Intro to JavaScript Class 2 Reference

**Scope**: The scope of a variable determines the accessibility of the variables data.

**Global and Local Scope**: A Global variable is declared outside a function and can be accessed anywhere. A Local scope is only declared within a function and can only be used by that function.

# If/Else Statements: used to decide which lines of code to execute based on a condition

var age = 28;

if (age >= 16) {

console.log ('Yay, you can drive!');

} else {

console.log ('Sorry, but you have ' + (16 - age) +

' years until you can drive.');

}

# Comparison Operators

**Example Name Result**

a == b Equal TRUE if a is equal to b (can be different types).

a === b Identical TRUE if a is equal to b, and the same type.

a != b Not equal TRUE if a is not equal to b (can be different types).

a !== b Not identical TRUE if a is not equal to b, or they are not the same type.

a < b Less than TRUE if a is strictly less than b.

a > b Greater than TRUE if a is strictly greater than b.

a <= b Less than or equal to TRUE if a is less than or equal to b.

a >= b Greater than or equal to TRUE if a is greater than or equal to b.

# Logical Operators

**Example Name Result**

a && b And TRUE if both a and b are TRUE.

a || b Or TRUE if either a or b is TRUE.

! a Not TRUE if a is not TRUE.

**While Loops:** While will repeat the same code over and o**ver until some condition is met.**

var bottlesOfBeer = 99;

while (bottlesOfBeer >= 1) {

console.log (bottlesOfBeer + ' bottles of beer on the wall');

bottlesOfBeer = bottlesOfBeer - 9;

}

**For loops:** are very similar, but you declare a counter in the statement (see example at bottom of page).

**Break Statement:** To exit a loop, use the break statement.

Arrays are an **ordered** list of values: var superHeroPowers = ['Telekinesis', 'Agility', 'The Force'];

**Change** array values by accessing their index: superHeroPowers[0] = 'Reflexes';

**Add** to an array by pushing values in: superHeroPowers.push('Fighting');

**Loop** through an array:

var rainbowColors = ['Red', 'Orange', 'Yellow', 'Green', 'Blue', 'Violet'];

for (var i = 0; i < rainbowColors.length; i++) {

console.log(rainbowColors[i]);

}