What Is JavaScript?

JavaScript Definition

JavaScript is one of the three fundamental programming languages of the modern web (the others are HTML and CSS).

HTML	css	JavaScript
Used to write content.	Used to format content.	Used to create dynamic web applications that take in user inputs, change what's displayed to users, animate elements, and much more.
HTML		JS JS

Where do I put the Javascript?

Where to put Javascript - HTML Document

In an HTML document, you can write Javascript in a <script> tag.

<script> tags can be in the <head> or the <body>.

```
<!-- This is html -->
<script type="text/javascript">
// this is Javascript
 var fullName = "Snow White";
</script>
```

Where to put Javascript - Javascript files

You can also write Javascript in its own file (or files). Javascript files have the .js extension.

To include in an HTML document, you use a **<script>** tag with a **src** attribute that links to it (kinda like the **link>** tag for css files):

```
index.html
```

```
<!-- This is in an html doc -->
<script type="text/javascript" src="scripts/app.js"></script>
<!-- The javascript is in app.js -->
```

app.js

```
// In app.js - this is Javascript
var fullName = "Snow White";
```



Variables

A variable is a place store a value and from which you can later retrieve that value.

In essence, it is like a "cubby hole":



So a variable is really two things:

- 1. An addressable space to store some stuff
- 2. The stuff that is stored there. The "stuff" is called a **value**.

Variables



The *nouns* of programming



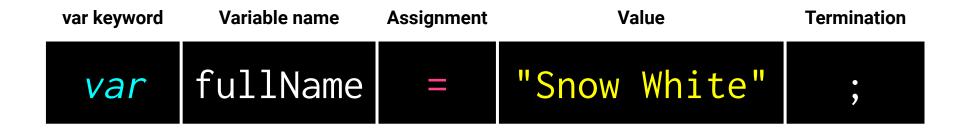
Numbers, strings, Booleans, etc.



Made up of a **name** (i.e., the cubby hole address) and a **value** (i.e., the stuff in the cubby hole)

```
var fullName = "Snow White";
var dwarfCount = 7;
var isSleeping = true;
```

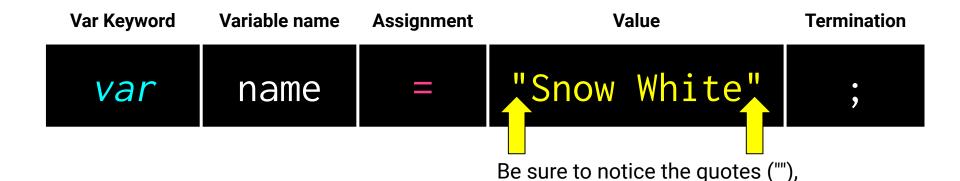
Variable Basics: Syntax



This is an **instruction**. A **keyword** (in this case **var**) is reserved by the language and is used to instruct the computer to do something.

In this case, we are instructing the computer to create a cubby hole called **fullName** and to put the text (aka a string) **Snow White** inside of it.

Variable Basics: Syntax



which convey that Snow White is a string.