

ANNOUNCEMENTS

- ❖ No posting of code in the forum
- ❖ Check class announcements daily

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

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

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

IN-CLASS LAB (20 MINUTES)
