Javascript :

Variable: container with a value

Variables:

Keywords: var let const

Don’t use var – typically bad choice for a variable

Let and const were created to avoid problems that occur using var

Use “let” to create a variable.

Const = constant – once you set the value of const it cannot change

Let and const – cannot create a variable with the same name

When defining a variable, words should be in quotes as javascript cant understand simple words. Only numbers can be without quotes so it has a number value

Javascript variables first letter must be in lowercase, other letters can be capitalized

Console.log() – to call the function / variable

.length is to determine how many letters are in the string

Two = statements “==” is for comparison in functions

i..e. If (money == 1000)

3 = sign “===” is to compare datatype (i.e. string or numeral)

let money = 10000

let knowhowtodrive = true

if (money > 1000 knowhowtodrive {

console.log("I will buy a car")

}

else if {money == 1000)

console.log("I will buy a computer")

}

else {

console.log("I don’t have money")

console.log(“DONE”)

object – contains key : value

color between key and value and a comma after each value

let family = {

members : [“mom, “dad”],

numberMembers : 2,

familyName: “Smith”,

hasPet: True

}

Can have multiple obejcts inside an array – need a comma between objects

Array are in brackets []

Objects in curly brackets {}

Let numbers = [a, b, c, d]

for(let i = 0 ; i < numbers.length ; i++ {

console.log(“the indes is “ i)

console.log(“the element is :” numbers[i])

numbers[i] = numbers[i] + 1 or numbers[i]++

}

let family = {

members : [“mom, “dad”],

numberMembers : 2,

familyName: “Smith”,

hasPet: True

}

1. If the family is smith 🡪 hello to the members
2. If not 🡪 I don’t know you

For (let property in family){

If (property===”familyName”){

If(family[property]===Smith){

Console.log(“Hello to the Smith Family”)

}

else {

console.log(I don’t know you

}

else {

Console.log(“No familyname”)

}

}