FEWD LESSON 10

DECLARING A FUNCTION:

```
function myFunction(param1, param2) {
    return param1 * param2;
}
```

CALLING A FUNCTION:

```
myFunction(350, 140);
```

RETURNING VALUES FROM A FUNCTION:

```
function greeting(name) {
  var sayHello = "Hello " + name;
  return sayHello;
}

var sayHi = greeting("Sarah");
```

VARIABLES:

Declaring a variable: `var age;`
Assigning a variable: `age = 29;`
Both in one step: `var age = 29;`

CONDITIONALS

```
if (condition) {
    // do something
}
```

```
if (condition) {
    // do something
} else {
    // do something else
}
```

```
if (condition) {
    // do something
} else if (condition){
    // do something else
} else {
    // do something else
}
```

TYPE CONVERSION

`parseFloat(myString)`	*Convert string to float*
`parseInt(myString, 10)`	*Convert string to integer*
`number.toString()`	*Convert number to string*

ARITHMETIC OPERATORS

+, -, *, /	*Addition, Subtraction, Multiplication, Division*

COMPARISON OPERATORS

==	*Equal to*	>	*Greater than*
===	*Strict equal to*	<	*Less than*
!=	*Not equal to*	>=	*Greater than or equal to*
!==	*Strict not equal to*	<=	*Less than or equal to*

LOGICAL OPERATORS

&&	*and*
||	*or*
!	*not*

SOME USEFUL METHODS:

alert()	*Creates a dialog box with message*
console.log()	*Write data from a script to the console.*