

Programmieren mit Javascript!

Variablen:

```
console.clear();
let name = "Andreas";
let alter = 65;
let monat = alter * 12;
let tag = alter * 365;
let stunde = tag * 24;
let minute = stunde * 60;
let sek = minute * 60;
```

```
console.log("Mein Vorname ist " + name + ".");
console.log("ich bin " + alter + " Jahre alt.");
console.log("ich bin " + monat + " Monate alt.");
console.log("ich bin " + tag + " Tage alt.");
console.log("ich bin " + stunde + " Stunden alt.");
console.log("ich bin " + minute + " Minuten alt.");
console.log("ich bin " + sek + " Sekunden alt.");
```

```
console.clear();
let seconds = 100000;
let hours = (seconds / 60) / 60;
let days = hours / 24;
let years = days / 365;
console.log(hours);
console.log(days);
console.log(years);
```

BERECHNUNGEN:

```
console.clear();
let a = 5;
let b = 6;
let result = a + b;
```

```
console.log(result);
```

KONSTANTEN:

```
console.clear();
const pi = 3.1415;
let radius = 100;
let umfang = 2 * radius * pi;
console.log("Umfang ist", umfang + "mm")
```

Primitive Datentypen:

```
let name = "Konrad"; //string
let name = 30; //number
let name = false; //boolean
```

Komplexe Datentypen:

```
let contact 2= {
  firstName: „Hans“,
  lastName: „Schmidt“;
  age: 26;
  istStudent:true
};
```

Das ganze nennt
sich Objekt!!

```
let contact = {
  firstName: „Konrad“,
  lastName: „Mayer“;
  age: 30;
  istStudent: false
};
```

```
console.log(contact.firstName + " " + contact.lastName);
```

ARRAYS:

```
console.clear();
let notebook = ["Eier kaufen", "Mehl kaufen", "Sport machen", "Aufräumen"];
```

```
let nextnote = "Auto umparken";
notebook.push(nextnote);
```

```
let newnote = prompt();
notebook.push(newnote);
```

```
console.log(notebook[0]);
console.log("Notizposition 2 ist: " + notebook[1]);
console.log(notebook[2]);
console.log(notebook[3]);
console.log(notebook[4]);
console.log(notebook[5]);
console.log(notebook[6]);
```

Funktionen:

zB Grad umrechnen in Fahrenheit ($xx\ C * 9/5 + 32 = F$)

```
console.clear();
let result = celsiusToFahrenheit(15);
console.log("15 Grad Celsius gleich " + result + " F");
```

```
function celsiusToFahrenheit(x){
  return x * (9/5) + 32;
}
```

Prompt:

```
console.clear();
//let input = 25;
let input = prompt("Bitte Grad Celsius eingeben");
let result = celsiusToFahrenheit(input);

console.log(input + " Grad Celsius gleich " + result + " F");
function celsiusToFahrenheit(x){
  return x * (9/5) + 32;
}
```

Es öffnet sich ein Eingabefeld und der nun eingegebene Wert wird für die Berechnung der Funktion verwendet

Verzweigungen:

```
console.clear();
function whatCanIDo(age) {
  if(age >= 15) {
    console.log("Du darfst den Führerschein machen.");
  }

  if(age >= 16) {
    console.log("Du darfst vielleicht schon wählen.");
  }

  if(age >= 18) {
    console.log("Du bist volljährig.");
  } else {
    console.log("Du bist noch nicht volljährig.");
  }
}
```

```
whatCanIDo(16);
```

```
console.clear();
function sayHello(name) {
  if (name === "Junus") {
    console.log("Sei gegrüßt", name);
  } else {
    console.log("Hallo", name);
  }
}
```

```
sayHello("Junus");
```

FOR-Schleife:

```
JS index.js
1 console.clear();
2 console.log("1");
3 console.log("2");
4 console.log("3");
5 console.log("4");
6 console.log("5");
7
8 for (let i = 0; i < 9; i++) {
9   console.log("Hallo", i);
10 }
```

Console

Console was cleared

1

2

3

4

5

Hallo 0

Hallo 1

Hallo 2

Hallo 3

Hallo 4

Hallo 5

Hallo 6

Hallo 7

Hallo 8

```
1 console.clear();
2
3 for (let i = 0; i < 9; i++) {
4   console.log(i);
5 }
```

Console

Console was cleared

0

1

2

3

4

5

6

7

8

```
1 console.clear();
2
3 for (let i = 5; i > 0; i--) {
4   console.log(i);
5 }
```

Console

Console was cleared

5

4

3

2

1

Falsy Values:

```
let x = "";  
if(x) {  
  console.log(„I will never run ...“);  
}
```

false

0

""

undefined

null