EXTERNAL javascript:

# External java script basics:

* you can place a script(node.js) file in the <head> or <body> of an html file to run the java script
  + it will have the same effects of including it in a script tag in the html file
* these are the following advantages of using a external script file instead of scripting in the html file
  + cached javascript files can speed up the load of a webpage
  + it seperates the html and code files which makes it easier to read and understand
* include a script file in html by:
  + <script type= “text/javascript” src = “\*filename.js” > </script>
* Comments in java script are the same as java
* Put the java script code right before the closing body tag to let the webpage fully load before the javascript is executed

# Variables:

* Variables are container types
* The type/value of a variable can change through the program
* Use keyword: **var**  to declare a variable
* A var that is declared but not assigned a value will be a undefined variable
* You can change the type of a variable implicitly ie if it was a int before and u assign it to a string it will become a string
* The first symbol of a veriable name must be a letter and \_ or a $
  + Cant be a number or math sign and var names cant have – in them

NUMBERS:

* Javascript NUMBERS are always stored as double precision floating point numbers
* The backslash \ is an escape character it allows the next character to do something special
  + Like \n
  + It allows u to use double or single quotations within a string that is bounded by double or single quotations

STRINGS:

* Can use single or double quotations
* Used for storing and manipulating text
* Can concatenate strings using the + operator
* Numbers in quotes are treated as characters not numbers

BOOLEAN:

* Booleans are just like in java
* 0,null,undefined or an empty string are defined as false
* Everything with a real deined value is true

ASSIGNEMENT OPERATORS:

* Use can use multiple assignment operators in one line like x = y += 9;

COMPARISION OPERATOR:

* You can check all types of data, comparison operators always return true or false
* Make sure the args are the same data types

# Print statements:

* Use **document.write(“blah”) ;** to write to webpage

# Useful functions:

* eval() can be used to evaluate math string expressions like “10+2+3”
* modulous returns the remainder of a division operation
* **continue()** when used in a loop will skip the current iteration of the loop and continue for the next iteration, like a skip turn function