Intro to JavaScript Class 1 Reference

JavaScript: a client-side processing language. A browser reads the code and runs it directly. JavaScript lets you build dynamic webpages that respond to input from users.

# How to add JavaScript

Above your closing </body> tag:

<script>

alert('Hello World!');

</script>

As an external file in your <head> tag:

<script src="path/to/file.js"></script>

# Variables

Variables can hold different types of information, like words, numbers, and collections of data.

Naming Variables: the variable name is case-sensitive, it needs to have a unique name

Declare a variable - var numberOfKittens; or var numberOfKittens = 5;

Use a variable - var numberOfAnimals = numberOfKittens + numberOfPuppies;

**Functions** - separable, reusable pieces of code.

Declare:

function turtleFact() {

console.log('Hello World');

}

Then reuse: turtleFact();

# Arithmetic Operators

**Example Name Result**

-a Negation Opposite of a.

a + b Addition Sum of a and b.

a - b Subtraction Difference of a and b.

a \* b Multiplication Product of a and b.

a / b Division Quotient of a and b.

a % b Modulus Remainder of a divided by b.

You can pass variables into a function: function addOne(inputNumber) { }

You can also return values from a function:

function square(num) {

return num \* num;

}

console.log(square(4)); // outputs '16'.

var squareOfFive = square(5); // will make squareOfFive equal 25.

# Reminders

* After each individual statement, you must add a semicolon.
* Return statement in a function will automatically end a function.
* When using variables in functions, variables do not need to have the same name as the function argument(s).