**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
* Variables can change their type! They can be a number say, then be reassigned to be a string
  + Only use let keyword the first time you assign a variable, not needed when reassigning

let a = true;

console.log(typeof a);

a = "SAM";

console.log(typeof a);

* We can use the *typeof* operator to return the type of a variable

let a = true;

console.log(typeof a);

* Primitive type:
  + Number: always floating point, used for decimals and integers
  + String: sequence of characters, used for text, in quotes, single or double quotes
  + Boolean: true / false
  + Undefined: declaring a variable without a value. Both the variable and the value are undefined
  + 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

let age = 23; // number

let firstName = "Jonas"; // string

let fullAge = true; // Boolean

let children; // undefined

Let, Const and Var

* Use let to declare variables that can be changed later
* Use const to declare variables that cannot be changed later
  + Can’t have undefined const variables
* Never use var, works like let in legacy JS

Basic Operators

* Arithmetic operators
  + Addition, subtraction, division, multiplication, powers, addition can be used to concatenate string
  + Power (2 \*\* 3 is 2 to the power 3)
* Typeof operator
  + Returns the type of variable
  + Let a = true, typeof a *boolean*
* Assignment operators
  + Letting a variable equal a value
  + X=10
  + X +=10 is X=X+10, can be used with \*=, -= and /= too
  + X++ is X=X+1, X—is X=X-1

* Comparison operators
  + Greater than / equal to, less than / equal to
    - >, >=, <, <=
  + Entirely equal to
    - ===

Operator Precedence

* JS will always compute mathematical operators before comparison operators
* Some operators occur left to right or right to left
  + Assignment occurs right to left to allow for mathematical and assignment operators to occur beforehand.
  + This allows dynamic typing, JS will always know what the variable will be because it reads it from right to left before assigning it
  + This means you can use the assignment operator more than once in a single line
    - X = Y = 10
      * Y = 10, then X=Y
* Follows BODMAS, Brackets over Division, Multiplication, Addition and Subtraction