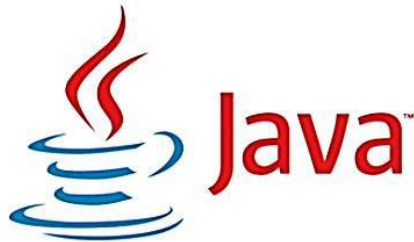


# JavaScript

JavaScript is a high-level, scripting language, interpreted programming language. Alongside HTML, CSS, JavaScript is one of the three core technologies of web developing. It is used to make webpages interactive. The filename extension for JavaScript is **.js**



Java

A programming language used to write applications for computers and other devices



JavaScript

A scripting language used to interact with content in a web browser and more recently in other places

JavaScript is a scripting programming language, which is a program that is written for a special run-time, step-by-step, environment. In JavaScript, whatever happens first happens first and then the next line happens afterward.

The power of programming language is the ability to perform the same operation on many different objects, or change that object itself over and over.

## How HTML, CSS, and JavaScript fit together?

We developers usually talk about three languages that are used to create web pages: HTML, CSS, and JavaScript. Where possible, aim to keep the three languages in separate files, with the HTML page linking to CSS and JavaScript files.

**<html>**

**.html files**

This is where the content of the page lives. The HTML gives the page structure and adds semantics.

**css { }**

**.css files**

The css enhances the html page with rules that state how the html content is presented (backgrounds, borders, box,

**js ( )**

**.js files**

This is where we can change how the page behaves, adding interactivity.

### Example) Only html file

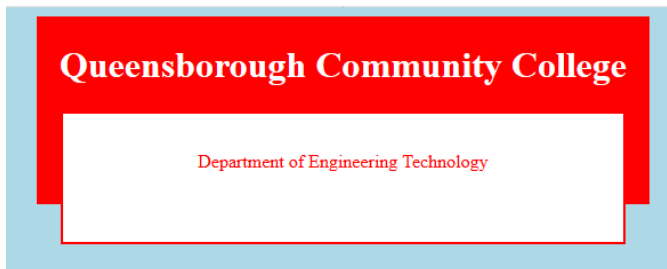
## Queensborough Community College

Department of Engineering Technology

```
<!DOCTYPE html>
<html>
<head><title>Introduction to js</title></head>
<body align="auto">
  <div class="qcc">
    <h1 >Queensborough Community College</h1>
    <div class="et">
      Department of Engineering Technology</div>
    </div>
  </body>
</html>
```

### Example) html + css

```
<!DOCTYPE html>
<html>
<head><title>Introduction to js</title><link href="css/intro.css" type="text/css"
rel="stylesheet"/>
</head>
<body align="auto">
  <div class="qcc">
    <h1 >Queensborough Community College</h1>
    <div class="et">
      Department of Engineering Technology
    <script src ="js/intro.js"></script>
    </div>
  </div>
</body>
</html>
```



```
body{background-color:
lightblue;}
div{margin:auto; border:2px
solid red}
div.qcc{
  background-color: red;
  text-align: center;
  width: 90%; height: 10em;
  color: white;
  text-align:center;}
div.et{
  background-color: white;
  width: 80%; height: 3em;
  padding: 2em}
```

### Example) html + css + js

```
<!DOCTYPE html>
<html>
<head><title>Introduction to js</title>
<link href="css/intro.css" type="text/css" rel="stylesheet"/>
</head>
<body align="auto">
  <div class="qcc">
    <h1 >Queensborough Community College</h1>
    <div class="et">
      Department of Engineering Technology
      <script src ="js/intro.js"></script>
    </div>
  </div>
</body>
</html>
```

```
var today=new Date();
var hourNow = today.getHours();
var greeting;

if (hourNow > 18) {greeting = 'Good evening!';}
else if (hourNow > 12) {greeting = 'Good afternoon!';}
else if (hourNow > 0) {greeting = 'Good morning!'}
else {greeting = 'Welcome!'}

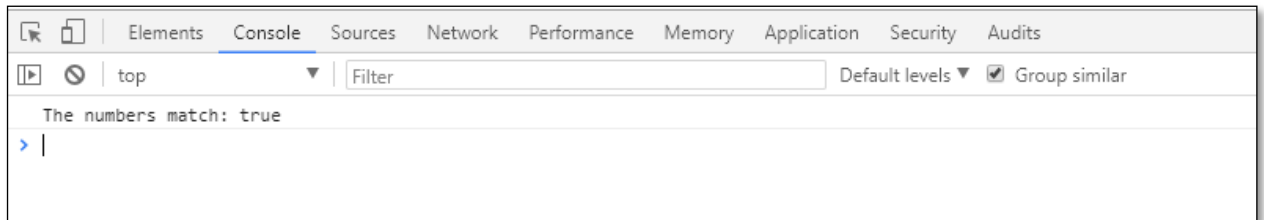
document.write('<h2>' + greeting + '<h2>')
```



## Basic JavaScript instructions

### Writing and debugging

JavaScript console is a very handy tool for learning basic JavaScript in general, and with the debugger, it can give you great insight into your code. You can do this either by using the View, Developer, JavaScript Console menu here in **Chrome**, on the **Mac**, you can type **cmd + opt + i** or on Windows, **ctrl + shift + i** or just the function key **F12** to open it.



To test a JavaScript code, you can create a html file link to a JavaScript file. You can open the html file and open the web developer console, F12, to check your JavaScript

```
<!DOCTYPE html>
<html>
<head><title>JavaScript</title></head>
<body>
</body>
<script src="js/intro.js"></script>
</html>
```

A script is a series of instructions that a computer can follow one-by-one. Each individual instruction or step is known as **statement**. Statements should end with a semicolon ;

JavaScript is case sensitive so a variable named **hourNow** is not the same as variable **HOURNOW** or **HourNow**.

For example, the following .js file

```
/*This script will display the greeting
message according to the system time obtain
using the command today.getHours() */

var today=new Date();
var hourNow = today.getHours();
var greeting;

if (hourNow > 18)
    { greeting = 'Good evening!'; }
else if (hourNow > 12)
    { greeting = 'Good afternoon!'; }
else if (hourNow > 0)
    { greeting = 'Good morning!'; }
else
    { greeting = 'Welcome!'; }

document.write('<h2>' + greeting + '<h2>')
```

Each of the line of code in **purple** are multi-line comments.

The line in **green** is a statement.

The **red** curly braces indicates that start and end of a code block. Each code block could contain many more statements.

The code in **blue** is a javascript decision statement that indicates which code should run.

## Variables

Variables in JavaScript are containers for temporary storing data values. JavaScript uses the keyword **var** to declare a variable.

**var** school;

Variable key      Variable Name

### **Rules for naming variables:**

1. The name must begin with a letter, an underscore\_, or money sign \$

```
var x1;  
var _value;  
var $;
```

2. Variable names CAN'T BE keyword or reserved words.

**var var;** → **var** is not a valid name for a variable because **var** is a keyword

Reserved Keywords				
break	default	function	return	var
case	delete	if	switch	void
catch	do	in	this	while
const	else	instanceof	throw	with
continue	finally	let	try	debugger
for	new	typeof		

3. Variable names CAN'T start with a number, any other symbols or characters, and no space.

```
var 8value;  
var $99;  
var white-car;  
var first name;  
var switch;
```

4. All variables are case sensitive, so the variable **color** is different than variable **Color** or **COLOR**, but it is bad practice to create two variables that have the same name using different cases.

```
var color = 'beige';  
var Color = 'red';  
var COLOR = 'blue';
```

5. Use name that describes the kind of information that the variable stores. For example, **firstName** might be used to store a person's first name, and **id** for their id number. Note: try to avoid long words or names. For example, instead of naming a variable **programming1**, you can name it **prog1**

## Data types

### Numeric data

Numeric data handles numbers. To store a numeric data type in a variable, simply assign a number to it, could be positive, negative, or fraction.

```
var x = 100; var y = -100;
```

### String data

The string data type handles strings or letters and symbols, what we commonly refer to as words and sentences. To store a string data type in a variable, wrap your string of text in straight quotation marks. You can use single or double quotes. Just make sure you use the same one at the beginning and at the end.

```
var color1 = 'beige';  
var string1 = "Strings are typically words and sentences";  
var string2 = 'I want to keep the  
"quotation" mark'; var string3 = "I want  
to keep the \"quotation\"";
```

### Boolean data

The Boolean data type handles the binary true/false. To store a Boolean data type in a variable, type in true or false without quotation marks. The Boolean data type handles the binary true/false. To store a Boolean data type in a variable, type in true or false without quotation marks.

```
var boolean1 = true; var boolean2 = false;
```

### The null data

The null data type is the intentional absence of an object value. So if we want a variable to be

empty, but not undefined, you set its value to null, without quotation marks as well.

```
var emptyVar = null;
```

## Undefined data

The undefined data type is what you get when you create a variable but don't set it to anything. As you've learned, JavaScript is a weakly typed language, so the data types are applied when you set the content in a variable.

```
var undefined1;
```

## Arithmetic operators

JavaScript contains the following mathematical operators

Name	JavaScript Operator	Purpose and notes	Example	Results var x
<b>Addition</b>	+	Adds two value to another	var x = 10 + 5	15
<b>Subtraction</b>	-	Subtracts one value from another	var x = 10 - 5	5
<b>Division</b>	/	Divides two values	var x = 10 / 5	2
<b>Multiplication</b>	*	Multiplies two values using an asterisk (this is not the letter x)	var x = 10*5	50
<b>Increment</b>	++	Adds one to the current number	var x = 10; x++;	11
<b>Decrement</b>	--	Subtracts one from the current number	var x = 10; x--;	9
<b>Modulus</b>	%	Divides two values and returns the remainder	var x = 10 % 3	1

Example)

```
var a = 3; var b = 2; var c = 10;  
var math1 = a+c; → 13  
var math2 = c/b; → 5  
var math3 = c%3; → 1  
c++; → 11
```

## The plus operator: combining number and string

The plus operator is unique in this regard. It's the only one of the arithmetic operators that is also a string operator, meaning you have to be careful about what type of data your variables contain when you use it.

```
var a = '3'; var b = 2; var c = 10;
var math1 = a+b; → '32'
typeof(math1) → string
```

If we use one of the other operators, say **a** minus **b** instead, the math works even though we have a number and a string. JavaScript reads it as: you are trying to do math here and even though **a** is a string.

```
var math2 = a - b; → 1
typeof(math2) → number

var math3 = a * b; → 6
typeof(math3) → number

var math4 = a / b; → 1.5
typeof(math4) → number
```

However, if you put anything other than a number in the string you're trying to subtract, multiply, or divide, bad things happen. If **a** is a number and **b** is a string and I try to say sum **a** minus **b**, then it returns **NaN**, or **Not a Number**.

```
var a = 'cats';
var b = 2;

var math1 = a + b → cats2 var math2 = a - b → NaN
var math2 = a * b → NaN
var math2 = a / b → NaN
```

### How to check a type of value in a variable?

In JavaScript, to check the type of value in a variable, we can use the **typeof** operator. The **typeof** operator returns a string indicating the type of the unevaluated operand.

```
var nothing= null;
typeof(nothing) → 'object'
var emptyVar="";
typeof(emptyVar) → string
```