

# Introduction

# console.log()

The **CONSOle.log()** method is used to log or print messages to the console. It can also be used to print objects and other info.

# **JavaScript**

JavaScript is a programming language that powers the dynamic behavior on most websites. Alongside HTML and CSS, it is a core technology that makes the web run.

#### Methods

Methods return information about an object, and are called by appending an instance with a period . , the method name, and parentheses.

#### Libraries

Libraries contain methods that can be called by appending the library name with a period . , the method name, and a set of parentheses.

#### **Numbers**

Numbers are a primitive data type. They include the set of all integers and floating point numbers.

```
console.log('Hi there!');
// Prints: Hi there!
```

```
// Returns a number between 0 and 1
Math.random();
```

```
Math.random();
// d Math is the library
```

```
let amount = 6;
let price = 4.99;
```

#### String .length

the string.

The .length property of a string returns the number of characters that make up

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```
let message = 'good nite';
console.log(message.length);
// Prints: 9
console.log('howdy'.length);
// Prints: 5
```

#### **Data Instances**

When a new piece of data is introduced into a JavaScript program, the program keeps track of it in an instance of that data type. An instance is an individual case of a data type.

#### **Booleans**

Booleans are a primitive data type. They can be either true or false.

# Math.random()

The Math.random() function returns a floating-point, random number in the range from 0 (inclusive) up to but not including 1.

#### Math.floor()

The Math.floor() function returns the largest integer less than or equal to the given number.

### **Single Line Comments**

In JavaScript, single-line comments are created with two consecutive forward slashes // .

```
let lateToWork = true;
```

```
console.log(Math.random());
// Prints: 0 - 0.9
```

```
console.log(Math.floor(5.95));
// Prints: 5
```

```
// This line will denote a comment
```

#### Null

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Null is a primitive data type. It represents the intentional absence of value. In code, it is represented as  $\ null \ 1$ .

# **Strings**

Strings are a primitive data type. They are any grouping of characters (letters, spaces, numbers, or symbols) surrounded by single quotes ' or double quotes '.

# **Arithmetic Operators**

JavaScript supports arithmetic operators for:

- + addition
- subtraction
- \* multiplication
- division
- % modulo

### **Multi-line Comments**

In JavaScript, multi-line comments are created by surrounding the lines with /\* at the beginning and \*/ at the end. Comments are good ways for a variety of reasons like explaining a code block or indicating some hints, etc.

```
let x = null;
```

```
let single = 'Wheres my bandit hat?';
let double = "Wheres my bandit hat?";
```

```
// Addition
5 + 5
// Subtraction
10 - 5
// Multiplication
5 * 10
// Division
10 / 5
// Modulo
10 % 5
```

```
/*
The below configuration must be
changed before deployment.
*/
let baseUrl = 'localhost/taxwebapp/country';
```

### **Assignment Operators**

An assignment operator assigns a value to its left operand based on the value of its right operand. Here are some of them:

- += addition assignment
- -= subtraction assignment
- \*= multiplication assignment
- /= division assignment

#### **String Interpolation**

String interpolation is the process of evaluating string literals containing one or more placeholders (expressions, variables, etc).

It can be performed using template literals: text \${expression} text.

#### **Variables**

Variables are used whenever there's a need to store a piece of data. A variable contains data that can be used in the program elsewhere. Using variables also ensures code re-usability since it can be used to replace the same value in multiple places.

```
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```

```
let number = 100;

// Both statements will add 10
number = number + 10;
number += 10;

console.log(number);
// Prints: 120
```

```
let age = 7;

// String concatenation
'Tommy is ' + age + ' years old.';

// String interpolation
`Tommy is ${age} years old.`;
```

```
const currency = '$';
let userIncome = 85000;

console.log(currency + userIncome + ' is more than the average income.');
// Prints: $85000 is more than the average income.
```

#### Undefined

undefined is a primitive JavaScript value that represents lack of defined value. Variables that are declared but not initialized to a value will have the value undefined

### Learn Javascript: Variables

A variable is a container for data that is stored in computer memory. It is referenced by a descriptive name that a programmer can call to assign a specific value and retrieve it.

### **Declaring Variables**

To declare a variable in JavaScript, any of these three keywords can be used along with a variable name:

- **Var** is used in pre-ES6 versions of JavaScript.
- let is the preferred way to declare a variable when it can be reassigned.
- const is the preferred way to declare a variable with a constant value.

#### **Template Literals**

Template literals are strings that allow embedded expressions,

**\${expression}** . While regular strings use single ' or double " quotes, template literals use backticks instead.

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```
var a;
console.log(a);
// Prints: undefined
```

```
// examples of variables
let name = "Tammy";
const found = false;
var age = 3;
console.log(name, found, age);
// Tammy, false, 3
```

```
var age;
let weight;
const numberOfFingers = 20;
```

```
let name = "Codecademy";
console.log(`Hello, ${name}`);
// Prints: Hello, Codecademy

console.log(`Billy is ${6+8} years old.`)
// Prints: Billy is 14 years old.
```

## 1et Keyword

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let creates a local variable in JavaScript & can be re-assigned. Initialization during the declaration of a let variable is optional. A let variable will contain undefined if nothing is assigned to it.

# const Keyword

A constant variable can be declared using the keyword  $\,$  CONSt  $\,$ . It must have an assignment. Any attempt of re-assigning a  $\,$  CONSt  $\,$  variable will result in JavaScript runtime error.

## **String Concatenation**

In JavaScript, multiple strings can be concatenated together using the + operator. In the example, multiple strings and variables containing string values have been concatenated. After execution of the code block, the <code>displayText</code> variable will contain the concatenated string.

```
let count;
console.log(count); // Prints: undefined
count = 10;
console.log(count); // Prints: 10
```

```
const numberOfColumns = 4;
numberOfColumns = 8;
// TypeError: Assignment to constant variable.
```

```
let service = 'credit card';
let month = 'May 30th';
let displayText = 'Your ' + service + ' bill is due on
' + month + '.';

console.log(displayText);
// Prints: Your credit card bill is due on May 30th.
```

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