Getting Started with JavaScript

# Console

The console is a panel that displays important messages, like errors, for developers. Much of the work the computer does with our code is invisible to us by default. If we want to see things appear on our screen, we can print, or log, to our console directly.

In JavaScript, the console keyword refers to an object, a collection of data and actions, that we can use in our code. Keywords are words that are built into the JavaScript language, so the computer will recognize them and treats them specially.

One action, or method, that is built into the console object is the .log() method. When we write console.log() what we put inside the parentheses will get printed, or logged, to the console.

It’s going to be very useful for us to print values to the console, so we can see the work that we’re doing.

console.log(5);

This example logs 5 to the console. The semicolon denotes the end of the line, or statement. Although in JavaScript your code will usually run as intended without a semicolon, we recommend learning the habit of ending each statement with a semicolon so you never leave one out in the few instances when they are required.

You’ll see later on that we can use console.log() to print different kinds of data.

### Instructions

**1.**

Use the console.log code in the editor to log your age to the console.

Run your code when you are ready to see the result.

Checkpoint 2 Passed

Hint

Put your age inside the parentheses of console.log():

console.log(99);

**2.**

On the next line, log a number representing the number of weeks you’ve been programming.

Checkpoint 3 Passed

Hint

Put a number representing the number of weeks you’ve been programming inside the parentheses of console.log():

console.log(60);

# Comments

Programming is often highly collaborative. In addition, our own code can quickly become difficult to understand when we return to it— sometimes only an hour later! For these reasons, it’s often useful to leave notes in our code for other developers or ourselves.

As we write JavaScript, we can write comments in our code that the computer will ignore as our program runs. These comments exist just for human readers.

Comments can explain what the code is doing, leave instructions for developers using the code, or add any other useful annotations.

There are two types of code comments in JavaScript:

1. A single line comment will comment out a single line and is denoted with two forward slashes // preceding it.
2. // Prints 5 to the console

console.log(5);

You can also use a single line comment to comment after a line of code:

console.log(5); // Prints 5

1. A multi-line comment will comment out multiple lines and is denoted with /\* to begin the comment, and \*/ to end the comment.
2. /\*
3. This is all commented
4. console.log(10);
5. None of this is going to run!
6. console.log(99);

\*/

You can also use this syntax to comment something out in the middle of a line of code:

console.log(/\*IGNORED!\*/ 5); // Still just prints 5

### Instructions

**1.**

Let’s practice adding some code comments.

To the right, we’ve provided you with the beginning of the book Catch-22 by Joseph Heller.

On line 1, write a single line comment that says Opening line.

Stuck? Get a hint

**2.**

Single line comments are great for adding context to your code. Multi-line comments are often best suited to prevent a block of code from running. However, both types of comments can be used for either purpose.

Use a multi-line comment so that the bottom 6 console.log() statements are all commented out.

Hint

Use /\* and \*/ to make a multi-line comment.

The following console.log() statements should be commented out:

console.log('The first time Yossarian saw the chaplain he fell madly in love with him.');

console.log('Yossarian was in the hospital with a pain in his liver that fell just short of being jaundice.');

console.log('The doctors were puzzled by the fact that it wasn\'t quite jaundice.');

console.log('If it became jaundice they could treat it.');

console.log('If it didn\'t become jaundice and went away they could discharge him.');

console.log('But this just being short of jaundice all the time confused them.');

# Data Types

Data types are the classifications we give to the different kinds of data that we use in programming. In JavaScript, there are seven fundamental data types:

* Number: Any number, including numbers with decimals: 4, 8, 1516, 23.42.
* String: Any grouping of characters on your keyboard (letters, numbers, spaces, symbols, etc.) surrounded by single quotes: ' ... ' or double quotes " ... ". Though we prefer single quotes. Some people like to think of string as a fancy word for text.
* Boolean: This data type only has two possible values— either true or false (without quotes). It’s helpful to think of booleans as on and off switches or as the answers to a “yes” or “no” question.
* Null: This data type represents the intentional absence of a value, and is represented by the keyword null (without quotes).
* Undefined: This data type is denoted by the keyword undefined (without quotes). It also represents the absence of a value though it has a different use than null.
* Symbol: A newer feature to the language, symbols are unique identifiers, useful in more complex coding. No need to worry about these for now.
* Object: Collections of related data.

The first 6 of those types are considered primitive data types. They are the most basic data types in the language. Objects are more complex, and you’ll learn much more about them as you progress through JavaScript. At first, seven types may not seem like that many, but soon you’ll observe the world opens with possibilities once you start leveraging each one. As you learn more about objects, you’ll be able to create complex collections of data.

But before we do that, let’s get comfortable with strings and numbers!

console.log('Location of Codecademy headquarters: 575 Broadway, New York City');

console.log(40);

In the example above, we first printed a string. Our string isn’t just a single word; it includes both capital and lowercase letters, spaces, and punctuation.

Next, we printed the number 40, notice we did not use quotes.

### Instructions

**1.**

On line 1, log the string 'JavaScript' to the console.

Hint

Use console.log() to print 'JavaScript' to the console. Note the capitalization!

**2.**

On line 2, log the number 2011 to the console.

Hint

Use console.log() to print 2011 to the console.

**3.**

On line 3, print 'Woohoo! I love to code! #codecademy' to the console.

Hint

Put the string 'Woohoo! I love to code! #codecademy' inside the parenthesis of a console.log() statement.

**4.**

On line 4, print the number 20.49 to the console.

Hint

Use console.log() to print 20.49 to the console.

# Arithmetic Operators

Basic arithmetic often comes in handy when programming.

An operator is a character that performs a task in our code. JavaScript has several built-in in arithmetic operators, that allow us to perform mathematical calculations on numbers. These include the following operators and their corresponding symbols:

1. Add: +
2. Subtract: -
3. Multiply: \*
4. Divide: /
5. Remainder: %

The first four work how you might guess:

console.log(3 + 4); // Prints 7

console.log(5 - 1); // Prints 4

console.log(4 \* 2); // Prints 8

console.log(9 / 3); // Prints 3

Note that when we console.log() the computer will evaluate the expression inside the parentheses and print that result to the console. If we wanted to print the characters 3 + 4, we would wrap them in quotes and print them as a string.

console.log(11 % 3); // Prints 2

console.log(12 % 3); // Prints 0

The remainder operator, sometimes called modulo, returns the number that remains after the right-hand number divides into the left-hand number as many times as it evenly can: 11 % 3 equals 2 because 3 fits into 11 three times, leaving 2 as the remainder.

### Instructions

**1.**

Inside of a console.log(), add 3.5 to your age.

This is the age you’ll be when we start sending people to live on Mars.

Hint

Use the + operator to add 3.5 to your age.

For example:

console.log(25 + 3.5);

**2.**

On a new line write another console.log(). Inside the parentheses, take the current year and subtract 1969.

The answer is how many years it’s been since the 1969 moon landing.

Hint

Use the - operator to subtract two numbers.

**3.**

Create another console.log(). Inside the parentheses divide 65 by 240.

Hint

Use the / operator to divide two numbers.

**4.**

Create one last console.log(). Inside the parentheses, multiply 0.2708 by 100.

That’s the percent of the sun that is made up of helium. Assuming we could stand on the sun, we’d all sound like chipmunks!

Hint

Use the \* operator to multiply two numbers.

# String Concatenation

Operators aren’t just for numbers! When a + operator is used on two strings, it appends the right string to the left string:

console.log('hi' + 'ya'); // Prints 'hiya'

console.log('wo' + 'ah'); // Prints 'woah'

console.log('I love to ' + 'code.')

// Prints 'I love to code.'

This process of appending one string to another is called concatenation. Notice in the third example we had to make sure to include a space at the end of the first string. The computer will join the strings exactly, so we needed to make sure to include the space we wanted between the two strings.

console.log('front ' + 'space');

// Prints 'front space'

console.log('back' + ' space');

// Prints 'back space'

console.log('no' + 'space');

// Prints 'nospace'

console.log('middle' + ' ' + 'space');

// Prints 'middle space'

Just like with regular math, we can combine, or chain, our operations to get a final result:

console.log('One' + ', ' + 'two' + ', ' + 'three!');

// Prints 'One, two, three!'

### Instructions

**1.**

Inside a console.log() statement, concatenate the two strings 'Hello' and 'World'.

Note: You should concatenate the two strings exactly (without introducing any additional characters).

Hint

Use the + operator to join two the separate strings:

console.log('string1' + 'string2')

**2.**

We left off the space last time. Create a second console.log() statement in which you concatenate the strings 'Hello' and 'World', but this time make sure to also include a space (' ') between the two words.

Hint

Use string concatenation to concatenate a string with a space ' ' between the two other words: Use the + operator to join three separate strings:

console.log('string1' + ' ' + 'string2'

# Properties

When you introduce a new piece of data into a JavaScript program, the browser saves it as an instance of the data type. Every string instance has a property called length that stores the number of characters in that string. You can retrieve property information by appending the string with a period and the property name:

console.log('Hello'.length); // Prints 5

The . is another operator! We call it the dot operator.

In the example above, the value saved to the length property is retrieved from the instance of the string, 'Hello'. The program prints 5 to the console, because Hello has five characters in it.

### Instructions

**1.**

Use the .length property to log the number of characters in the following string to the console:

'Teaching the world how to code'

Hint

Inside the parentheses of a console.log(), use the dot operator (.) and append length to the given statement as a string.

console.log('Sample String'.length)

# Methods

Remember that methods are actions we can perform. JavaScript provides a number of string methods.

We call, or use, these methods by appending an instance with:

* a period (the dot operator)
* the name of the method
* opening and closing parentheses

E.g. 'example string'.methodName().

Does that syntax look a little familiar? When we use console.log() we’re calling the .log() method on the console object. Let’s see console.log() and some real string methods in action!

console.log('hello'.toUpperCase()); // Prints 'HELLO'

console.log('Hey'.startsWith('H')); // Prints true

Let’s look at each of the lines above:

* On the first line, the .toUpperCase() method is called on the string instance 'hello'. The result is logged to the console. This method returns a string in all capital letters: 'HELLO'.
* On the second line, the .startsWith() method is called on the string instance 'Hey'. This method also accepts the character 'H' as an input, or argument, between the parentheses. Since the string 'Hey' does start with the letter 'H', the method returns the boolean true.

You can find a list of built-in string methods in the [JavaScript documentation](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/String/prototype). Developers use documentation as a reference tool. It describes JavaScript’s keywords, methods, and syntax.

### Instructions

**1.**

Use the .toUpperCase() method to log the string 'Codecademy' to the console in all capital letters.

Checkpoint 2 Passed

Hint

Inside the parentheses of a console.log(), use the dot operator (.) call the .toUpperCase() method on the string 'Codecademy'.

console.log('Sample String'.toUpperCase())

**2.**

In the second console.log() statement in **app.js**, we have a string ' Remove whitespace ' which has spaces before and after the words 'Remove whitespace'.

If we browse the [JavaScript string documentation](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/String/prototype), we find several built-in string methods that each accomplish a different goal. The one method that seems ideal for us is .trim().

Use the method to remove the whitespace at the beginning and end of the string in the second console.log() statement.

Checkpoint 3 Passed

Hint

Append the string ' Remove whitespace ' with the method .trim().

You can find out more about .trim() at [MDN’s .trim() documentation](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/String/trim)

# Built-in Objects

In addition to console, there are other [objects built into JavaScript](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects). Down the line, you’ll build your own objects, but for now these “built-in” objects are full of useful functionality.

For example, if you wanted to perform more complex mathematical operations than arithmetic, JavaScript has the built-in Math object.

The great thing about objects is that they have methods! Let’s call the .random() method from the built-in Math object:

console.log(Math.random()); // Prints a random number between 0 and 1

In the example above, we called the .random() method by appending the object name with the dot operator, the name of the method, and opening and closing parentheses. This method returns a random number between 0 (inclusive) and 1 (exclusive).

To generate a random number between 0 and 50, we could multiply this result by 50, like so:

Math.random() \* 50;

The example above will likely evaluate to a decimal. To ensure the answer is a whole number, we can take advantage of another useful Math method called Math.floor().

Math.floor() takes a decimal number, and rounds down to the nearest whole number. You can use Math.floor() to round down a random number like this:

Math.floor(Math.random() \* 50);

In this case:

1. Math.random generates a random number between 0 and 1.
2. We then multiply that number by 50, so now we have a number between 0 and 50.
3. Then, Math.floor() rounds the number down to the nearest whole number.

If you wanted to see the number printed to the terminal, you would still need to use a console.log() statement:

console.log(Math.floor(Math.random() \* 50)); // Prints a random whole number between 0 and 50

To see all of the properties and methods on the Math object, take a look at [the documentation here](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Math).

### Instructions

**1.**

Inside of a console.log(), create a random number with Math.random(), then multiply it by 100.

Checkpoint 2 Passed

Hint

You can generate a random number between 0 and 100 with:

Math.random() \* 100

Since Math.random() will generate a number between 0 and 1, multiplying it by 100 will make the result between 0 and 100.

**2.**

Now, use Math.floor() to make the output a whole number.

Inside the console.log() you wrote in the last step, put the existing Math.random() \* 100 code inside the parentheses of Math.floor().

Checkpoint 3 Passed

Hint

The code inside the parentheses of your console.log() should look like:

Math.floor(Math.random() \* 100);

By placing Math.random() \* 100 inside of the parentheses of Math.floor, we can make sure that the number generated will be a whole number. For instance, if Math.random() \* 100 generated the number 64.65, Math.floor would make the result 64.

Note: Be careful of parentheses here. Each opening parenthesis should have a closing parenthesis.

Also, remember that you’re using the console.log() statement from the previous step to print out the result of your random number which has been rounded down!

**3.**

Find a method on the [JavaScript Math object](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Math) that returns the smallest integer greater than or equal to a decimal number.

Use this method with the number 43.8. Log the answer to the console.

Checkpoint 4 Passed

Hint

Use the .ceil() method to calculate the smallest integer greater than or equal to 43.8.

**4.**

Use the [JavaScript documentation](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Number) to find a method on the built-in Number object that checks if a number is an integer.

Put the number 2017 in the parentheses of the method and use console.log() to print the result.

Checkpoint 5 Passed

Hint

Use the isInteger() method from the Number object to check if 2017 is an integer.

See an example of how to use isInteger() and log the result:

console.log(Number.isInteger(34.2)); // Prints false

# Review

Let’s take one more glance at the concepts we just learned:

* Data is printed, or logged, to the console, a panel that displays messages, with console.log().
* We can write single-line comments with // and multi-line comments between /\* and \*/.
* There are 7 fundamental data types in JavaScript: strings, numbers, booleans, null, undefined, symbol, and object.
* Numbers are any number without quotes: 23.8879
* Strings are characters wrapped in single or double quotes: 'Sample String'
* The built-in arithmetic operators include +, -, \*, /, and %.
* Objects, including instances of data types, can have properties, stored information. The properties are denoted with a . after the name of the object, for example: 'Hello'.length.
* Objects, including instances of data types, can have methods which perform actions. Methods are called by appending the object or instance with a period, the method name, and parentheses. For example: 'hello'.toUpperCase().
* We can access properties and methods by using the ., dot operator.
* Built-in objects, including Math, are collections of methods and properties that JavaScript provides.

# Variables

In programming, a *variable* is a container for a value. You can think of variables as little containers for information that live in a computer’s memory. Information stored in variables, such as a username, account number, or even personalized greeting can then be found in memory.

Variables also provide a way of labeling data with a descriptive name, so our programs can be understood more clearly by the reader and ourselves.

In short, variables label and store data in memory. There are only a few things you can do with variables:

1. Create a variable with a descriptive name.
2. Store or update information stored in a variable.
3. Reference or “get” information stored in a variable.

It is important to distinguish that variables are not values; they contain values and represent them with a name. Observe the diagram with the colored boxes. Each box represents variables; the values are represented by the content, and the name is represented with the label.

In this lesson, we will cover how to use the var, let, and const keywords to create variables.

# Create a Variable: var

There were a lot of changes introduced in the ES6 version of JavaScript in 2015. One of the biggest changes was two new keywords, let and const, to create, or declare, variables. Prior to the ES6, programmers could only use the var keyword to declare variables.

var myName = 'Arya';

console.log(myName);

// Output: Arya

Let’s consider the example above:

1. var, short for variable, is a JavaScript keyword that creates, or declares, a new variable.
2. myName is the variable’s name. Capitalizing in this way is a standard convention in JavaScript called camel casing. In camel casing you group words into one, the first word is lowercase, then every word that follows will have its first letter uppercased. (e.g. camelCaseEverything).
3. = is the assignment operator. It assigns the value ('Arya') to the variable (myName).
4. 'Arya' is the value assigned (=) to the variable myName. You can also say that the myName variable is initialized with a value of 'Arya'.
5. After the variable is declared, the string value 'Arya' is printed to the console by referencing the variable name: console.log(myName).

There are a few general rules for naming variables:

* Variable names cannot start with numbers.
* Variable names are case sensitive, so myName and myname would be different variables. It is bad practice to create two variables that have the same name using different cases.
* Variable names cannot be the same as keywords. For a comprehensive list of keywords check out [MDN’s keyword documentation](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Lexical_grammar#Keywords).

Note: In the next exercises, we will learn why ES6’s let and const are the preferred variable keywords by many programmers. Because there is still a ton of code written prior to ES6, it’s helpful to be familiar with the pre-ES6 var keyword.

If you want to learn more about var and the quirks associated with it, check out the [MDN var documentation](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Statements/var).

### Instructions

**1.**

Declare a variable named favoriteFood using the var keyword and assign to it the string 'pizza'.

Checkpoint 2 Passed

Hint

To use the var keyword to declare a variable and initialize it with a string, use the following syntax:

var greet = 'Hello World!';

**2.**

Declare a variable named numOfSlices using the var keyword and assign to it the number 8.

Checkpoint 3 Passed

Hint

To use the var keyword to declare a variable and initialize it with a number, use the following syntax:

var newNum = 1337;

**3.**

Under the numOfSlices variable, use console.log() to print the value saved to favoriteFood.

On the following line, use console.log() to print the value saved to numOfSlices.

Checkpoint 4 Passed

Hint

Make sure you’ve included both console.log()s.

To print something to the console, use the following syntax:

var greet = 'Hello World!';

console.log(greet); // Output: Hello World!

# Create a Variable: let

As mentioned in the previous exercise, the let keyword was introduced in ES6. The let keyword signals that the variable can be reassigned a different value. Take a look at the example:

let meal = 'Enchiladas';

console.log(meal); // Output: Enchiladas

meal = 'Burrito';

console.log(meal); // Output: Burrito

Another concept that we should be aware of when using let (and even var) is that we can declare a variable without assigning the variable a value. In such a case, the variable will be automatically initialized with a value of undefined:

let price;

console.log(price); // Output: undefined

price = 350;

console.log(price); // Output: 350

Notice in the example above:

* If we don’t assign a value to a variable declared using the let keyword, it automatically has a value of undefined.
* We can reassign the value of the variable.

### Instructions

**1.**

Create a let variable called changeMe and set it equal to the boolean true.

Checkpoint 2 Passed

Hint

To create a variable using the let keyword, first add let followed by the name of the variable and use the = operator to assign it a value.

let thisVariable = false;

**2.**

On the line after changeMe is declared, set the value of changeMe to be the boolean false.

To check if changeMe was reassigned, log the value saved to changeMe to the console.

Checkpoint 3 Passed

Hint

In the example below, the variable thisVariable is first set to the value 44 then changed to 'I am a string'.

let thisVariable = 44;

thisVariable = 'I am a string';

# Create a Variable: const

The const keyword was also introduced in ES6, and is short for the word constant. Just like with var and let you can store any value in a const variable. The way you declare a const variable and assign a value to it follows the same structure as let and var. Take a look at the following example:

const myName = 'Gilberto';

console.log(myName); // Output: Gilberto

However, a const variable cannot be reassigned because it is constant. If you try to reassign a const variable, you’ll get a TypeError.

Constant variables must be assigned a value when declared. If you try to declare a const variable without a value, you’ll get a SyntaxError.

If you’re trying to decide between which keyword to use, let or const, think about whether you’ll need to reassign the variable later on. If you do need to reassign the variable use let, otherwise, use const.

### Instructions

**1.**

Create a constant variable named entree and set it to equal to the string 'Enchiladas'.

Checkpoint 2 Passed

Hint

Use the const keyword to declare a variable with a name and then use the = operator to assign a value to the variable.

const programmer = 'You';

**2.**

Just to check that you’ve saved the value of 'Enchiladas' to entree, log the value of entree to the console.

Checkpoint 3 Passed

Hint

To print something to the console, use the following syntax:

const greet = 'Hello World!';

console.log(greet); // Output: Hello World

**3.**

Great, let’s see what happens if you try to reassign a constant variable.

Paste the following code to the bottom of your program.

entree = 'Tacos'

This code throws the following error when you run your code:

TypeError: Assignment to constant variable.

After you clear this checkpoint, if you want to see about another quirk of const in action open the hint!

Checkpoint 4 Passed

Hint

Since our program stops running after encountering an error, we need to delete the line of code from the previous step:

entree = 'Tacos'

Now, let’s test what happens when you try to declare a const variable without a value. Paste in the following code to your program:

const testing;

You should see a different error this time:

SyntaxError: Missing initializer in const declaration

If you read through this error, you’ll see that it’s related to syntax, you need to initialize a const variable with a value.

# Mathematical Assignment Operators

Let’s consider how we can use variables and math operators to calculate new values and assign them to a variable. Check out the example below:

let w = 4;

w = w + 1;

console.log(w); // Output: 5

In the example above, we created the variable w with the number 4 assigned to it. The following line, w = w + 1, increases the value of w from 4 to 5.

Another way we could have reassigned w after performing some mathematical operation on it is to use built-in mathematical assignment operators. We could re-write the code above to be:

let w = 4;

w += 1;

console.log(w); // Output: 5

In the second example, we used the += assignment operator to reassign w. We’re performing the mathematical operation of the first operator + using the number to the right, then reassigning w to the computed value.

We also have access to other mathematical assignment operators: -=, \*=, and /= which work in a similar fashion.

let x = 20;

x -= 5; // Can be written as x = x - 5

console.log(x); // Output: 15

let y = 50;

y \*= 2; // Can be written as y = y \* 2

console.log(y); // Output: 100

let z = 8;

z /= 2; // Can be written as z = z / 2

console.log(z); // Output: 4

Let’s practice using these mathematical assignment operators!

### Instructions

**1.**

Use the += mathematical assignment operator to increase the value stored in levelUp by 5.

Checkpoint 2 Passed

Hint

To increase the value of a variable you can use the += operator as follows:

let experience = 18;

experience += 16;

console.log(experience); // Output: 34

**2.**

Use the -= mathematical assignment operator to decrease the value stored in powerLevel by 100.

Checkpoint 3 Passed

Hint

To decrease the value of a variable you can use the -= operator as follows:

let elevation = 1000;

elevation -= 700;

console.log(elevation); // Output: 300

**3.**

Use the \*= mathematical assignment operator to multiply the value stored in multiplyMe by 11.

Checkpoint 4 Passed

Hint

To multiply the value of a variable you can use the \*= operator as follows:

let wealth = 20;

wealth \*= 5;

console.log(wealth); // Output: 100

**4.**

Use the /= mathematical assignment operator to divide the value stored in quarterMe by 4.

Checkpoint 5 Passed

Hint

To divide the value of a variable you can use the /= operator as follows:

let split = 50;

split /= 2;

console.log(split); // Output: 25

# The Increment and Decrement Operator

Other mathematical assignment operators include the increment operator (++) and decrement operator (--).

The increment operator will increase the value of the variable by 1. The decrement operator will decrease the value of the variable by 1. For example:

let a = 10;

a++;

console.log(a); // Output: 11

let b = 20;

b--;

console.log(b); // Output: 19

Just like the previous mathematical assignment operators (+=, -=, \*=, /=), the variable’s value is updated and assigned as the new value of that variable.

### Instructions

**1.**

Using the increment operator, increase the value of gainedDollar.

Checkpoint 2 Passed

Hint

The following example demonstrates how to use the ++ operator to increase the value of a variable by 1:

let increase = 1;

increase++;

console.log(increase); // Output: 2

**2.**

Using the decrement operator, decrease the value of lostDollar.

Checkpoint 3 Passed

Hint

The following example demonstrates how to decrease the value of a variable by 1:

let decrease = 5;

decrease--;

console.log(decrease); // Output: 4

# String Concatenation with Variables

In previous exercises, we assigned strings to variables. Now, let’s go over how to connect, or concatenate, strings in variables.

The + operator can be used to combine two string values even if those values are being stored in variables:

let myPet = 'armadillo';

console.log('I own a pet ' + myPet + '.');

// Output: 'I own a pet armadillo.'

In the example above, we assigned the value 'armadillo' to the myPet variable. On the second line, the + operator is used to combine three strings: 'I own a pet', the value saved to myPet, and '.'. We log the result of this concatenation to the console as:

I own a pet armadillo.

### Instructions

**1.**

Create a variable named favoriteAnimal and set it equal to your favorite animal.

Checkpoint 2 Passed

Hint

In this case, you can use any keyword to declare your variable. Make sure you assign favoriteAnimal a string of your favorite animal’s name. Here is an example of the syntax to use:

let favColor = 'blue';

**2.**

Use console.log() to print 'My favorite animal: ANIMAL' to the console. Use string concatenation so that ANIMAL is replaced with the value in your favoriteAnimal variable.

Checkpoint 3 Passed

Hint

Use the + operator to concatenate 'My favorite animal: ' and the value of favoriteAnimal.

The syntax will follow:

const addIn = 'World!';

console.log('Hello ' + addIn); // Output: Hello World!

# String Interpolation

In the ES6 version of JavaScript, we can insert, or interpolate, variables into strings using template literals. Check out the following example where a template literal is used to log strings together:

const myPet = 'armadillo';

console.log(`I own a pet ${myPet}.`);

// Output: I own a pet armadillo.

Notice that:

* a template literal is wrapped by backticks ` (this key is usually located on the top of your keyboard, left of the 1 key).
* Inside the template literal, you’ll see a placeholder, ${myPet}. The value of myPet is inserted into the template literal.
* When we interpolate `I own a pet ${myPet}.`, the output we print is the string: 'I own a pet armadillo.'

One of the biggest benefits to using template literals is the readability of the code. Using template literals, you can more easily tell what the new string will be. You also don’t have to worry about escaping double quotes or single quotes.

### Instructions

**1.**

Create a variable called myName and assign it your name.

Checkpoint 2 Passed

Hint

In this case, you can use any keyword to declare your variable.

Here is an example of the syntax to use:

let favColor = 'blue';

**2.**

Create a variable called myCity and assign it your favorite city’s name.

Checkpoint 3 Passed

**3.**

Use a single template literal to interpolate your variables into the sentence below. Use console.log() to print your sentence to the console in the following format:

My name is NAME. My favorite city is CITY.

Replace NAME and CITY in the string above by interpolating the values saved to myName and myCity.

Checkpoint 4 Passed

Hint

Use ES6 string interpolation as follows:

let favoriteFood = "Burritos";

console.log(`My favorite food is ${favoriteFood}.`);

# typeof operator

While writing code, it can be useful to keep track of the data types of the variables in your program. If you need to check the data type of a variable’s value, you can use the typeof operator.

The typeof operator checks the value to its right and returns, or passes back, a string of the data type.

const unknown1 = 'foo';

console.log(typeof unknown1); // Output: string

const unknown2 = 10;

console.log(typeof unknown2); // Output: number

const unknown3 = true;

console.log(typeof unknown3); // Output: boolean

Let’s break down the first example. Since the value unknown1 is 'foo', a string, typeof unknown1 will return 'string'.

### Instructions

**1.**

Use console.log() to print the typeof newVariable.

Checkpoint 2 Passed

Hint

To print to the console use the following syntax:

let writingInstrument = 'Pen';

console.log(writingInstrument); // Output: Pen

**2.**

Great, now let’s check what happens if we reassign the variable. Below the console.log() statement, reassign newVariable to 1.

Checkpoint 3 Passed

Hint

To reassign the value of a variable, use the = operator to set it to another value.

let writingInstrument = 'Pen';

writingInstrument = 'Pencil';

**3.**

Since you assigned this new value to newVariable, it has a new type! On the line below your reassignment, use console.log() to print typeof newVariable again.

Checkpoint 4 Passed

Hint

The line console.log(typeof newVariable); should appear in your code twice: once before you reassigned newVariable to 1 and once after.

# Review Variables

Nice work! This lesson introduced you to variables, a powerful concept you will use in all your future programming endeavors.

Let’s review what we learned:

* Variables hold reusable data in a program and associate it with a name.
* Variables are stored in memory.
* The var keyword is used in pre-ES6 versions of JS.
* let is the preferred way to declare a variable when it can be reassigned, and const is the preferred way to declare a variable with a constant value.
* Variables that have not been initialized store the primitive data type undefined.
* Mathematical assignment operators make it easy to calculate a new value and assign it to the same variable.
* The + operator is used to concatenate strings including string values held in variables
* In ES6, template literals use backticks ` and ${} to interpolate values into a string.
* The typeof keyword returns the data type (as a string) of a value.

## CONDITIONAL STATEMENTS

# What are Conditional Statements?

In life, we make decisions based on circumstances. Think of an everyday decision as mundane as falling asleep — if we are tired, we go to bed, otherwise, we wake up and start our day.

These if-else decisions can be modeled in code by creating *conditional statements*. A conditional statement checks a specific condition(s) and performs a task based on the condition(s).

In this lesson, we will explore how programs make decisions by evaluating conditions and introduce logic into our code!

We’ll be covering the following concepts:

* if, else if, and else statements
* comparison operators
* logical operators
* truthy vs falsy values
* ternary operators
* switch statement

So *if* you’re ready to learn these concepts go to the next lesson— *else*, read over the concepts, observe the diagram, and prepare yourself for this lesson!