Advanced Coding Club using JavaScript (week 2)

Mr Johanson

First week we learned...

1. A bit about JavaScript and DroidScript
2. Your Tablet and how it works
3. What we're going to do over the club sessions
4. How to use DroidScript

Now we're going to look at the coding

Variables

```
var myText = "Hi I like chocolate - lots of it!";

var myNum = 7;

var myBigNum = 700000000;

var myBiggerNum = 123657483738;

alert( myBiggerNum );   // This shows a variable !
```

```
var myNum = 123657483.99998;
var myNum1 = 3.99998;
var myNum2 = -3;
var myWeirdNum = -45.324234234234234


alert(myWeirdNum );
```

You only need to use VAR when creating a variable!

More Variables

```
/*

but its good to have something in it to tell you
what they type of variable it is
like….

*/
```

Try it !

```
var textMyName = "Big Bob";
var numMyAge = 2;
var boolYouHateChocolate = false;

alert( textMyName );
alert( boolYouHateChocolate );
```

```
/*
you can only use letters and numbers, but
numbers are not at the beginning!
*/
```
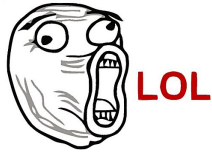
Try it !...

```
var myAgeIs10 = true;  // this works!
var 10isMyAge = true;  // will not work!

alert(10isMyAge );
```

Even More Variables

LOL

```
var myNum = 24;
var myMultiplyNum = myNum * 2;
alert( myMultiplyNum );

var myDivideNum = myNum / 2;
alert( myDivideNum );

var myNewNum = myNum / -256;
alert( myNewNum );
```

/*
Mixing variable types
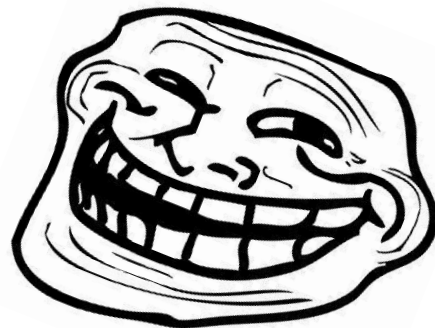
That is
Adding Text and numbers
Or
Numbers and Text
Or
Text and Boolean (remember **true/false**)
*/

```
var myNum = 10
var myThingy = myNum + "8";
```

/* what do you think this will show ?
18
 or
108 ?
*/

108

Text added to numbers will always make text

What about if you use **/** or ***** what do you get ?

```
var myNum = 10;
var myThingy = myNum * "8";
alert(myThingy);
```

1.25 or 80

Text NUMBERS like "200" or "-40.1"

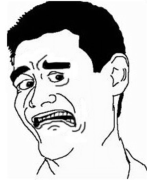using **/** or *****

makes a number

Oh no not more Variables


```
/*
BOOLEAN.
Boolean is true/false only. These are used
*/

Try this…

var myBirthday = false;

if( myBirthday == true )
{
        alert("get out the cake and presents !!");
}
```

AH HA!.

```
/*
We used a condition then…. Hang on!

Add this…
*/

else if( myBirthday == false)
{
        alert("how many days 'til christmas ??");
}
```

Oh no not more more Variables

/*
Some words in JavaScript or Droidscript
cannot be used as variable names

These are special reserved words
*/

break	case	class	catch
const	continue	debugger	default
delete	do	else	export
extends	finally	for	function
if	import	in	instanceof
let	new	return	super
switch	this	throw	try
typeof	var	void	while
with	yield		

We will be covering more on Variables later but lets move on..