviors.

Syntax: string.slice(start, stop);

Syntax: string.substring(start, stop);

**What they have in common:**

1. If start equals stop: returns an empty string
2. If stop is omitted: extracts characters to the end of the string
3. If either argument is greater than the string's length, the string's length will be used instead.

**Distinctions of** [substring()](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/String/substring)**:**

1. If start > stop, then substring will swap those 2 arguments.
2. If either argument is negative or is NaN, it is treated as if it were 0.

**Distinctions of** [slice()](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/String/slice)**:**

1. If start > stop, slice() will return the empty string. ("")
2. If start is negative: sets char from the end of string, exactly like substr() in Firefox. This behavior is observed in both Firefox and IE.
3. If stop is negative: sets stop to: string.length – Math.abs(stop) (original value), except bounded at 0 (thus, Math.max(0, string.length + stop)) as covered in the [ECMA specification](https://www.ecma-international.org/ecma-262/9.0/index.html#sec-string.prototype.slice).

* What are methods?

JavaScript methods are actions that can be performed on objects. A JavaScript method is a property containing a function definition.

|  |  |
| --- | --- |
| **Property** | **Value** |
| firstName | John |
| lastName | Doe |
| age | 50 |
| eyeColor | Blue |
| fullName | function() {return this.firstName + " " + this.lastName;} |

* What are the three logical operators and what do they stand for?

There are **three logical operators** in JavaScript: || (OR), && (AND), ! (NOT). Although **they** are called “**logical**”, **they can** be applied to values of any type, not only boolean. Their result **can** also be of any type.

* What are the comparison operators?

A [comparison operator](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Operators/Comparison_Operators) compares its operands and returns a logical value based on whether the comparison is true. The operands can be numerical, string, logical, or object values. Strings are compared based on standard lexicographical ordering, using Unicode values. In most cases, if the two operands are not of the same type, JavaScript attempts to convert them to an appropriate type for the comparison. This behavior generally results in comparing the operands numerically. The sole exceptions to type conversion within comparisons involve the === and !== operators, which perform strict equality and inequality comparisons. These operators do not attempt to convert the operands to compatible types before checking equality. The following table describes the comparison operators in terms of this sample code:

|  |  |  |
| --- | --- | --- |
|  |  |  |
| **Operator** | **Description** | **Examples returning true** |
| [Equal](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Operators/Comparison_Operators#Equality) (==) | Returns true if the operands are equal. | 3 == var1  "3" == var1  3 == '3' |
| [Not equal](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Operators/Comparison_Operators#Inequality) (!=) | Returns true if the operands are not equal. | var1 != 4 var2 != "3" |
| [Strict equal](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Operators/Comparison_Operators#Identity) (===) | Returns true if the operands are equal and of the same type. See also [Object.is](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Object/is) and [sameness in JS](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Equality_comparisons_and_sameness). | 3 === var1 |
| [Strict not equal](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Operators/Comparison_Operators#Nonidentity) (!==) | Returns true if the operands are of the same type but not equal, or are of different type. | var1 !== "3" 3 !== '3' |
| [Greater than](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Operators/Comparison_Operators#Greater_than_operator) (>) | Returns true if the left operand is greater than the right operand. | var2 > var1 "12" > 2 |
| [Greater than or equal](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Operators/Comparison_Operators#Greater_than_or_equal_operator) (>=) | Returns true if the left operand is greater than or equal to the right operand. | var2 >= var1 var1 >= 3 |
| [Less than](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Operators/Comparison_Operators#Less_than_operator) (<) | Returns true if the left operand is less than the right operand. | var1 < var2 "2" < 12 |
| [Less than or equal](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Operators/Comparison_Operators#Less_than_or_equal_operator) (<=) | Returns true if the left operand is less than or equal to the right operand. | var1 <= var2 var2 <= 5 |

* What is nesting?

function x () {  
function y() {  
// something;  
}  
}

* What are truthy and falsy values?

**Truthy and falsy** in JavaScript. In JavaScript, **truthy** are expressions which evaluates to boolean true **value** and **falsy** evaluates to boolean false **value**. Unlike other languages, true and false **values** are not limited to boolean data types and comparisons.

* What are the falsy values in Javascript?

A falsy value is something which evaluates to FALSE, for instance when checking a variable. There are only six falsey values in JavaScript: undefined, null, NaN, 0, "" (empty string), and false of course.

* What is the syntax for an if/else if/else conditional?

if (*condition1*) {  
  *// block of code to be executed if condition1 is true*} else if (*condition2*) {  
  *// block of code to be executed if the condition1 is false and condition2 is true*  
} else {  
  *// block of code to be executed if the condition1 is false and condition2 is false*}

* What is the syntax for a switch statement?

switch(expression) {  
  case x:  
    *// code block*    break;  
  case y:  
    *// code block*    break;  
  default:  
    // code block  
}

* What is the syntax for a ternary operator?

The **conditional (ternary) operator** is the only JavaScript operator that takes three operands: a condition followed by a question mark (?), then an expression to execute if the condition is [truthy](https://developer.mozilla.org/en-US/docs/Glossary/truthy) followed by a colon (:), and finally the expression to execute if the condition is [falsy](https://developer.mozilla.org/en-US/docs/Glossary/falsy). This operator is frequently used as a shortcut for the [if](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Statements/if...else) statement.

*condition* ? *exprIfTrue* : *exprIfFalse*

***condition***

An expression whose value is used as a condition.

***exprIfTrue***

An expression which is evaluated if the *condition* evaluates to a [truthy](https://developer.mozilla.org/en-US/docs/Glossary/truthy) value (one which equals or can be converted to true).

***exprIfFalse***

An expression which is executed if the *condition* is [falsy](https://developer.mozilla.org/en-US/docs/Glossary/falsy) (that is, has a value which can be converted to false).

* What is the relationship between null and undefined?

**Null** means an empty or non-existent value. Null is assigned, and explicitly means nothing.

*null is also an object. Interestingly, this was actually an error in the original JavaScript implementation:*

**Undefined** means a variable has been declared, but the value of that variable has not yet been defined. Unlike null, undefined is of the type undefined:

* What are conditionals?

Conditional statements control behavior in JavaScript and determine whether or not pieces of code can run.

There are multiple different types of conditionals in JavaScript including:

“If” statements: where if a condition is true it is used to specify execution for a block of code.

“Else” statements: where if the same condition is false it specifies the execution for a block of code.

“Else if” statements: this specifies a new test if the first condition is false.

Now that you have the basic JavaScript conditional statement definitions, let’s show you examples of each.

# QA Job Project

**Software testers are in demand**

Growth Areas

Areas such as security and performance are two areas that are seeing massive growth and especially with security being a red hot issue at the moment.

## Questions?

agile testing?

ISTQB foundation certification?

SQS, Accenture, Cognizant , cgi etc.

What is a Cart test?

They put up a static image of a shopping cart page, and asked me to identify what I thought were bugs and why. It was an interesting exercise, because it questioned my observation skills, and ability to communicate issues. It was a less interesting exercise, because they wanted me to find as many as I could, and we'd discuss the rest. But I found 7/11 of them so quickly, that they just sat around and made me find the remaining 4. It was excruciating. But I got the job!

What is FizzBuzz?

ISEB courses?

## Automation or Manual

Manual seems to be regarding none coding based jobs, while automation is programming based