

BASIC JAVASCRIPT VOCABULARY

JavaScript

JavaScript is an Object Oriented Programming Language. That means it's a language used to create objects and do things *with* those objects.

Variable

A variable (written as “var”) is a container that stores a specific value. For example, if $x = 3$, x is the variable because it stores a value of 3.

Value

A value can either be a specific number, a series of numbers that have to be calculated, or something that will be provided later in the code.

Objects

In JavaScript, almost everything is an object because everything has a purpose. Think of objects as a collection of specific values.

Assignment

Variables are usually given assignments like $y = 5$ where “=” is the assignment operator. Assignments are like homework for variables.

Operators

Operators are the symbols used to assign, solve, compare certain values. They can be as simple as “+” (plus) or as weird as “!=” (not equal).

Method

Methods are the actions that can be performed on various objects and variables. They are written like `myMethod()`, `dodge()`, or `fatCat()`.

String

A string is the series of characters (like letters, numbers, and symbols) inside quotes. For example, “I play games” is a string of text.

Characters

Every letter, number, symbol, or even space that takes up space in a document is called a Unicode character. `1`, `t`, `$`, and `_` are all characters.

Syntax

Syntax is the set of rules, like grammar, that help JavaScript run properly. A sentence without a period is endless. JavaScript needs rules to work.

Statements

A statement in JavaScript is basically a single instruction that a web browser (Chrome, Firefox, etc) is supposed to do. It ends with a semicolon.

Semicolons

The semicolon is probably the most used kind of punctuation in JavaScript because it ends every statement. It looks like “;” and is next to the L.

Array

Arrays are used to store *multiple* values within a single variable. For example, “var fruit = [“apple”, “orange”, “kiwi”];” is an array.

Functions

Functions are blocks of code (found inside { and } brackets) written to perform a specific task whenever asked, or called to do so.

Conditions

A condition is a statement (usually written with “if” or “else” or both) used to perform different actions that can be either true or false.

Events

An event is a “thing” that happens to an HTML element on a page. For example, if clicking on a button makes a box pop up, that was an event.