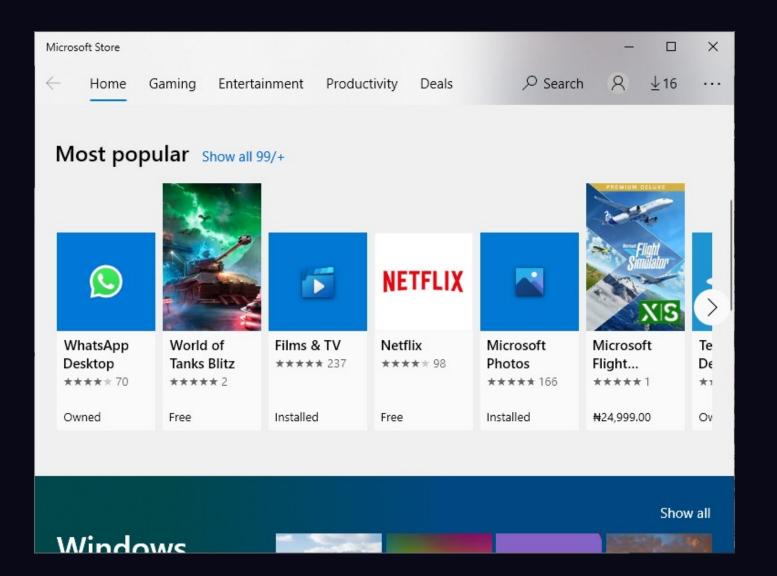
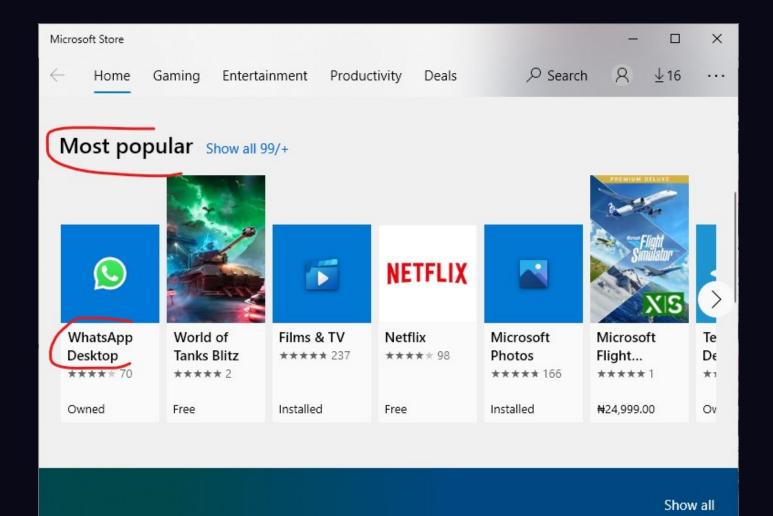
∵Ö thinkdev #2

# Values and Types

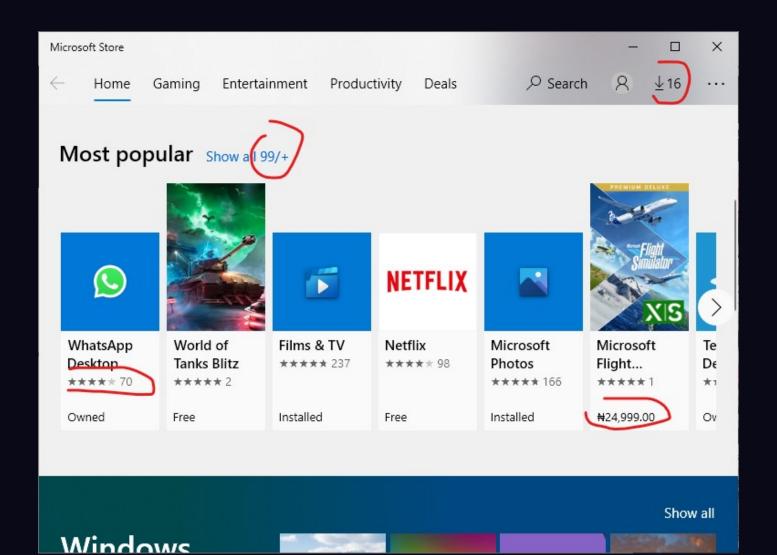


#### **Text**

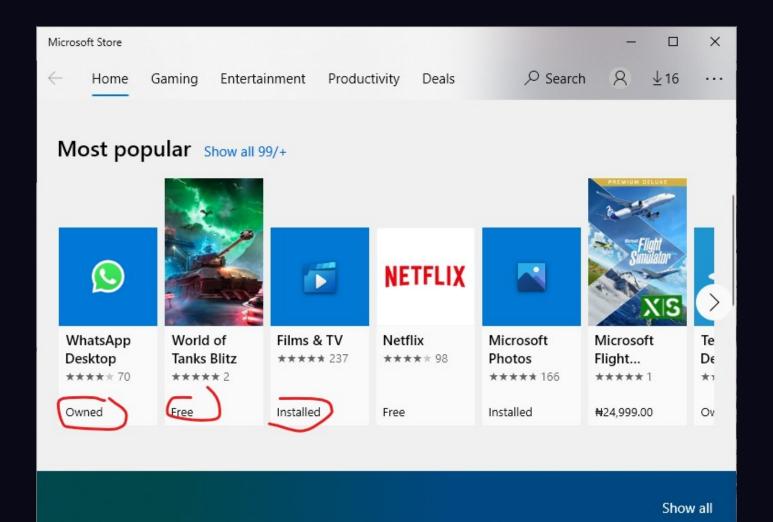


Windows

### **Numbers**



### **Alternatives**



Windows

# These have "formal" names

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- We represent text with *strings* 
  - "Most popular"
  - 'Installed'
  - 'She\'s here'

## These have "formal" names

- We represent text with *strings* 
  - "Most popular"
  - 'Insta<u>lled'</u>
  - 'She\'s here'
- We use booleans to choose between alternatives
  - true, false

• Many languages differentiate between types of numbers.

- Many languages differentiate between types of numbers.
- *Integer* types (or *int*) for 1, 20, -7, ...

- Many languages differentiate between types of numbers.
- *Integer* types (or *int*) for 1, 20, -7, ...
- Floating point types (or float) for 3.2, -0.789, ...

# But in JavaScript...

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

## typeof

Use 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**

Messages ignored by the language, just for the developer

## Comments

Messages ignored by the language, just for the developer

```
// Line comment
/* Block comment */
Multiline
block
comment
```

# Operations on numbers

• Values aren't so useful alone

# **Operations on numbers**

- Values aren't so useful alone
- We can do the usual arithmetics: (+, -, /, \*)

# Operations on numbers

- Values aren't so useful alone
- We can do the usual arithmetics: (+, -, /, \*)
- Modulus operator % (more on this later)

# Expressions

Things that have value.

```
"Hi 🔊";
20.9;
50 * 70 / 67 + 9;
typeof true;
```

# Expressions

You can wrap expressions in brackets.

```
("Hi \( \bigo) \);
(20.9);
((50 * 70) / (67 + 9));
(typeof true);
```

# Expressions

Values and expressions can usually replace each other.

```
typeof ((50 * 70) / (67 + 9));
typeof typeof true
```

# What if we wanted to store an expression?

# Variables

```
// Declare a variable
const costPerItem = 3000
```

# **Variables**

```
// Declare a variable
const costPerItem = 3000

// Use the variable
console.log(costPerItem * 10)
```

# Variables

```
// Declare a variable
const costPerItem = 3000

// Use the variable
console.log(costPerItem * 10)

// The right-hand side is always an expression
const costPer10Items = costPerItem * 10
```

- First character must be a letter, underscore \_, or dollar sign \$.
  - Valid: x, \$, \_
  - Invalid: 0, 1

- First character must be a letter, underscore \_, or dollar sign \$.
  - Valid: x, \$, \_
  - Invalid: 0, 1
- Following characters may include numbers
  - Valid: y2, first\_name, \_LAST\_NAME\_, \$10
  - Invalid: 2a

- First character must be a letter, underscore \_, or dollar sign \$.
  - Valid: x, \$, \_
  - Invalid: 0, 1
- Following characters may include numbers
  - Valid: y2, first\_name, \_LAST\_NAME\_, \$10
  - Invalid: 2a
- Names are case-sensitive
  - message, Message, MESSAGE are different variables.

The JavaScript convention is

camelCase 🦒



• const variables are *constant*; they always refer to the same value.

- const variables are constant; they always refer to the same value.
- That's fine in many cases, but sometimes we need to change that reference.

Consider an e-commerce app



Screenshot of cart from Tarbiyah Books Plus

```
const quantity = 0

// When the user clicks the plus button,
// we should increase the quantity
quantity = quantity + 1
// Error: Assignment to constant variable
```

Use the let keyword instead

```
let quantity = 0
quantity = quantity + 1
console.log(quantity) // 1
```

## Variables that vary

Addition assignment operator

```
let quantity = 0
quantity += 1
console.log(quantity) // 1
```

## Variables that vary

Increment operator

```
let quantity = 0
quantity++
console.log(quantity) // 1
```

### Variables that vary

You don't have to initialize a let variable with a value immediately.

```
let quantity; // value is undefined

// initialize after declaring
quantity = 0

quantity++

console.log(quantity) // 1
```

## **Empty values**

- undefined and null.
- No hard rules on when to use which.
- Some use null for intentionally empty variables.

#### **Statements**

Not everything is an expression; some things don't produce value. E.g., variable declaration

```
// This is wrong! Declaration is not an expression
let a = const b = 10

// But this is valid; assignment is an expression
let a = 10
const b = a = 15
// a and b are now 15
```

# Operations on strings

## **Joining strings**

Also known as concatenation

```
const firstName = "Mubaraq"
const lastName = "Wahab"

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

## Joining strings

Also known as concatenation

```
const firstName = "Mubaraq"
const lastName = "Wahab"

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

## 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* (starts from zero)

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

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 lastName = "Wahab"

const firstThreeLetters = firstName.slice(0, 3)
// "Mub"
const thirdToEnd = firstName.slice(2)
// "baraq"
```

## Is this part of a string?

Use the includes method to check if a string includes another.

```
const firstName = "Mubaraq"
const lastName = "Wahab"

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"
const lastName = "Wahab"

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
```

#### 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"

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

// Result is 23
inputAsNumber + 3
```

#### 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"

// An idiomatic way
const inputAsNumber = +input

// Result is 23
inputAsNumber + 3
```

## Number to string

The other way round works too!

```
const num = 20

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

## Number to string

The other way round works too!

```
const num = 20

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

## Number to string

The other way round works too!

```
const num = 20

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

#### **UPPERCASE**, lowercase

```
const firstName = "Mubaraq"

firstName.toUpperCase()
// "MUBARAQ"

firstName.toLowerCase()
// "mubaraq"
```

## See also

• The MDN Web Docs

## **Exercise**

Check the website

## **Questions?**