

Announcements

- ❖ Check class announcements daily
- ❖ You must implement programming projects by yourself
- ❖ Midterm next week Wednesday

Confirm

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

Additional Operators

- ❖ Increment Operators

- ❖ ++

- ❖ --

- ❖ Modulus Operator %

- ❖ Allow us to determine when a number is divisible by a particular value

- ❖ Compound assignment operators

- ❖ +=

- ❖ -=

- ❖ *=

- ❖ /=

- ❖ %=

Function Prototypes

❖ What is a function prototype?

Passing Values to Function

- ❖ Mechanism used to pass values to function is called *pass-by-value*
- ❖ Parameters
 - ❖ Variables that receive data
 - ❖ There are normal variables
- ❖ Arguments
 - ❖ Values you pass to a function
- ❖ **Example:** PassByValue.html
- ❖ Does it matter how we name the parameters?

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

Coding Example (Our Own Search)

- ❖ We can define our own search program by reading from the user a term and specifying a search engine
- ❖ Let's write the program

Coding Example (Cashier)

- ❖ Let's write a program that reads items and computes a total
- ❖ The program will accept any capitalization for the items
- ❖ The program will open a window (another html file) to provide the final receipt