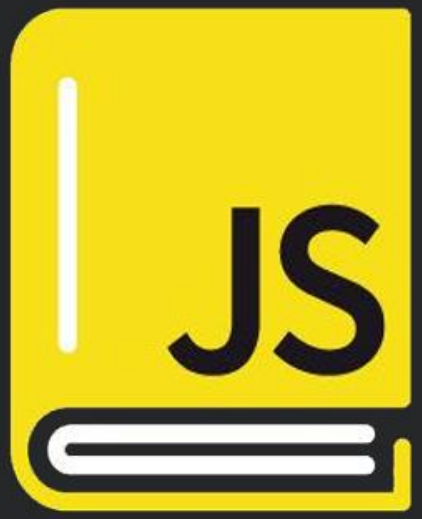


JavaScript for Developers

Data Types

(part 1: number & string)

The Brown Box

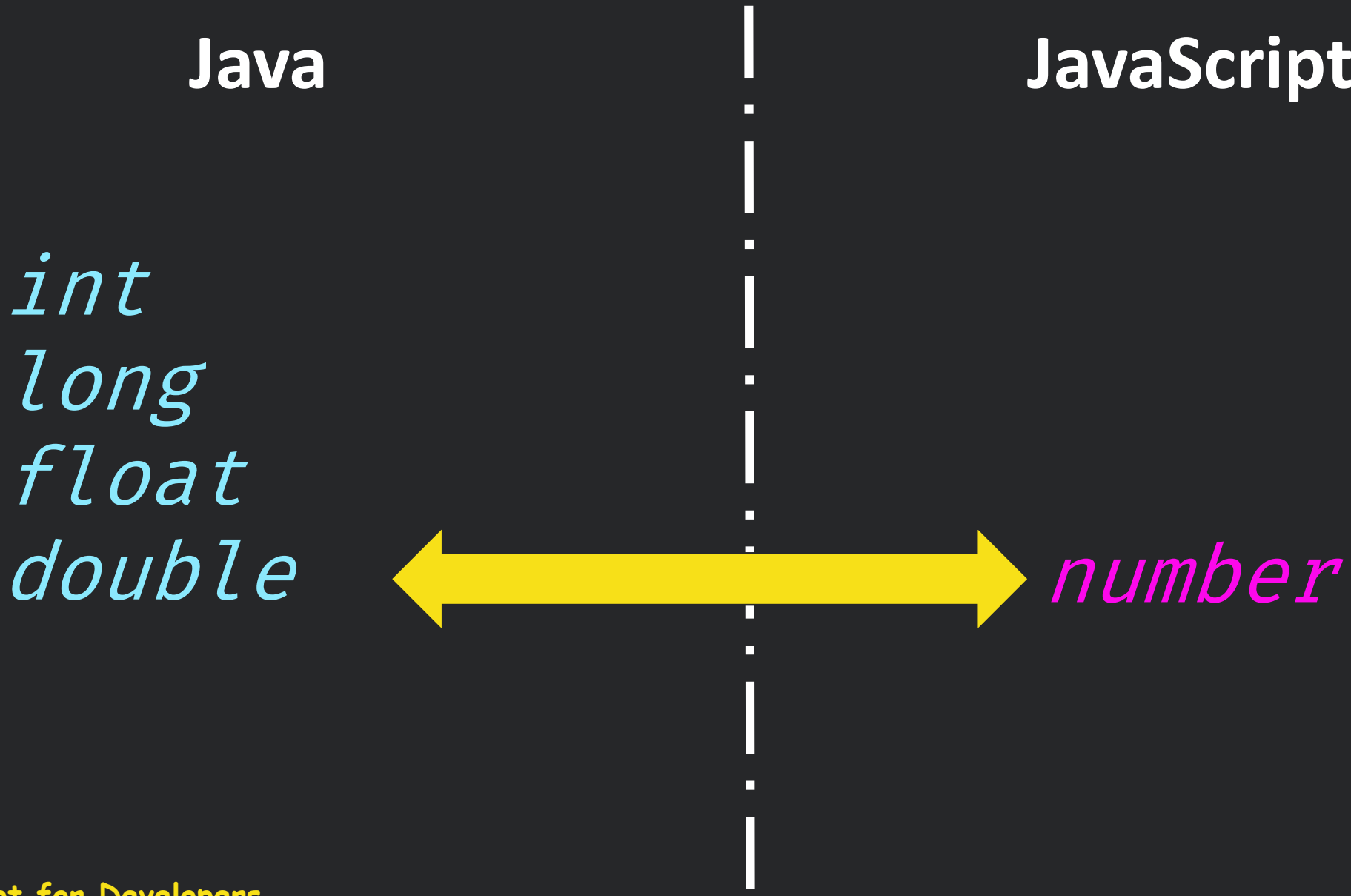
Data Types

Value Types
Primitive Types

Reference Type
Objects

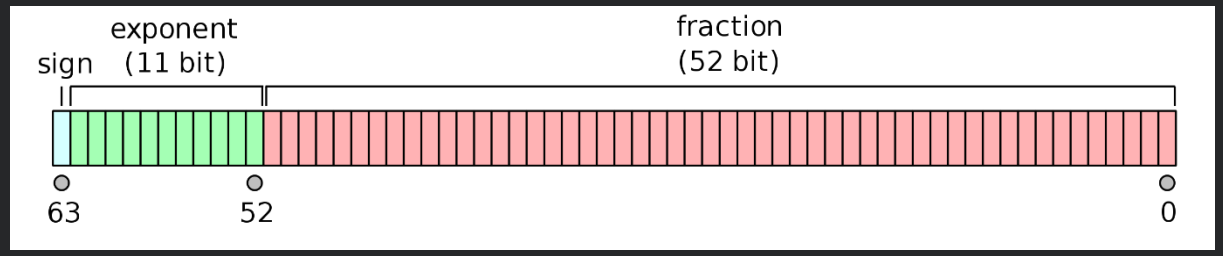
Lập trình Java: Cách truyền tham số trong Java | Heap...

1. number



1. number

- ✓ Object wrapper: *Number*
- ✓ **Integer Range: -(2^53 – 1) to (2^53 – 1)**




```
Number.MAX_SAFE_INTEGER;
```

- ✓ Check if it is an integer

```
Number.isSafeInteger(myNumber);
```

- ✓ Out of this range it consider as a double.

Học lập trình: Cấu tạo của số nguyên | Hiện tượng trà...

1. number

✓ Some special values:

```
Infinity     (Number.POSITIVE_INFINITY)
-Infinity    (Number.NEGATIVE_INFINITY);
NaN          (Number.NaN);
```

isNaN() : true if the given value is NaN; otherwise, false.

Number.isNaN() : true if the given value is NaN and its type is Number; otherwise, false.

	isNaN()	Number.isNaN()
'10'	False	False
'hello'	True	**False**
NaN	True	True

❖ *Node: Cannot compare NaN*

1. number

✓ Some helper Functions:

```
Number.parseInt;
Number.parseFloat;
Number.isNaN;
Number.isSafeInteger;
myNumer.toFixed(2);
```

```
Math.max
Math.PI
Math.sqrt
Math.pow
Math.sin
```

✓ Create Number object:

```
let myNumberObj = new Number(1);
```

1. number

- ✓ Refs:
  - https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Number?retiredLocale=vi
  - https://www.w3schools.com/jsref/jsref_obj_number.asp
  - https://www.w3schools.com/jsref/jsref_obj_math.asp

2. string

✓ Double quotes | Single quotes

```
const hello = "hello world!";
const hi = 'hi';
```

✓ Some helper Functions:

```
myStr.length;
myStr.replace;
myStr.split;
myStr.charAt;
...
```

✓ Object wrapper: *String*

2. string

✓ Template Literals

```
`... ${variable} ...`
```

```
const myName = "Jim";
const age = 20;
const str = `I'm ${myName} and I'm ${age} years old`;
```

✓ Create String object: `let myStrObj = new String("John");`

2. string

✓ number <-> string conversion:

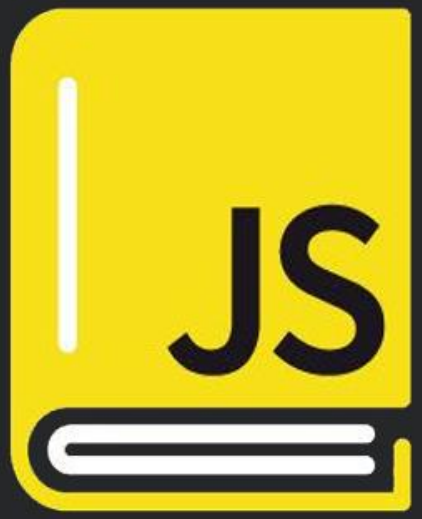
```
let a = 2 + "2";
let b = 2 - "2";
let c = 2 * "2";
let d = 2 / "2";

console.log(a);
console.log(b);
console.log(c);
console.log(d);
```

```
const x = "2" + "2" - "2";
```

2. string

- ✓ Refs:
  - https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/String
  - https://www.w3schools.com/jsref/jsref_obj_string.asp



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