**Intro to JavaScript**

Full Course Notes

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A Brief Introduction to JavaScript

* JS is a high level, object oriented, multi-paradigm programming language
  + High level means no memory management
  + OO based on object
  + Multi paradigm means we can use multiple styles of programming
* JS defines the behaviour of HTML and CSS elements
* JS can also be used in addition with Node JS for back-end development

Linking a JS file

* Create a script.js file
* Create script element in body and link the js file as source

  <body>

    <h1>JavaScript Fundamentals – Part 1</h1>

    <script src="script.js"></script>

  </body>

Values and Variables

* We store values (numbers, strings, Booleans, etc) inside variables
* We can then manipulate these variables with other variables or methods
* Variable names cannot start with a number

Data Types

* JS is dynamically typed, meaning you do not need to manually define the type of variable you are assigning. It is done automatically
* Primitive type:
  + Number: always floating point, used for decimals and integers
  + String: sequence of characters, used for text, in quotes
  + Boolean: true / false
  + Undefined: declaring a variable without a value
  + Null: empty value, similar to undefined but used in different scenarios
  + Symbol: Unique and cannot be changed
  + BigInt: numbers too large for the number type
* Object type: