

💡 thinkdev #2

# Values and types

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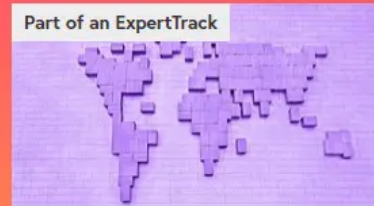
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# Numbers

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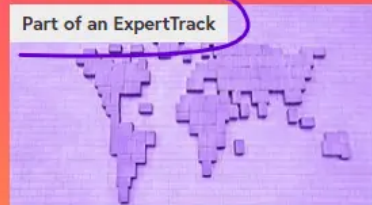


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**How do we represent these values?**

- We use *strings* for text:
  - "Most popular"
  - 'Installed'

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  - "Most popular"
  - 'Installed'
- We use *booleans* to choose between alternatives
  - true, false



**What about numbers?**

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- Many languages differentiate between types of numbers.
- *Integer* types (*int*) for 20, -7, ...
- *Floating point* types (*float*) for 3.2, -0.789, ...

**But in JavaScript...**

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... a number is just a *number*.

# typeof a value

Use the typeof keyword to get the type of a value:

```
typeof "Hi"           // "string"  
typeof 12.34          // "number"  
typeof 3_000_000       // "number"  
typeof false          // "boolean"
```

# Comments

- Use comments to explain pieces of your code.
- The language ignores them.





# Expressions

# Expressions

Things that have value.

- The simplest expressions are literals:
  - 1, "Hi", true.

- The simplest expressions are literals:
  - 1, "Hi", true.
- But they're not so useful alone.

You can use operators to build complex expressions:

```
1 - 2;           // -1
50 * 70 / 67 + 9; // 61.2388...
typeof true;     // "boolean"
```

Wrapping an expression in brackets doesn't change it's value:

```
(1 - 2);           // -1  
(50 * 70 / 67 + 9); // 61.2388...  
(typeof true);    // "boolean"
```

Operator precedence rules apply, even to non-arithmetic operators:

```
(50 * 70 / 67 + 9); // 61.2388...  
50 * 70 / (67 + 9); // 46.0526...  
typeof (2 - 1);      // "number"
```



You can use an expression where a value is expected:

```
typeof (50 * 70 / 67 + 9)  
console.log(typeof true)
```

**What if we wanted to store  
the value of an expression?**

# Variables





# **How to name variables**

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- First character must be a letter, underscore \_, or dollar sign \$.
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  - Valid: y2, first\_name, \_LAST\_NAME\_, \$10
  - Invalid: 2a, middle name



# How to name variables

- First character must be a letter, underscore `_`, or dollar sign `$`.
  - E.g, `x`, `$`, `_`
- Following characters may include numbers
  - Valid: `y2`, `first_name`, `_LAST_NAME_`, `$10`
  - Invalid: `2a`, `middle name`
- Names are case-sensitive
  - `message`, `Message`, `MESSAGE` are different variables.

The JavaScript convention is  
camelCase 🐪

# Variables that vary

- A `const` variable is *constant*; it always refers to the same value.

# Variables that vary

- A `const` variable is *constant*; it always refers to the same value.
- That's usually fine, but sometimes we'd like to reassign a variable to a different value.







Use the `let` keyword instead:

```
let quantity = 1  
  
quantity = quantity + 1  
  
console.log(quantity) // 2
```



## Addition assignment operator

```
let quantity = 1
```

```
quantity += 1
```

```
console.log(quantity) // 2
```

## Increment operator

```
let quantity = 1
```

```
quantity++
```

```
console.log(quantity) // 2
```

You can initialize a `let` variable with a value after declaring it:

```
let quantity;  
  
// initialize after declaring  
quantity = 1  
  
quantity++  
  
console.log(quantity) // 2
```

Its value will be undefined until you initialize it:

```
let quantity;  
  
console.log(quantity) // undefined  
  
// initialize after declaring  
quantity = 1  
  
quantity++  
  
console.log(quantity) // 2
```

# Absence of value

- Special values: `undefined` and `null`.
- `null` is often used for an intentionally absent value.

# Operations on strings

# Joining strings

Also known as *concatenation*:

```
const firstName = "Mubaraq"  
const lastName = "Wahab"  
  
const fullName = firstName + lastName  
// "MubaraqWahab"
```





# Interpolation

You can use special strings called *template literals* to interpolate:

```
const firstName = "Mubaraq"  
const lastName = "Wahab"  
  
const fullName = `${firstName} ${lastName}`  
// "Mubaraq Wahab"
```

# Get a character from a string

Use square brackets to specify an *index* (starting from zero):

```
//           0123456
const firstName = "Mubaraq"

const initial = firstName[0] // "M"
const second = firstName[1] // "u"
// and so on...
```

# Get part of a string

Use the `slice` method:

```
//           0123456
const firstName = "Mubaraq"

const firstThreeLetters = firstName.slice(0, 3)
// "Mub"

const thirdToEnd = firstName.slice(2)
// "baraq"
```

# Does a string include this?

Use the `includes` method to check if a string includes another:

```
const firstName = "Mubaraq"

firstName.includes('ba')
// true
firstName.includes('ab')
// false
```

# How long is a string?

Use the `length` property to get the length of a string:

```
const firstName = "Mubaraq"
```

```
firstName.length
```

```
// 7
```

# String to number

You need to convert a string to a number sometimes, such as when working with user input:

```
// Assume this is from user input
const input = "20"

// Careful here! Result is "203"
input + 3
```

Use the `Number` function to convert a string to a number:

```
// Assume this is from user input
const input = "20"

// Convert to number first!
const inputAsNumber = Number(input)

// Result is 23
inputAsNumber + 3
```

Or use the + operator:

```
// Assume this is from user input
```

```
const input = "20"
```

```
// An idiomatic way
```

```
const inputAsNumber = +input
```

```
// Result is 23
```

```
inputAsNumber + 3
```



# Number to string

The opposite is possible too, using the `String` function:

```
const num = 20

// Result is "20"
const numAsString = String(num)
```

Or the toString method:

```
const num = 20
```

```
// Result is "20"
```

```
const numAsString = num.toString()
```

Or even concatenating with an empty string:

```
const num = 20  
  
// Result is "20"  
const numAsString = "" + num
```

# UPPERCASE, lowercase

```
const firstName = "Mubaraq"
```

```
firstName.toUpperCase()
```

```
// "MUBARAQ"
```

```
firstName.toLowerCase()
```

```
// "mubaraq"
```

# Statements

# Statements

- A program is a sequence of statements.
- Statements are executed one after another.

```
const name = 'Mubaraq'  
const message = 'Hello ' + name  
typeof message
```

A variable declaration is a statement:

```
const name = 'Mubaraq'  
const message = 'Hello ' + name  
typeof message
```



An expression can act as a statement too:

```
const name = 'Mubaraq'  
const message = 'Hello ' + name  
typeof message
```

You can't use a statement as an expression:

```
// Error!  
const message = 'Hello ' + (const name = 'Mubaraq')  
typeof message
```

An assignment is an expression:

```
let name  
const message = 'Hello ' + (name = 'Mubaraq')  
typeof message
```