

# Announcements

- ❖ Check class announcements daily
- ❖ You must implement programming projects by yourself

# Confirm

- ❖ confirm function returns true if the user selects OK and false for Cancel
- ❖ **Example:** Confirm.html

# Additional Operators

- ❖ Compound assignment operators

- ❖ +=

- ❖ -=

- ❖ \*=

- ❖ /=

- ❖ %=

# Function Prototypes

- ❖ What is a function prototype?

# Data Types

- ❖ Primitive data types in JavaScript
  - ❖ Numbers
  - ❖ Strings
  - ❖ Booleans
- ❖ Composite Data Types
  - ❖ Objects
  - ❖ Arrays
- ❖ All numbers are represented as floating-point values.
- ❖ To represent a single character using a string of length 1
- ❖ You can use ' ' or " " for strings although we will use " " in this class
- ❖ Remember floating-point values are approximations
- ❖ Special numeric values
  - ❖ Infinity
  - ❖ Number.NaN – Not a Number
  - ❖ Number.MAX\_VALUE – maximum value possible
  - ❖ Number.MIN\_VALUE – smallest (closest to zero) number
  - ❖ Number.POSITIVE\_INFINITY
  - ❖ Number.NEGATIVE\_INFINITY
- ❖ **Example:** NumericValues.html

# Generation of Random Values

❖ **Example:** RandomValues.html

# Throwing Dies

- ❖ Define a function that returns a number between 1 and 6 simulating the throwing of a die
- ❖ Define a second function that simulates throwing two dies
- ❖ Assume we have images named 1.gif, 2.gif, ..., 6.gif. Display the appropriate images after throwing the dies

# Functions as Data

- ❖ In JavaScript functions are considered data.
- ❖ That means they can be assigned to variables, passed as arguments to functions, etc.
- ❖ **Example:** FunctionsAsData1.html, FunctionsAsData11.html