CMPT 165

INTRODUCTION TO THE INTERNET AND THE WORLD WIDE WEB

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UNIT4: INTRO TO JAVASCRIPT

TOPICS

VARIABLE ASSIGNMENT STATEMENT

a variable is a way to store a value in our program

the = is used to assign to the variable

it takes the value on the right and stores it in the variable named on the left

when a variable assignment statement runs
the value is stored in the computer's memory
and the variable name can be used to refer back to
that value later

VARIABLE TYPES

in JavaScript, any type of value can be stored in any variable,
and there are many types the language supports

Numbers can be stored and calculated on in probably the obvious ways

```
count = 7
pi = 3.1416
more = count + 1
twice_as_much = count * 2
```

VARIABLE TYPES - STRINGS

strings are sequences of characters (text)

```
greeting = 'Hello'
name = "Becky B Barrington"
personal_greeting = greeting + ' ' + name
```

VARIABLE TYPES - FUNCTIONS

as we have seen, functions can be stored in variables

VARIABLE TYPES - OBJECTS

an object is a value in JavaScript that can contain other things:

numbers, strings, functions, other objects, ...

the type of information you're dealing with obviously affects what you can do with it
For example, this code makes sense if **a** and **b** are both numbers:
it will subtract the two values

```
result = a - b
```

JAVASCRIPT FUNCTIONS

```
say_hello = function() {
    alert('Hello world!');
}
```

this code creates a variable named `say_hello`, this variable holds a `function`

a function contains some logic
- it could be a particular calculation
- code you want to execute as the result of an event
- or any other sensible collection of logic

```
function_name =
function(optional arguments
list) {
    ...
}
```

Any Questions?