



1. console.log(“Anything you want”);

You could use console.log(“MESSAGE”) to display the message in console.

Class example:

```

1 console.log("Hello");
2 console.log("and good morning");
3 console.log("CS 105");
4

```

2. VARIABLES: allow computer to remember a value.

In scratch:



x is the name of the variable.

In javascript:

In order to let your computer know you want it to remember a value of 20, you have to create a variable to store the value. To create a variable, you use “var VariableName = value;”

```
var temp = 20;
```

“temp” is a variable, and the its value is equal to 20. Anything with “var” in the front is the variable. NEVER use “var” again for the SAME variable if you have already have it.

Class example:

```

1
2 var one=1;
3 var two=2;
4
5 console.log( one );
6
7 var three=one + two;
8
9 console.log ( three );
10
11

```

The code always runs from top to bottom. In the example, “one”, “two” and “three” are the variables. You may use “console.log (Variable) to display its value.

3. CONDITIONALS

In scratch:



In Javascript:

```
if ( _____ ) {
}

```



TA Lecture

Notes

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Lecture example:

```
var temp = 20;
if ( temp < 32 ) {
  console.log("Burr!");
} else {
  console.log("Warmth!!");
}
```

-Create a variable named “temp”, and set it equal to 20

-If the value of “temp” is less than 32, then display “Burr!”, otherwise display “Warmth!”

-So the output for this code is “Burr!”.

```
1 var temp = 20;
2 if ( temp < 32 ) {
3   console.log("Burr!");
4 } else {
5   console.log("Warmth!!");
6 }
7
8 temp=50;
```

You have to have semicolon for every statement

Don't put var for the temp again

Run Session

Native Mozilla Firefox
JavaScript.
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Burr!

Burr!

=> 50

The value of temp changed at the end, but still display "Burr!" because the program always run from top to bottom