

JAVASCRIPT FUNDAMENTALS – PART 1

THE COMPLETE JAVASCRIPT COURSE

FROM ZERO TO EXPERT!

SECTION

JAVASCRIPT FUNDAMENTALS – PART 1

LECTURE

A BRIEF INTRODUCTION TO JAVASCRIPT

The JavaScript logo, consisting of a yellow square with the letters 'JS' in black.

WHAT IS JAVASCRIPT?

JAVASCRIPT

JAVASCRIPT IS A HIGH-LEVEL,
OBJECT-ORIENTED, MULTI-PARADIGM
PROGRAMMING LANGUAGE. 🤯

Based on objects, for
storing most kinds of data

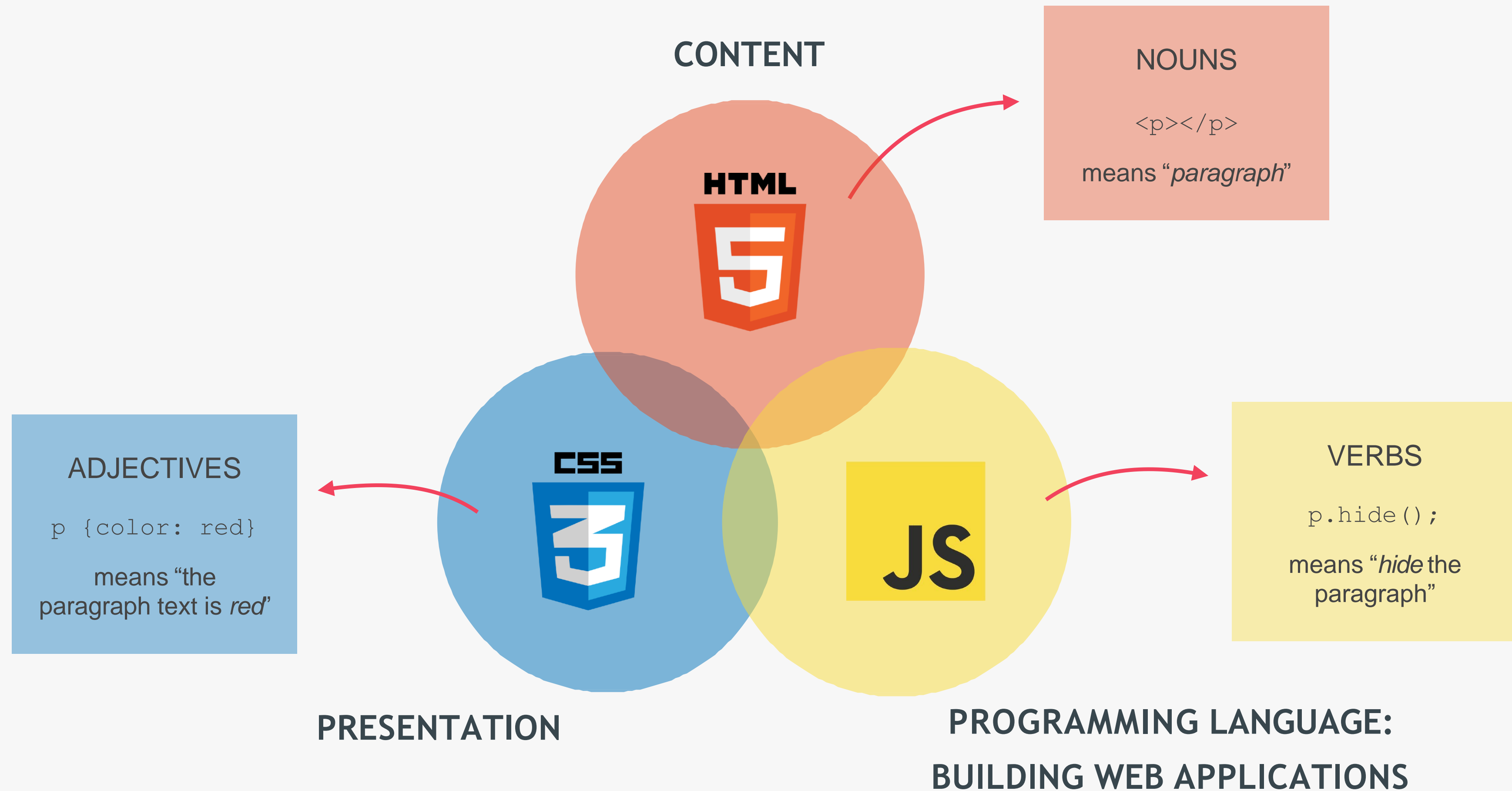
We don't have to worry about complex
stuff like memory management

We can use different styles
of programming

Instruct computer to *do* things

JS

THE ROLE OF JAVASCRIPT IN WEB DEVELOPMENT

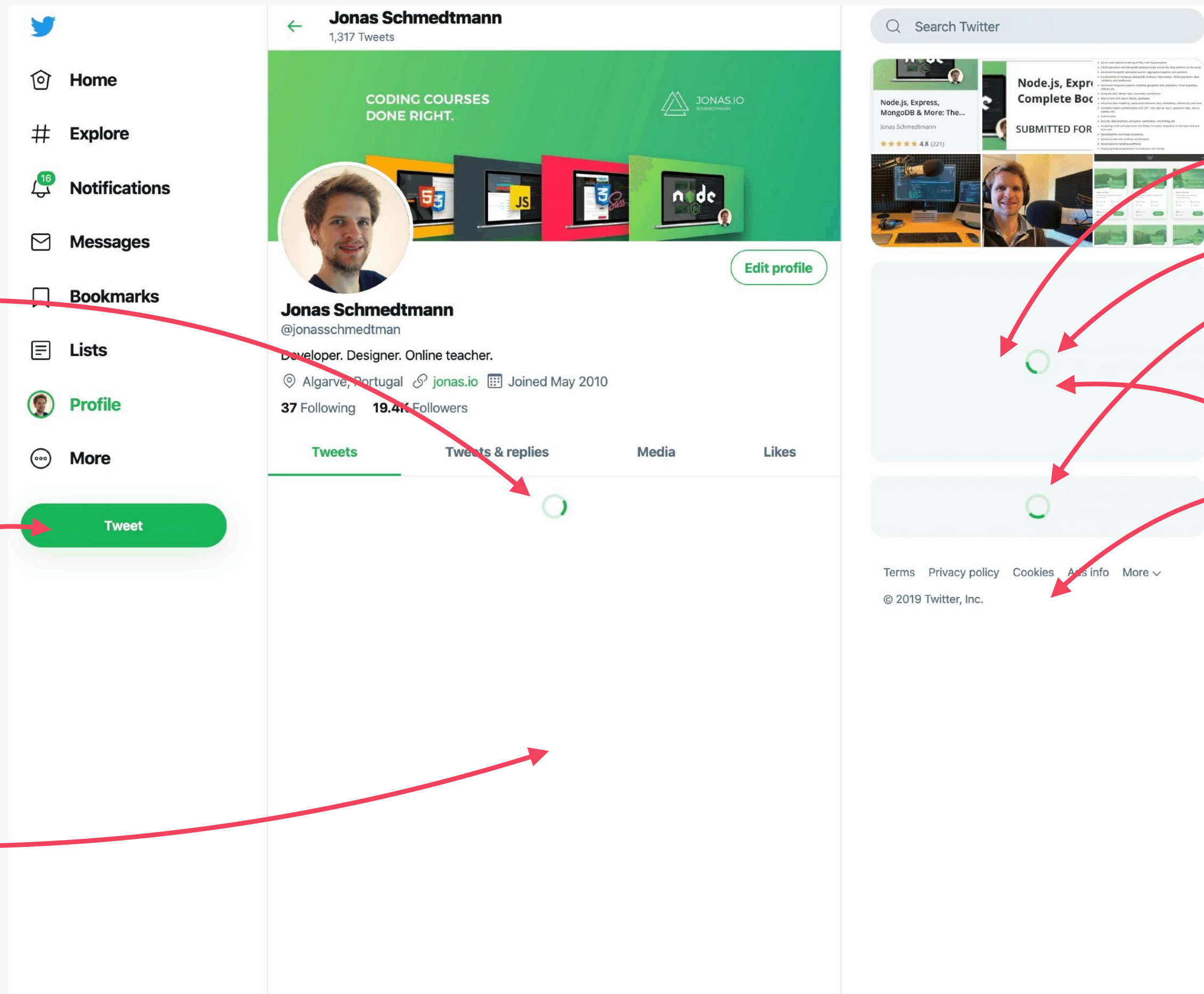


EXAMPLE OF DYNAMIC EFFECTS / WEB APPLICATION

Show spinner + loading data in the background

Show tweet box after clicking

Display tweets after loading data

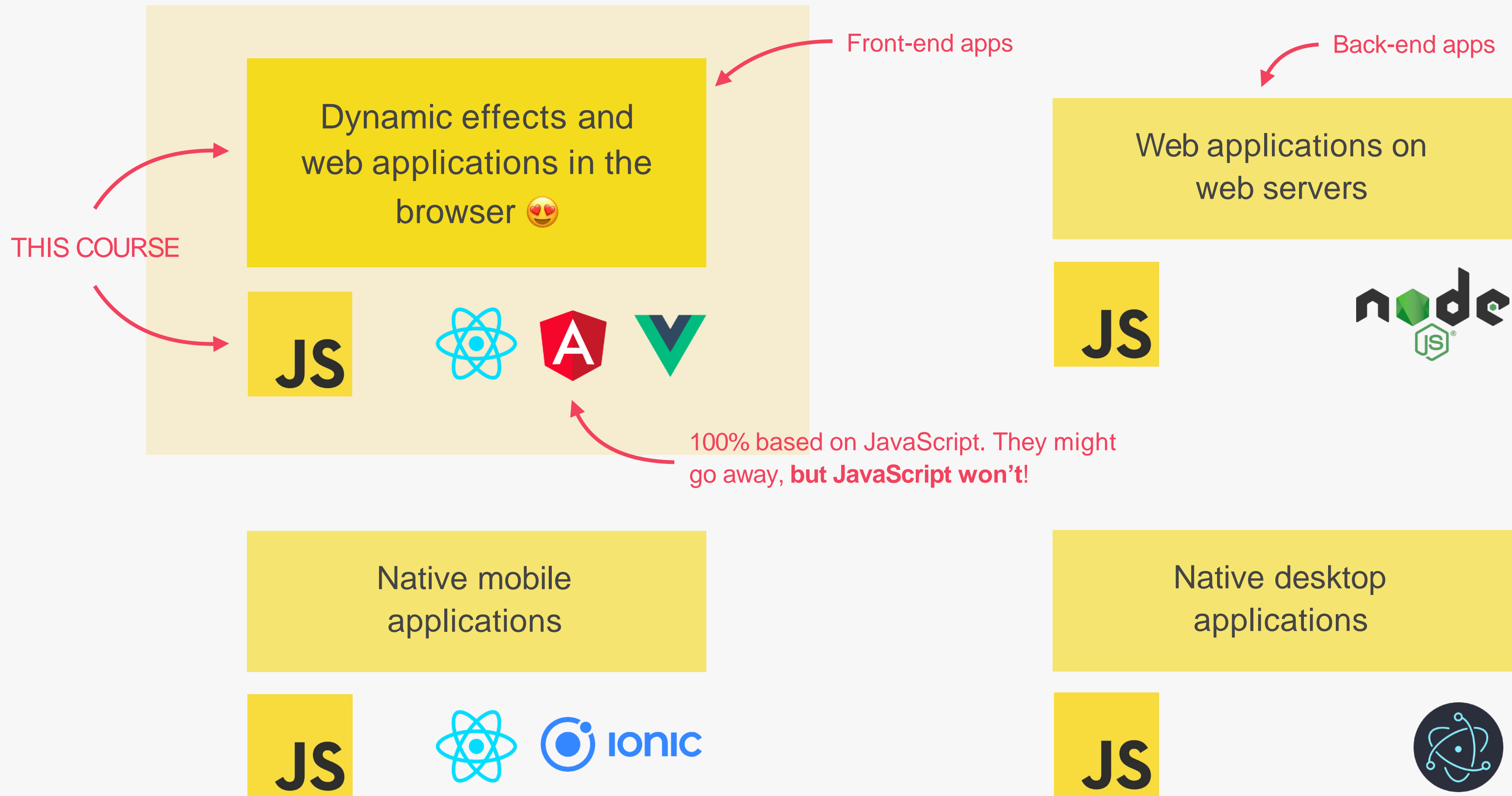


Display user info on hover

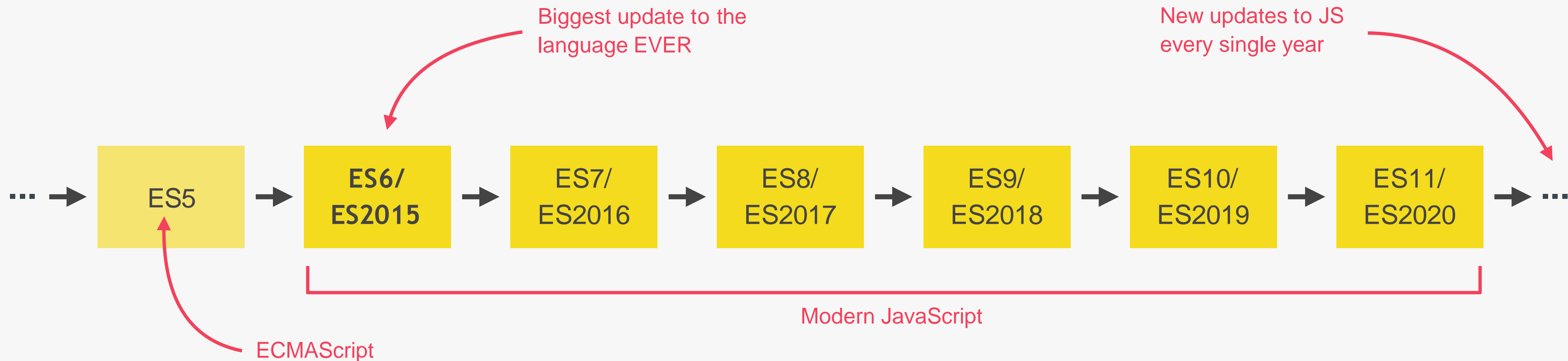
Show spinner + loading data in the background

Show data after loading

THERE IS NOTHING YOU CAN'T DO WITH JAVASCRIPT (WELL, ALMOST...)



JAVASCRIPT RELEASES... (MORE ABOUT THIS LATER)



Learn modern JavaScript from the beginning, but without forgetting the older parts!



Let's finally get started!

THE COMPLETE JAVASCRIPT COURSE

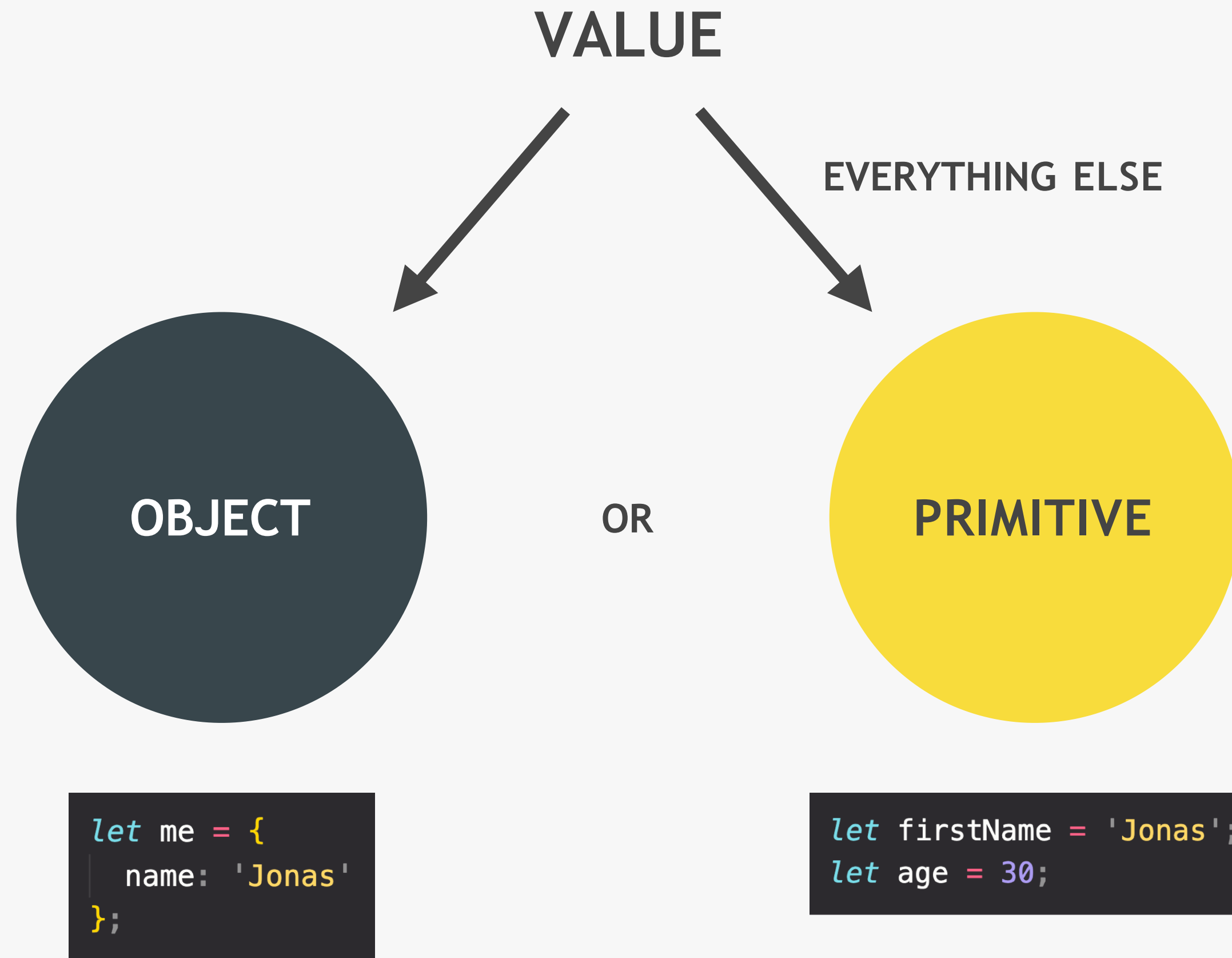
FROM ZERO TO EXPERT!

SECTION JAVASCRIPT FUNDAMENTALS – PART 1

LECTURE DATA TYPES

JS

OBJECTS AND PRIMITIVES



THE 7 PRIMITIVE DATA TYPES

1. Number: Floating point numbers 🙋 Used for decimals and integers

```
let age = 23;
```

2. String: Sequence of characters 🙋 Used for text

```
let firstName = 'Jonas';
```

3. Boolean: Logical type that can only be `true` or `false` 🙋 Used for taking decisions

```
let fullAge = true;
```

4. Undefined: Value taken by a variable that is not yet defined ('empty value')

```
let children;
```

5. Null: Also means 'empty value'

6. Symbol (ES2015): Value that is unique and cannot be changed *[Not useful for now]*

7. BigInt (ES2020): Larger integers than the Number type can hold

🙋 JavaScript has dynamic typing: We do *not* have to manually define the data type of the value stored in a variable. Instead, data types are determined automatically.

Value has type, NOT variable!