

Announcements

- Having JavaScript problems? Check Piazza!
- Please don't post code on Piazza
- Weekly activity 4 is out today, due Monday, September 22 by 9am
- i>clickers should be registered on the CS105 website

Previously, we had introduced a code example that reads in prices of items and returns their total:

readline() and print() are functions that are defined somewhere. The computer already knows what to do with them.

- We can also define our own functions!
- They can be reused as many times as we want

Function definition example

In this case, the function gives a number version of what was read by using readline ().

How do we edit our previous code to use this new function?

```
var total = 0;
var price = readNumber();
total = total + price;
while (price != 0)
{
    price = readNumber();
    total = total + price;
}
print("The total of your items is: " + total);
```

What about bad inputs?

- Typing "five" instead of "5" results in NaN, which means not a number
- We can fix things so that if the input is not a number, the code can still handle it
- Generally, we should avoid using (s * 1), as it doesn't actually check whether or not s is a number

Numbers in JavaScript

- Integers ("ints"): any whole number; either positive, negative, or zero
- **Floating point numbers ("floats")**: any non-integer, real number represented approximately as best as the computer can
- In JavaScript, there is a built-in function called parseFloat(s)
 - You can look up the details of built-in JavaScript functions online using Google
 - In our function, simply return parseFloat(s);
 - How do you check if it's a number?: use the function isNaN (testValue); where testValue is the value you're testing

Example: making change

```
print("How many cents do you want back?");
var cents = readNumber();
var centsLeft = cents;
var q = 0;
               // quarters
while (centsLeft >= 25) // give maximum number of quarters that you can
    q = q + 1;
    centsLeft = centsLeft - 25;
}
                       // dimes
var d = 0;
while (centsLeft >= 10) // give maximum number of dimes that you can
                      // from the remaining change
{
     d = d + 1;
     centsLeft = centsLeft - 10;
}
var n = 0;
                    // nickels
while (centsLeft >= 5) // give maximum number of nickels that you can
                     // from the remaining change
{
    n = n + 1;
    centsLeft = centsLeft - 5;
}
print("Q:" + q);
print("D: " + d);
print("N: " + n);
print("P: " + p);
```