



TUESDAY JAVASCRIPT

It's like having a super power!

STATEMENTS

- A script is a series of instructions that a computer can follow— one by one. Each individual step is known as a statement.
- Each of the lines by the are statements.



```
<!doctype html>
<html>
<head>
<meta charset="utf-8">
<title>End Of School</title>
</head>

<body>
Hello
<button onClick="myToday()">Today</button>
<script>

    var today= new Date();
    var hourNow= today.getHours();
    var greeting;
    function myToday(){
    if (hourNow >18){
    greeting='Good evening!';
    } else if (hourNow > 12){
    greeting= 'Good afternoon';
    } else if (hourNow >0) {
    greeting = 'Good Morning!';
    } else {
    greeting= 'Welcome';
    }
    document.write(greeting);
    }
    </script>
</body>
</html>
|
```

COMMENTS

- Comments explain what your code does.

// This is a single line comment

- Comments are meant for a human to understand inside of your program.

/* this is a multiline comment and is meant */

- The browser will bypass it completely.

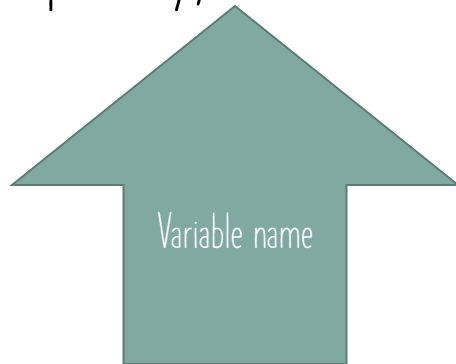
VARIABLE'S

- Like a container that holds and saves data
- Your variable will remember your values for you.
- It stores data for you.
- Imagine calculating the area of a wall; in math the area of a rectangle is calculated by multiplying 2 numbers:
 - $\text{width} \times \text{height} = \text{area}$

DECLARING VARIABLES

keyword

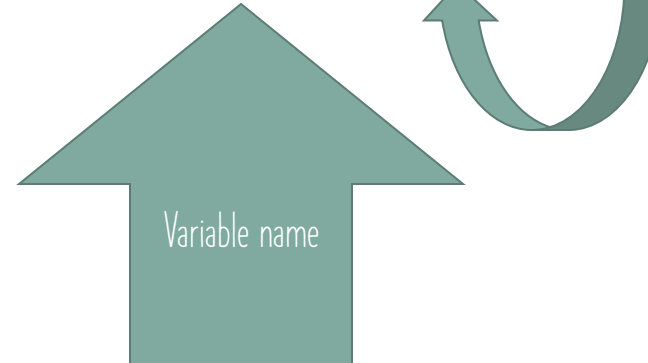
var quantity;



Variable value

quantity=3

assignment operator



DATA TYPES

- String
 - Number
 - Boolean
- "strings are in quotes" they only represent the character- no value
 - Numbers need no quotes and hold the value they display
 - Boolean- either True or false

LETS US A VARIABLE TO STORE A NUMBER

```
var price;
```

```
var quantity;
```

```
var total;
```

```
price= 5;
```

```
quantity =14;
```

```
total= price*quantity;
```

```
var el= document.getElementById("cost");
```

```
//If you set the textContent property, any child nodes are removed and replaced by a single Text node containing the specified string.
```

```
el.textContent= '$' + total;
```

```
<body>
```

```
<h1>Welcome to My Game Store</h1>
```

```
<div id="content">
```


```
<h2>Custome Gaming </h2>
```

```
<div id="cost">$5 per game</div></div>
```


ESCAPING CHARACTERS

- An escape character enables you to output characters you wouldn't normally be able to, usually because the browser will interpret it differently to what you intended.

```
alert("This is a test for "escape" character");
```



```
alert("This is a test for \"escape\" character");
```



JavaScript uses the `\`(backslash) as an escape characters for:

- `\'` single quote
- `\"` double quote
- `\` backslash
- `\n` new line
- `\r` carriage return
- `\t` tab
- `\b` backspace
- `\f` form feed
- `\v` vertical tab (IE < 9 treats `'\v'` as `'v'` instead of a vertical tab (`'\x0B'`). If cross-browser compatibility is a concern, use `\x0B` instead of `\v`.)
- `\0` null character (U+0000 NULL) (only if the next character is not a decimal digit; else it's an octal escape sequence)

RULES FOR NAMING YOUR VARIABLES

Rules

- Must begin with a letter, dollar sign or an underscore. Not a number
- The name can contain letters, numbers, dollar sign or underscore. Never use a dash or a period when naming your variables.
- You can NOT use keywords– they are reserved words.

And good practices

- All variables are case sensitive.
- Use a name that describes the kind of information that the variable represents.
- If your variable name is made up of more than one word use a capital letter for the first letter of every word except the first word. And NO spaces.

ASSIGNMENT

- Create a program that
- prompts a user to tell you their name
- Prompts a user to tell you their age
- Displays on the page "Hello [their name] you look younger than [their age]"
- Put this on a webpage and design the page so that it looks nice!