

JS Syntax Fundamentals

Syntax, Conditional Statements, Loops, Data
Type and Variables



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#js-front-end

Table of Contents

1. JavaScript Overview
2. JavaScript Syntax
3. Data Types and Variables
4. Conditional Statements
5. Loops
6. Undefined and Null
7. Debugging Techniques





JavaScript Overview

Definition, Execution, IDE Setup

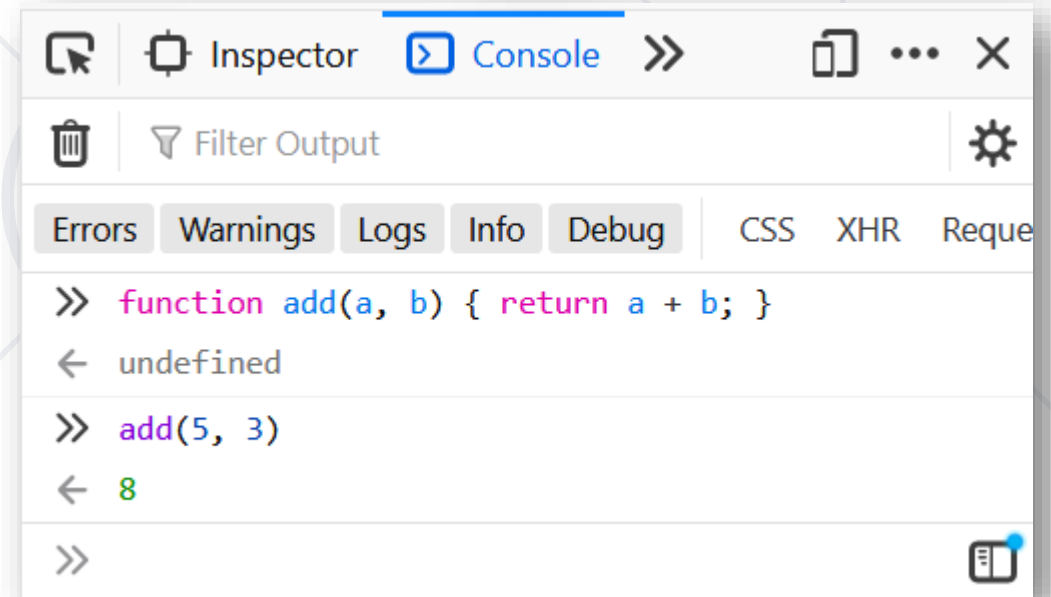
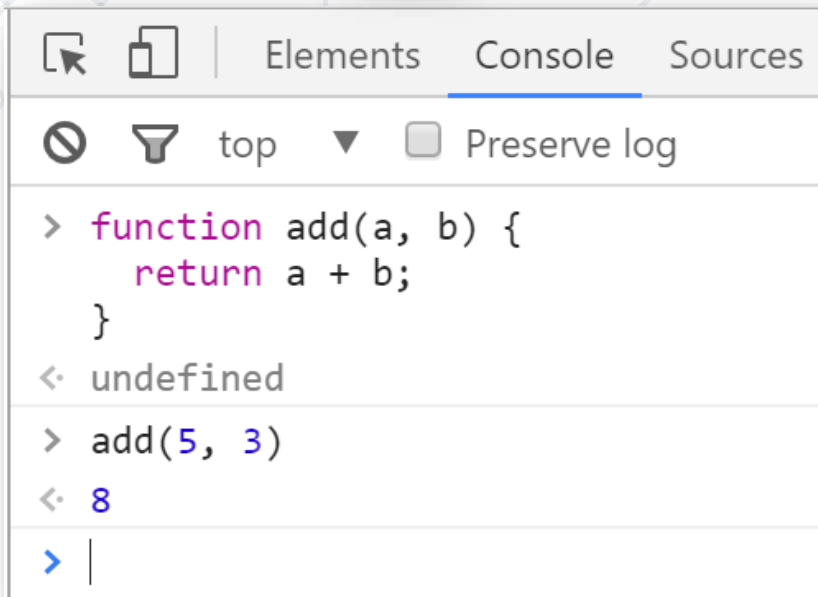
What is JavaScript?



- JavaScript (**JS**) is a **high-level** programming language
 - One of the **core technologies** of the World Wide Web
 - Enables **interactive** web pages and applications
 - Can be **executed** on the **server** and on the **client**
- Features:
 - C-like **syntax** (curly-brackets, identifiers, operator)
 - **Multi-paradigm** (imperative, functional, OOP)
 - Dynamic **typing**

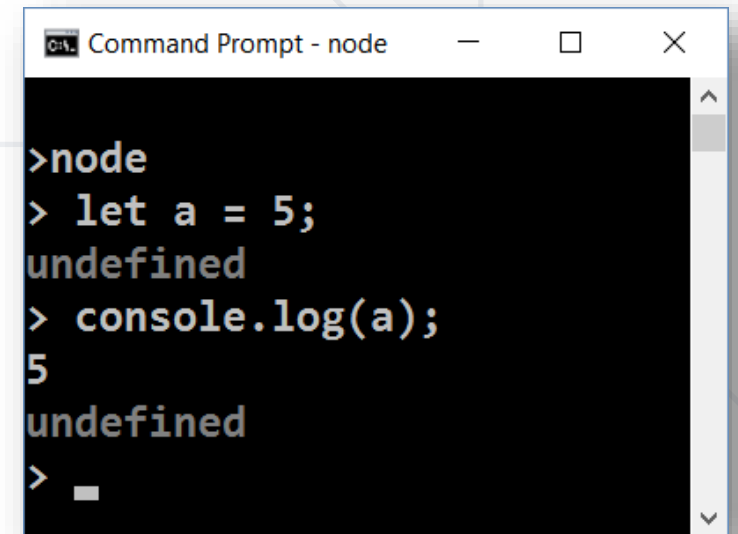
- JavaScript is a **dynamic programming language**
 - Operations otherwise done at **compile-time** can be done at **run-time**
- It is **possible** to change the **type** of a variable or add new properties or methods to an object **while** the program is **running**
- In **static programming languages**, such changes are normally **not possible**

- Developer Console: **[F12]**



Node.js

- What is **Node.js**?
 - **Server-side** JavaScript runtime
 - Chrome V8 JavaScript engine
 - NPM **package manager**
 - Install node packages



```
>node
> let a = 5;
undefined
> console.log(a);
5
undefined
>
```


Install the Latest Node.js

Downloads

Latest LTS Version: 14.15.4 (includes npm 6.14.10)

Download the Node.js source code or a pre-built installer for your platform, and start developing today.

LTS
Recommended For Most Users

Current
Latest Features


Windows Installer
node-v14.15.4-x64.msi


macOS Installer
node-v14.15.4.pkg


Source Code
node-v14.15.4.tar.gz

Windows Installer (.msi)

Windows Binary (.zip)

macOS Installer (.pkg)

macOS Binary (.tar.gz)

Linux Binaries (x64)

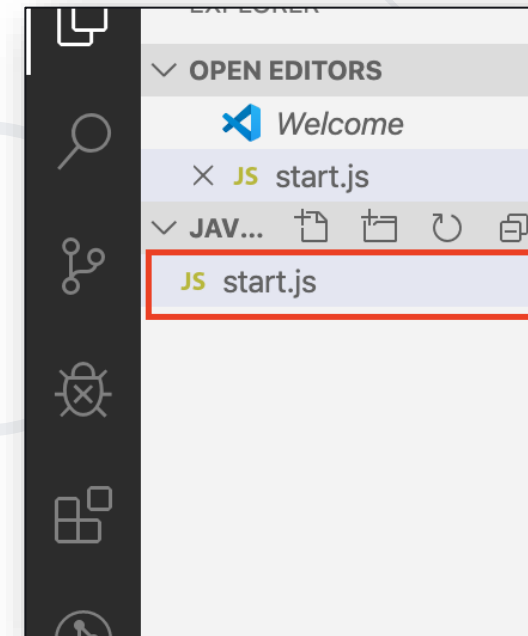
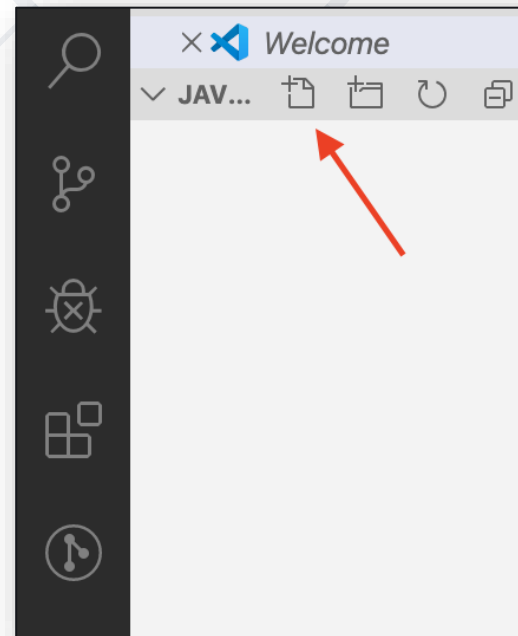
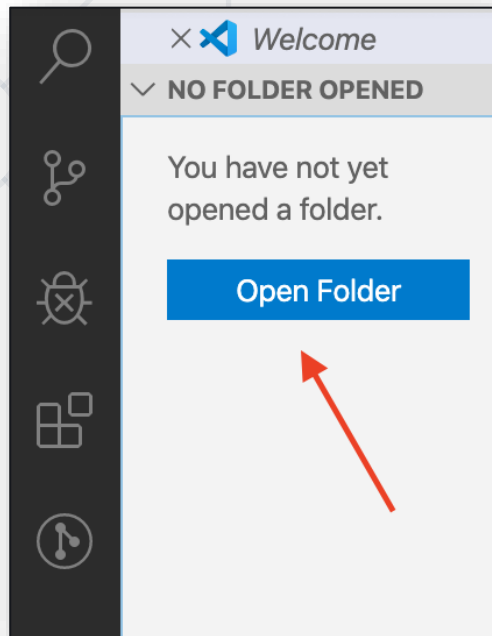
Linux Binaries (ARM)

Source Code

32-bit	64-bit
32-bit	64-bit
64-bit	
64-bit	
64-bit	
ARMv7	ARMv8
node-v14.15.4.tar.gz	

Using Visual Studio Code

- **Visual Studio Code** is powerful text editor for JavaScript and other projects
- In order to create your **first project**:






JavaScript Syntax

Functions, Operators, Input and Output

JavaScript Syntax

- C-like **syntax** (curly-brackets, identifiers, operator)
- Defining and Initializing variables:



Declare a variable with let

```
let a = 5;  
let b = 10;
```

Variable name

Variable value

- Conditional statement:

```
if (b > a) {  
    console.log(b);  
}
```

Body of the conditional statement

Functions and Input Parameters

- In order to solve different problems, we are going to use **functions** and the **input** will come as **parameters**
- A function is similar to a **procedure**, that executes when called

declaration

parameters

```
function solve (num1, num2) {  
    //some Logic  
}
```

```
solve(2, 3);
```

calling the function

- We use the **console.log()** method to print to console:

```
function solve (name, grade) {  
  console.log('The name is: ' + name + ', grade: ' + grade);  
}  
solve('Peter', 3.555);  
//The name is: Peter, grade: 3.555
```

- Text can be composed easier using interpolated strings:

```
console.log(`The name is: ${name}, grade: ${grade}`);
```

- To format a number, use the **toFixed()** method (converts to **string**):

```
grade.toFixed(2); //The name is: Petar, grade: 3.56
```

Number of decimal places



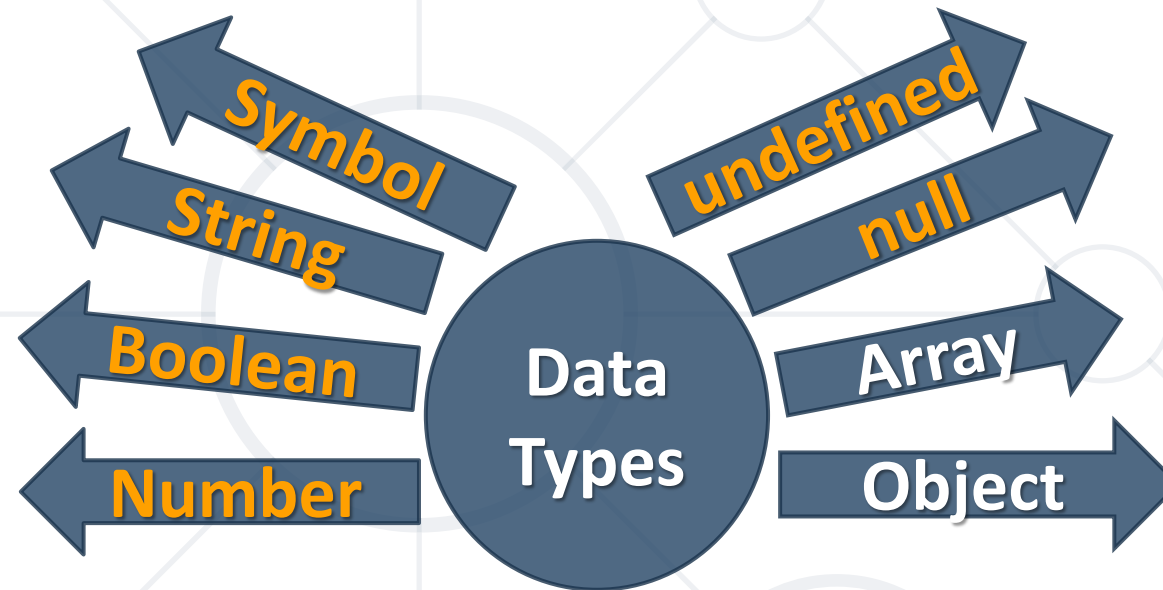
Data Types and Variables

Definition and Examples

What is a Data Type?

- A **data type** is a classification that specifies what type of operations can be applied to it and the way values of that type are stored
- After **ECMAScript** 2015 there are **seven primitive** data types:
 - Seven **primitive**: Boolean, null, undefined, Number, String, Symbol, BigInt
 - and **Objects** (including Functions and Arrays)





```
let number = 10;           // Number
let person = {name: 'George', age: 25}; // Object
let array = [1, 2, 3];     // Array
let isTrue = true;        // Boolean
let name = 'George';      // String
let empty = null;         // null
let unknown = undefined;  // undefined
```

Variable Scope

- **var** – use **function scope** – can be accessed anywhere in the function, including outside the initial block
- **let** and **const** – use **block scope** – when declared inside a block **{ }** can **NOT** be accessed from outside the block

```
{  
  var x = 2;  
}  
console.log(x); // 2
```

```
{  
  let x = 2;  
}  
console.log(x); // Error
```



Variable Comparison let vs const

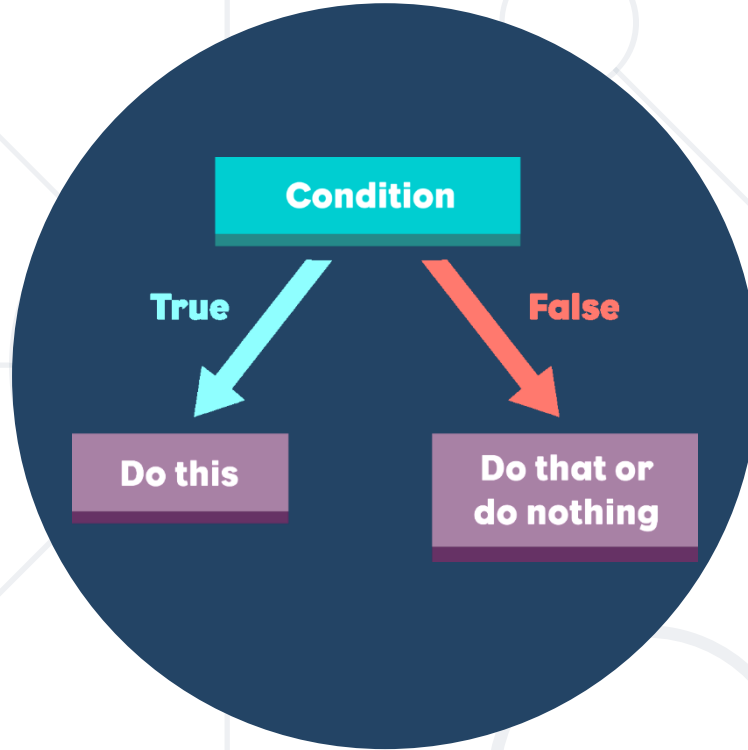
■ **let**

- Can be reassigned after initial assignment
- Variable's value can change
- **let** is used when reassignment is necessary

■ **const**

- Cannot be reassigned after initial assignment, remains constant
- Variable's value remains fixed
- **const** is used when variable will not be reassigned





Conditional Statements

Implementing Control-Flow Logic

Arithmetic Operators

- **Arithmetic operators** - take numerical values (either literals or variables) as their operands
 - Return a single numerical value
 - Addition (+)
 - Subtraction (-)
 - Multiplication (*)
 - Division (/)
 - Remainder (%)
 - Exponentiation (**)

```
let a = 15;
let b = 5;
let c;
c = a + b; // 20
c = a - b; // 10
c = a * b; // 75
c = a / b; // 3
c = a % b; // 0
c = a ** b; // 155
= 759375c
```



Comparison Operators

```
console.log(1 == '1'); // true
console.log(1 === '1'); // false
console.log(3 != '3'); // false
console.log(3 !== '3'); // true
console.log(5 < 5.5); // true
console.log(5 <= 4); // false
console.log(2 > 1.5); // true
console.log(2 >= 2); // true
console.log((5 > 7) ? 4 : 10); // 10
```



Ternary operator

Comparison Operators

Operator	Notation in JS
Equal value	<code>==</code>
Equal value and type	<code>===</code>
Not equal value	<code>!=</code>
Not equal value/type	<code>!==</code>
Greater than	<code>></code>
Greater than or Equal	<code>>=</code>
Less than	<code><</code>
Less than or Equal	<code><=</code>



Comparison Operators

- Values can be compared:

```
let a = 5;  
let b = 10;  
console.log(a < b);           // true  
console.log(a > 0);           // true  
console.log(a > 100);         // false  
console.log(a < a);           // false  
console.log(a <= 5);          // true  
console.log(b == 2 * a);      // true  
console.log("2" === 2);      // false
```



Assignment Operators

Operator	Example	Same As
=	<code>x = y</code>	<code>x = y</code>
+=	<code>x += y</code>	<code>x = x + y</code>
-=	<code>x -= y</code>	<code>x = x - y</code>
*=	<code>x *= y</code>	<code>x = x * y</code>
/=	<code>x /= y</code>	<code>x = x / y</code>
%=	<code>x %= y</code>	<code>x = x % y</code>
**=	<code>x **= y</code>	<code>x = x ** y</code>



What is a Conditional Statement?

- The **if-else** statement:
 - Do action depending on condition

```
let a = 5;  
if (a >= 5) {  
  console.log(a);  
}
```

If the condition **is met**,
the code will execute

- You can chain conditions

```
else {  
  console.log('no');  
}
```

Continue on the **next condition**, if the first is **not met**



- The **if / else - if / else...** construct is a series of checks

```
let a = 5;  
if (a > 10)  
    console.log("Bigger than 10");  
else if (a < 10)  
    console.log("Less than 10");  
else  
    console.log("Equal to 10");
```

Only "**Less than 10**"
will be printed

- If one condition is true, it does not proceed to verify the following conditions

The Switch-case Statement

- Works as a series of **if / else if / else if...**

```
switch (...){
```

```
case ...:
```

```
// code
```

```
break;
```

```
case ...:
```

```
// code
```

```
break;
```

```
default:
```

```
// code
```

```
break;
```

```
}
```

List of conditions
(values) for the
inspection

The condition in
the **switch case** is
a value

Code to be executed if
there is no match with any
case

- **Logical operators** are used to determine the logic between variables or values. They return the value of one of the operands based on certain rules, not always just (**true** or **false**)

Operator	Description	Example
!	NOT	!false -> true
&&	AND	true && false -> false
	OR	true false -> true

- Logical **"AND"**

- Checks the fulfillment of several conditions simultaneously

```
let a = 3;  
let b = -2;  
console.log(a > 0 && b > 0); // expected output: false
```

- Logical **"OR"**

- Checks that at least one of several conditions is met

```
let a = 3;  
let b = -2;  
console.log(a > 0 || b > 0); // expected output: true
```

- Logical "NOT"
 - Checks if a condition is **not** met

```
let a = 3;  
let b = -2;  
console.log(!(a > 0 || b > 0));  
// expected output: false
```



Typeof Operator

- The **typeof** operator returns a string indicating the type of an operand

```
const val = 5;  
console.log(typeof val);    // number
```

```
const str = 'hello';  
console.log(typeof str);    // string
```

```
const obj = {name: 'Maria', age:18};  
console.log(typeof obj);    // object
```



Truthy and Falsy Values

- **"truthy"** - a value that **coerces** to **true** when **evaluated** in a boolean context
- The following values are **"falsy"** - **false**, **null**, **undefined**, **NaN**, **0**, **0n** and **""**

```
function logTruthiness (val) {  
  if (val) {  
    console.log("Truthy!");  
  } else {  
    console.log("Falsy.");  
  }  
}
```

```
logTruthiness (3.14);           //Truthy!  
logTruthiness ({});             //Truthy!  
logTruthiness (NaN);            //Falsy.  
logTruthiness ("NaN");          //Truthy!  
logTruthiness ([]);             //Truthy!  
logTruthiness (null);           //Falsy.  
logTruthiness ("");             //Falsy.  
logTruthiness (undefined);      //Falsy.  
logTruthiness (0);              //Falsy.
```



Loops

Code Block Repetition

What is a Loop?

- The **for** loop:
 - Repeats until the condition is evaluated

```
for (let i = 1; i <= 5; i++){  
  console.log(i)  
}
```

Incrementation **in**
the condition

- The **while** loop:
 - Does the same, but has different structure

```
let i = 1  
while (i <= 5) {  
  console.log(i)  
  i++  
}
```

Incrementation
outside the
condition





**Undefined
Null**

Undefined and Null

Non-Existent and Empty

Undefined

- A variable without a value has the value **undefined**. The **typeof** is also **undefined**

```
let car; // Value is undefined, type is undefined
```

- A variable can be emptied, by setting the value to **undefined**. The type will also be **undefined**

```
let car = undefined;  
// Value is undefined, type is undefined
```



Null

- **Null** is "nothing". It is supposed to be something that doesn't exist
- The **typeof** null is an **object**



```
let person = {  
  firstName: "John",  
  lastName: "Doe",  
  age: 50  
};  
person = null;  
console.log(person);           // null  
console.log(typeof(person));  // object
```

- **Null** is an assigned value. It means nothing
- **Undefined** typically means a variable has been declared but not defined yet
- **Null** and **Undefined** are **falsy** values
- **Undefined** and **Null** are equal in value but different in type:

```
null !== undefined    // true  
null == undefined     // true
```



Debugging Techniques

Strict Mode, IDE Debugging Tools

Strict Mode

- **Strict mode** limits certain "sloppy" language features
 - Silent errors will **throw Exception** instead



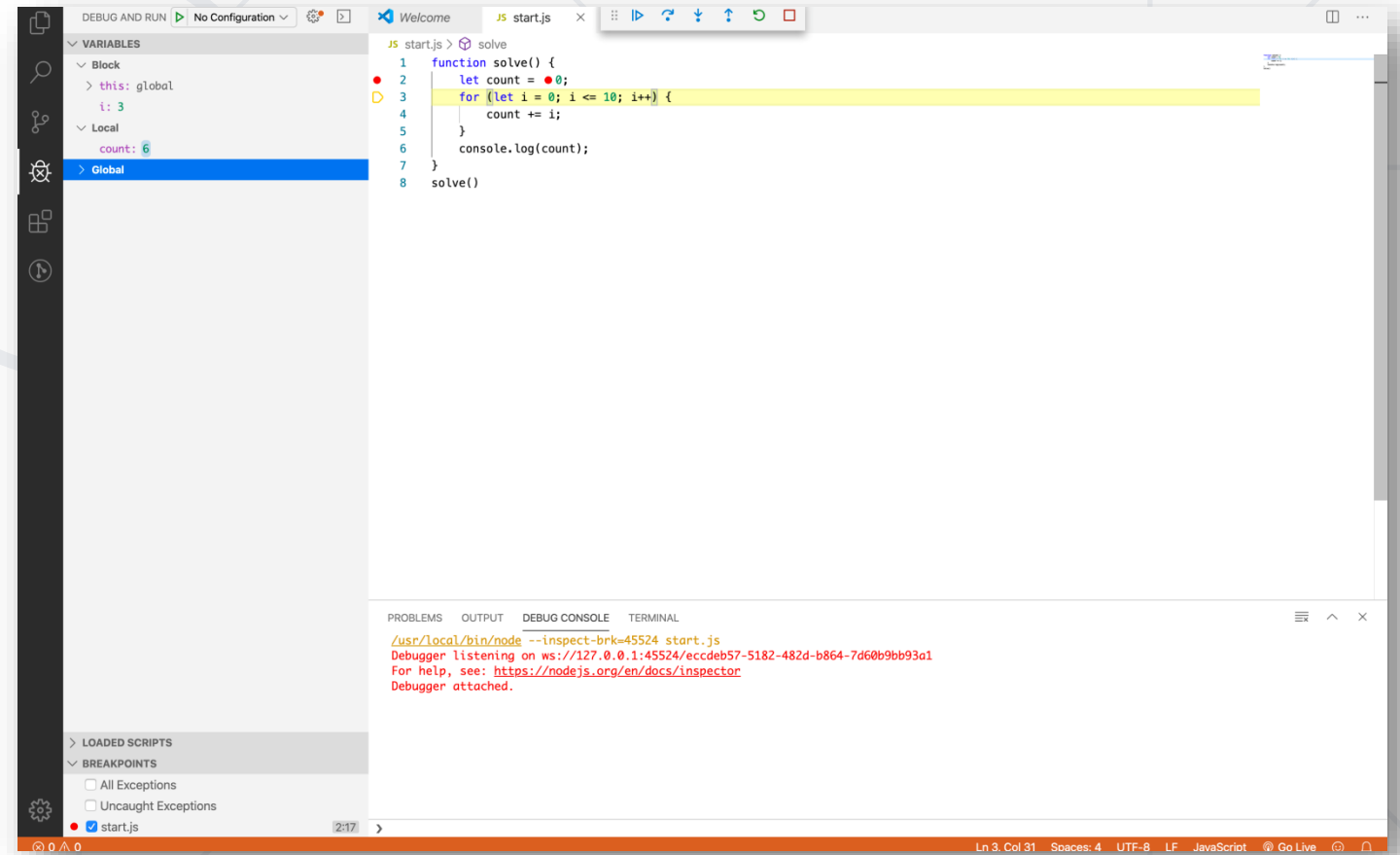
```
'use strict';           // File-level  
mistypeVariable = 17;    // ReferenceError
```

```
function strict() {  
    'use strict';        // Function-level  
    mistypeVariable = 17;  
}
```

- Enabled by default in **modules**

Debugging in Visual Studio Code

- Visual Studio Code has a built-in **debugger**
- It provides:
 - **Breakpoints**
 - Ability to **trace** the code execution
 - Ability to **inspect** variables at runtime



Using the Debugger in Visual Studio Code

- Start without Debugger: **[Ctrl+F5]**
- Start with Debugger: **[F5]**
- Toggle a breakpoint: **[F9]**
- Trace step by step: **[F10]**
- Force step into: **[F11]**



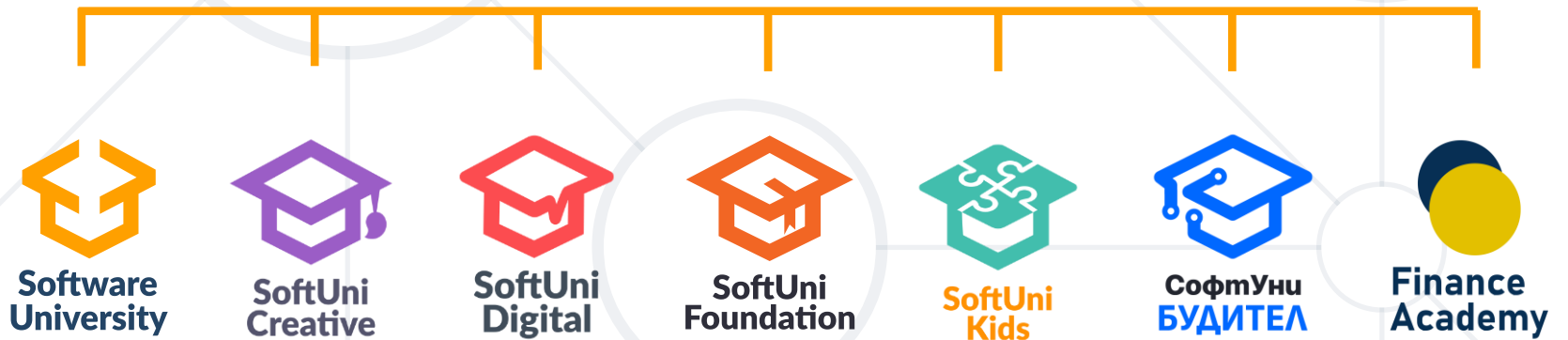
- JS is a **high-level** programming language
- Conditional statement – **If-else, Switch-case**
- Loops – **For-loop, While-loop**
- Data Types
 - **String, Number, Boolean, Null, Undefined**



Questions?



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