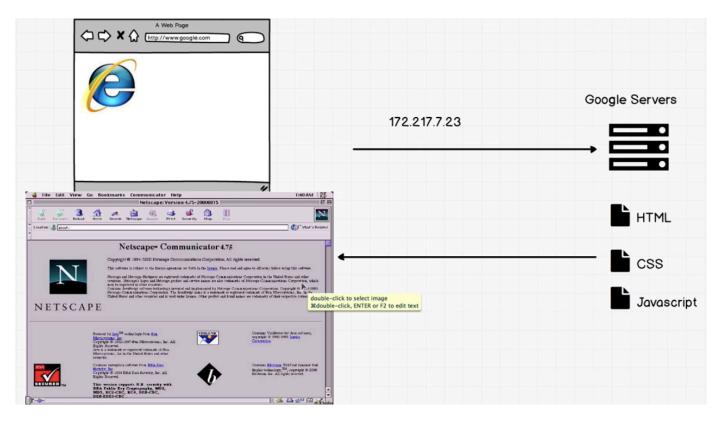
JavaScript: Types & Comparisons The Complete Web Developer in 2018

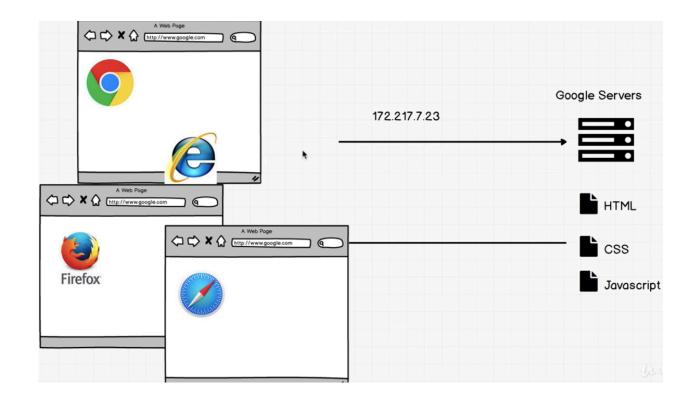
The Complete Web Developer in 2018
Zero to Mastery
Andrei Neagoie
Lecture Notes by Stephanie

Javascript

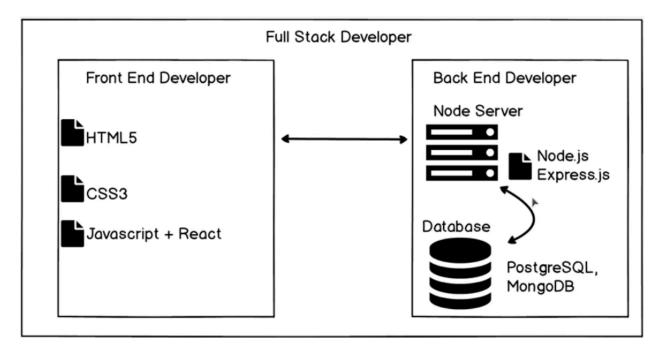
originally Netscape - Javascript performs actions



Now- web, apps, VR, drones, robotics



Javascript used in Node.js, Express.js, react (backend)



Javascript is **file** to write instructions to computer

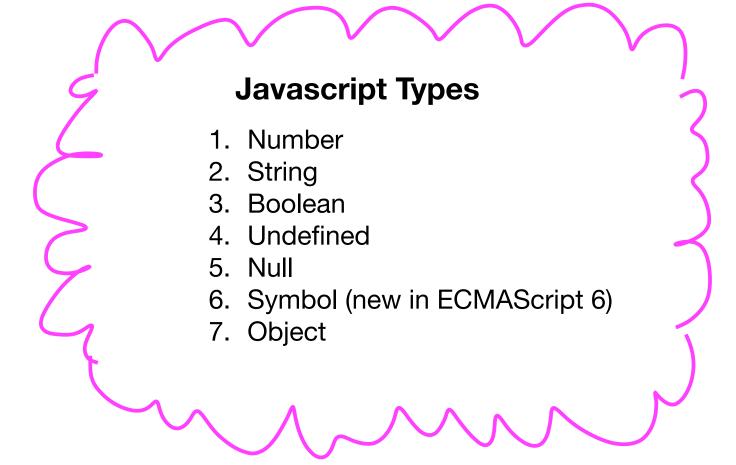
In web - performs actions

Javascript

Chrome Developer Tools > Console



To clear console: clear() or 🛇



Use \ in front of quote to prevent error

add strings together to concatenate

```
> "steph" + "bot"

< "stephbot"
```

string - string = NaN

```
> "hello" - "bye"
<- NaN
```

string + number = string

```
> 10 + "34"

< "1034"
```

number - string = number

```
> 10 - "3"
< 7
```

Template Strings (ES5/ES6 only)

- Skip escape character for quotes
- Denote variables within strings more conveniently
- · Dynamic variables allowed

Normally, must be careful using quotes within a string... denote that they are okay using the JavaScript escape character, backwards backslash \

```
const name = "Sally";
const age = 34;
const pet = "horse";

const greeting = "Hello " + name + " you\'re pet is a " + pet + "!";

> greeting
< "Hello Sally you're pet is a horse!"</pre>
```

Use back ticks `` (above tab key) so that we can use double and single quotes within a string while skipping the escape character, and denote our variables more conveniently (can be dynamic!)...

```
> const name = "Sally";
const age = 34;
const pet = "horse";

const greetingBest = `Hello ${name}, aren't you ${age-10}? You have
a ${pet}`;
```

```
> greetingBest
< "Hello Sally, aren't you 24? You have a horse"</pre>
```

Advanced JavaScript Types: Symbol (ES5/ES6 only)

Symbols create a completely unique type, so that you can make sure there's never going to be any conflict.

```
> let sym1 = Symbol();
  let sym2 = Symbol('foo');
  let sym3 = Symbol('foo');

> sym2
<- Symbol(foo)
> sym3
<- Symbol(foo)
> sym2===sym3
<- false</pre>
```

The symbol value is used as an indentifier mostly for object properties... because sometimes you don't want object properties (if you have thousands of them) to collide and be the same ones because then they'll get bugs.

Javascript Comparisons (Boolean)

```
!== not equal to <=
=== equal to >
>=
```

- > true
- true boolean
- > false
- false boolean
- > 3 > 2
- < true
- > 5 > 10
- < false
- > 5 >= 5
- < true
- > 5 <= 5
- < true
- > 3 = 3 <<<< = is for var assignment
- ❸ Uncaught ReferenceError: Invalid left-hand side <u>VM841:1</u> in assignment

Use === to check if they are equal, = gives error

```
> 3 === 3 checks if equal to
```

```
> 3 !== 3
< false
> 4 !== 5
< true</pre>
```

Module Operator % returns remainder (division)

```
> 12 % 6

< 0

> 12 % 5

< 2
```

— exercise1.txt —

// Guess what answers you would get if you ran this in the // Javascript Console in Google Chrome. Once you have an answer to the questions then // check them by copying them and running it in the console yourself line by line

```
//Evaluate the below:
5 + "34"
5 - "4"
10 % 5
5 % 10
"Java" + "Script"
" " + "
" " + 0
true + true
true + false
false + true
false - true
3 - 4
"Bob" - "bill"
```

```
//Evaluate the below comparisons:

5 >= 1

0 === 1

4 <= 1

1 != 1

"A" > "B"

"B" < "C"

"a" > "A"

"b" < "A"

true === false

true != true
```

// Make the string: "Hi There! It's "sunny" out" by using the + sign:

e x p r e s s i o n - code that produces a value
**** needs to have a semicolon at the end ****

Exercise 1 solutions

```
> 5 + "34"
< "534"
> 5 - "4"
< 1
> 10 % 5
< 0
> 5 % 10
< 5
```

```
> "Java" + "Script"

< "JavaScript"

> " " + " "

< " "

> " " + 0

< " 0"</pre>
```

```
> 3 - 4

< -1

> "Bob" - "bill"

< NaN
```

```
> "A" > "B"
< false
> "B" < "C"
< true
> "a" > "A"
< true
> "b" < "A"
< false</pre>
```

```
> true === false
< false
> true != true
< false</pre>
```

```
> true === false
< false
> true != true
< false</pre>
```

So how does this work....?

```
> "A" > "B"
                                "A" < "B" < "C"
false
> "A" < "B"
< true
> "B" < "C"
< true</pre>
> "B" > "C"
false
> "a" > "A"
                                     "A" < "a"
<- true</pre>
> "a" < "A"
false
> "b" > "B"
< true</pre>
> "b" < "B"
false
> "b" < "A"
false
> "b" > "A"
< true
```