Lesson 2:

Evaluators:

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

If Statements: this executes a statement if a specified condition is true.

Syntax: if (condition) {

Statements1

} else {

// this is if the IF STATEMENT is false you can make the program do //something else

Statement 2

}

Quiz: If Statements

Write an If Statement that will tell the browser to show the “skills at a glance” tab if there is information in the skills object.

Code:

*if (bio.skills.length > 0) {*

*$("#header").append(HTMLskillsStart);*

*var formattedSkill = HTMLskills.replace("%data%", bio.skills[0]);*

*$("#skills").append(formattedSkill);*

*formattedSkill = HTMLskills.replace("%data%", bio.skills[1]);*

*$("#skills").append(formattedSkill);*

*formattedSkill = HTMLskills.replace("%data%", bio.skills[2]);*

*$("#skills").append(formattedSkill);*

*formattedSkill = HTMLskills.replace("%data%", bio.skills[3]);*

*$("#skills").append(formattedSkill);*

*};*

*formattedSkill-* each formattedSkill is going to replace the “%data%”, and the bio.skills[#] tells the program which skill from the object to take.

While Loops: lets us repeat the code while the condition is true, and stops the loop once the condition is no longer true.

Syntax: while (condition) {

Do something ( );

}

Meaning –

Is condition true?

Do something

Yes No

Exit loop

Example:

Var camron = {};

Camron.job = “course developer”;

Course = 0;

while (camron.job = = = “course developer”) {

makeCourse( );

courses = courses + 1;

if (courses = = = 10) {

camron.job = “learning specialist”;

}

}

For Loops: like the while loop but checks conditions in a slightly different way

Syntax: for (initialization; condition; mutator){

Do something ( );

}

* Initialization – how to start
* Condition- when to end, gets checked on every cycle of the loop
* Mutator- how to increment or decrement the initialization

for(var e = 0; e < 9; e ++) { // e ++ means that we add 1 to e each cycle///

console.log(e);

}

*This example outputs the numbers 0 – 8 and then states undefined.*

For-In Loop: like a for loop in python, goes through an object or an array

Syntax: for (item in object){

Do something( );

}

* Item – index
* Object – object or array

Example:

var countries = [“Germany”, “argentina”, “brazil”, “netherlands”];

for (country in countries) {

console.log(countries[country])

};

Output—the four countries!