There are a few types of operators that we're concerned with. Let's start with some that likely look familiar:

* + addition**\***
* - subtraction
* \* multiplication
* / division
* % modulus (this gives the remainder from division)
* ++ increment (this increases a number by 1)
* -- decrement (this decreases a number by 1)

**\***The + operator can also be used to combine Strings.

The primary Comparison Operators are:

* > greater than
* < less than
* === equal to
* >= greater than or equal to
* <= less than or equal to
* !== not equal to

Logical Operators are used to create expressions that *can***\***evaluate to true or false

* && and
* || or
* ! not
* Logical Operators
* Used to get a single value (usually trueor false) from two values.

## **&& and**

The expressions on both sides of the && operator must be true for the whole expression to evaluate to true

## **|| or**

An expression on either sides of the || operator must be true for the whole expression to evaluate to true

## **Accessors**

Used to access specific elements in an array or properties on an object.

Arrays use **bracket notation** to access elements.

Objects can use **bracket** or **dot** notation but typically use dot.

Accessors can also be used to reassign an element in an Array or Object

Loops

A way to do something over and over a set number of times.

Like conditionals, there are several types of loops but we'll focus on for loops.

For loops use the for keyword and are used to execute a given block of code a set number of times.

The primary use of for loops is to access \*all\* the elements in an array.

if(){

}

else if(){

}

else{

}

let num = 2 + 1;

if (num > 10) {

console.log("big number");

}

else if (num > 0 && num < 5) {

console.log("tiny number");

}

else {

console.log("other number");

}

There are 3 ways to create a function:

**Function Expression**:

let add = function() {

console.log("add stuff");

}

**Function Declaration**:

function add() {

console.log("add stuff");

}

**Arrow Function**:

let add = () => {

console.log("add stuff");

}

let add = function( num1, num2 ) {

console.log(num1 + num2);

}

let add = function( num1, num2 ) {

return num1 + num2;

}

let sum = add(1,6);

console.log(sum);