

# Javascript Programming

Girindro Pringgo Digdo

<http://girindropringgodigdo.net>

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# Variable in JS

- Variable is a value that can change, depending on conditions or on information passed to the program.
- Rules of variable:
  - Must begin with the characters
  - Should not use spaces
  - Capital and small letters have different meanings
  - Should not use words that are commands in JavaScript

# Declaration of Variable

```
var variable_name = value
```

OR

```
variable_name = value
```

```
var name;  
var name = "Farrel Matthew"  
var x = 1998;  
var y;
```

```
name = "Steve Kartono"  
x = 1990;  
y = 08123456789
```

# Data Type

- There are four types of data
  - Numeric: 09993838, 1009, 46, 3.146789 etc
  - String: “hello”, “june”, “North Street 9a”, “Courtney Floyd”
  - Boolean: true or false
  - Null: uninitialized variables
- Numeric (integer, real/float)

For integers, we can represent the decimal base, octal or hexadecimal.

  - `var a = 100;`
  - `var b = 0x2F;`
  - `var x = 3.14533567;`
  - `var y = 1.23456E+3;`

# Data Type

- String

To declare a string type can be done by writing the string between single quotes (') or double quotes (").

```
var str = 'example for string declaration';  
var str1 = "you can use double quotes to write string";
```

- Boolean

Boolean type only has two values: True or False. This type is typically used to check a condition or circumstance.

```
var x = (y > 90);
```

Example above shows that if Y is greater than 90 then X will be True.

# Data Type

- Null

Null type is used to represent the variables that were not given initial values (initialization).

# Operator

- Arithmetic
- Assign
- Bitwise
- Comparative
- Logic
- String

# Operator - Arithmetic

Operator	Single/binary	Info
+	Binary	Addition
-	Binary	Reduction
*	Binary	Multiplication
/	Binary	Division
%	Binary	Modulus
-	Single	Negation
++	Single	Addition with one
--	Single	Reduction by one



# Operator – Assign

Operator	Info	Example	Equivalent
=	Amount	x=y	
+=	Addition with	x+=y	x=x+y
-=	Reduction with	x-=y	x=x-y
*=	Multiplication with	x*=y	x=x*y
/=	Divide with	x/=y	x=x/y
%=	Modulus with	x%=y	x=x%y
&=	Bit AND with	x&y	x=x&y
=	Bit OR with	x =y	x=x y

# Operator – String

- Concatenation operator

```
name = "Java" + "Script";
```

Will result "JavaScript"

# Code

```
1 <html>
2 <head><title>Arithmetic Operation</title>
3 </head>
4 <body>
5 <p>
6 <script language="javascript">
7     document.writeln("<pre>");
8     document.writeln("<h1>Arithmetic Operation</h1>");
9     var a = "100";
10    var b = "200";
11    var c = 300;
12    var d = 400;
13    var e = a + b;
14    document.writeln('"100" + "200"  = '+ e);
15    e = b + c;
16    document.writeln('"200" + "300"  = '+ e);
17    e = c + d;
18    document.writeln('"300" + "400"  = '+ e);
19    document.writeln("</pre>");
20 </script>
21 </body>
22 </html>
```

# Code – Input Data

```
1 <html>
2 <head><title>Input Data</title>
3 </head>
4 <body><p>
5 <script language="javascript">
6 function added() {
7     var num1=parseFloat(document.fform.number1.value);
8     if(isNaN(num1))
9         num1=0.0;
10    var num2=parseFloat(document.fform.number2.value);
11    if(isNaN(num2))
12        num2=0.0;
13    var result=num1+num2;
14    alert ("The result of adding value = "+result);
15 }
16 </script></p>
17 <form name="fform">
18 <h1>Input Data</h1>
19 <pre>
20 First Number : <input type="text" size="11" name="number1">
21 Second Number: <input type="text" size="11" name="number2">
22 </pre><p>
23 <input type="button" value="Added" onclick="added()" >
24 <input type="reset" value="Reset">
25 </form>
26 </body>
27 </html>
```