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