Announcements

- No posting of code in the forum
- Check class announcements daily
- You must implement programming projects by yourself
JavaScript Reference

- https://developer.mozilla.org/en/Core_JavaScript_1.5_Reference
What is the difference between `===` and `==`?
Let's compare
- `20 === "20"` vs. `20 == "20"`
JavaScript (Logical Operators)

- Used with comparison operators to create more complex expressions
- Operators
  - Logical and (&&) → expr1 && expr2
    - Expression is true if and only if both expressions are true otherwise is false
    - You can have more than two expressions
    - **Example:** LogicalOp1.html
  - Logical or (||) → expr1 || expr2
    - Expression is false if and only if both expressions are false otherwise is true
    - You can have more than two expressions
    - **Example:** LogicalOp2.html
  - Logical Not (!) → !expr
    - Inverts the boolean value of the expression
Precedence/Associativity

- Remember you can use parenthesis to impose a particular order for the evaluation of an expression.
Cascaded If Statement Idiom

- You can combine if statements to handle different cases
- This approach to organize if statements to handle different cases is called the **Cascaded If Statement**
- Cascaded If statement general form:

```javascript
If (expr1) {
    // Statements executed if expr1 is true
} else if (expr2) {
    // Statements executed if expr2 is true
} else if (expr3) {
    // Statements executed if expr3 is true
} else {
    // If none of the above expressions is true
}
```

- Notice it is not a JavaScript statement
- Once one of the cases is executed no other case will be executed
- You don’t need to use `{ }` if you only have one statement
- More efficient than having multiple if statements
- **Example:** See CascadedIf.html
while Statement

- **while statement** – Control statement which allows JavaScript to repeat a set of statements

- **Basic Form**

  ```javascript
  while (expression) {
    statement(s)  // executed as long as expression is true
  }
  ```

- `{ }` not needed if you only have one statement
- You can have other types of statements (including whiles) in a while
- Common mistake: to add a semicolon after closing parenthesis

**Example:** Numbers.html

**Example:** EvenNumbers.html

**Example:** NumbersTable.html

**Example:** SqrtTable.html
Trace Tables

- Mechanism to keep track of values in a program
- Allows you to understand the program behavior
- We could create a trace table for EvenNumbers.html
Combination of Statements

- Keep in mind that you can have any combination of conditionals, and iteration (while) statements
- For example:
  - Conditionals inside of loops
  - Conditionals inside conditionals
  - Loops inside conditionals
  - Loops inside of loops
Infinite Loops

- An infinite loop occurs when the expression controlling the loop never becomes false

**Example 1**

```java
int x = 30;
while(x > 0) {
    document.writeln("<li>Element</li>");
}
```

**Example 2**

```java
int x = 7;  // how about x = 8
while (x != 0) {
    document.writeln("<li>Element</li>");
    x=x – 2;
}
```

- How can we detect infinite loops?
Programming Errors

- **Syntax Error**: (Compile-time error) The program violates the language’s grammar
- **Semantic Error**: The program fails to accomplish what we want
- **Debugging**: The process of finding and fixing errors. Extremely hard for large software systems. Tools for debugging:
  - Trace tables
  - Output statements
  - Debuggers
- **Analogy**:
  - Taco tom ate $\rightarrow$ Syntactically therefore semantically incorrect.
  - A taco ate tom $\rightarrow$ Syntactically correct however semantically incorrect.
  - Tom ate a taco $\rightarrow$ Syntactically and semantically correct (what we want!)
How to find problems in your code

- Computer programming is not about writing code and letting someone else find the problems (bugs) it may have.
- You have to learn how to find problems in your code.

**Approach**
- Use Error Console to see possible error
- Use JavaScript Lint
  - [http://www.javascriptlint.com/online_lint.php](http://www.javascriptlint.com/online_lint.php)
- How about logical errors?
Introduction to Debugging

- How to debug your code?
- Introducing the alert() function
Suggestions for Solving Problems Using a Programming Language

- **Design** → Make sure you first come up with a plan/design for your code (e.g., using pseudocode)
- **Do not wait until the last minute** → Code implementation can be unpredictable
- **Incremental code development** → Fundamental principle in computer programming. Write a little bit of code, and make sure it works before you move forward
- **Don’t make assumptions** → If you are not clear about a language construct write a little program to familiarize yourself with the construct
- **Good Indentation** → From the get-go use good indentation as it will allow you to understand your code better
Suggestions for Solving Problems Using a Programming Language

- **Good variable names** → Use good variable names from the beginning (do not use x and y and then change them to meaningful names before submitting the project)

- **Testing**
  - Test your code with simple cases first
  - Test as you develop your code

- **Keep backups** → As you make significant progress in your development, make the appropriate backups

- **Trace your code**

- **Use a debugger**

- **Take breaks** → If you cannot find a bug take a break and come back later