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 dice.
- 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:** FunctionsAsDataI.html, FunctionsAsDataII.html