Variables and Conditionals

Lesson 9

Objectives

- Define variables and identify best cases to use them.
- Differentiate between strings, integers and floats.
- Apply conditionals to change the programs control flow.

Review jQuery

• dom selectors exercise (in solution folder)

Variables

• We can tell our program to remember values for us to use later on.

Making a variable, step 1

Declare a variable

var age;

* We must tell the program that there is a variable

Making a variable, step 2

Assign a value

```
age = 21;
```

- We assign a value to the variable we declared

Making a variable

```
var age = 21;
```

- We can declare and assign a variable a value in 1 line of code.

Access a variable

Type the name of the variable to use it's value

```
var age = 21;
```

Variables

Reassign the value

var name = "Larry";

name = "Curly";

Note: name is now Curly.

Naming

- Variable names start with a lower case letter
- If they contain multiple words, subsequent words start with an upper case letter.

var numberOfStudents = 10;

What is stored in variables

- String, which is text
- Numbers, like integers, and decimal numbers
- Booleans, true or false

Strings, numbers, booleans

- Stores textual information
- String literal is surrounded by quotes
- "How is the weather today?"

Put 2 strings together

```
var greeting = "Hello ";
var name = "Larry";
greeting + name; // returns "Hello Larry";
```

Strings

Double vs single quoted strings:

'They "purchased" it'

"It's a beautiful day"

Strings

Escaping

"They \"purchased\" it"

'It\'s a beautiful day'

Numbers

- var age = 21; // integer
- var pi = 3.14159; //floating point

Numbers

Operator	Meaning	Example
+	Addition	8 + 10
-	Subtraction	10 – 8
*	Multiplication	12 * 2
/	Division	10 / 5
%	Modulus	10 % 6

Numbers

```
var age = 21;
```

var retirementAge = 67;

retirementAge - age; //returns 46

Signed Numbers

integer: +6

float point: -8.2

Can perform arithmetic on number data types

Number to strings

var number = 4;

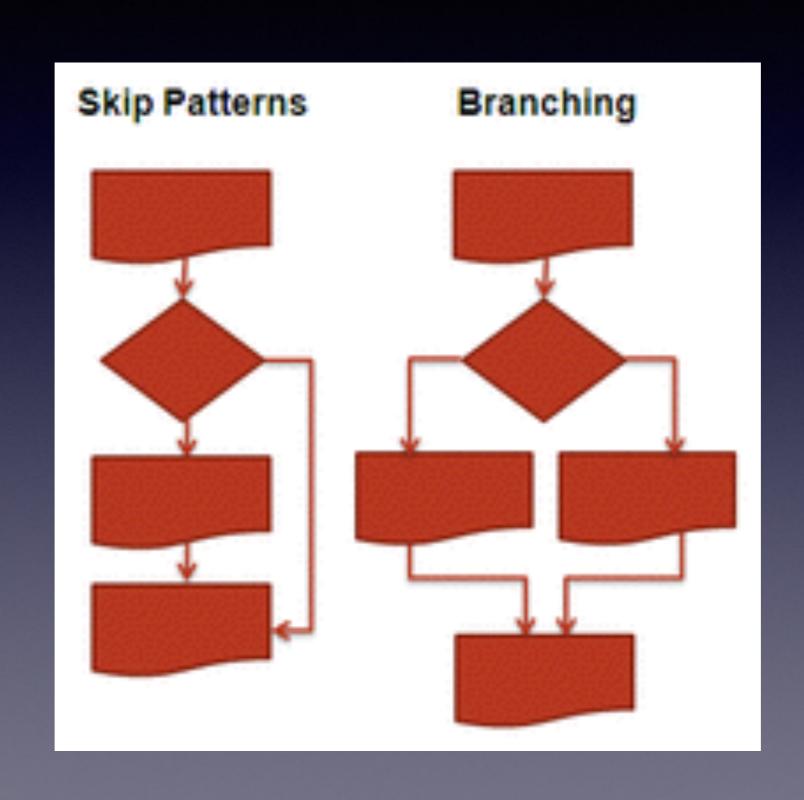
```
number.toString(); // => "4"
```

OR

Scorekeeper

Exercise

Conditionals Intro



Making Decisions

Check to see if something is true or false

If you are greater than 18

you are an adult

```
if (age > 18){
    console.log("You are an adult");
}
```

Comparisons

Are two things equal?

$$10 === 10 //true$$

$$10 === 5 //false$$

Logical Operators

$$x = 3$$

Logical Operators				
Operator	Description	Comparing	Returns	
==	equal to	x == 8	FALSE	
	exactly equal to(value and type)	x=== "3"	FALSE	
===		$\mathbf{x} = = = 3$	TRUE	
!=	is not equal	x!=8	TRUE	
!==	is not	x!== "3"	TRUE	
: — —	equal(neither value nor type)	x! = =3	FALSE	
>	greater than	x>8	FALSE	
<	less than	x<8	TRUE	
>=	greater than or equal to	x>=8	FALSE	
<=	less than or equal to	x < = 8	TRUE	

Conditional Syntax

```
if(condition is true) {
  //Do cool stuff
}
```

Conditional Syntax

```
if(condition is true) {
  //Do cool stuff
} else {
  //Do other cool stuff
```

More syntax

```
var topic = "JS";
if (topic == "JS")
  console.log("You're learning JavaScript");
} else if(topic == "JavaScript") {
   console.log("You're still learning JavaScript");
} else {
   console.log("You're learning something else");
```

Multiple Conditions

```
if (name === "GA" && password === "YellowPencil"){
   //Allow access to internet
```

Multiple conditions - &&

AND - &&	TRUE	FALSE
TRUE	true	false
FALSE	false	false

OR

```
if (day == "Tuesday" || day == "Thursday"){
    //We have class today
}
```

OR table

OR -	TRUE	FALSE
TRUE	true	true
FALSE	true	false

Compare That

Exercise

Blackout

Exercise

Weather Application - part 1

- As a class, write feature requirements / user stories necessary to create a fully functional application that takes celsius temperature, converts it to Fahrenheit and changes the background to match said temperature.
- In groups of four, write pseudo code for the application.
- In pairs write the code to convert Celsius into Fahrenheit, and display the result in the browser.