

# CSE 503

## Introduction to Computer Science for Non-Majors

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**Day 07**

**Python Exercises, Intro to JavaScript**

# Announcements

- Solutions for previous lecture's exercises posted to website

# Recap

- Comments and assertions are ways to document your code and your reasoning/assumptions
  - Comments are ignored by Python. Allow you to explain to the reader what is going on and **why**
  - Assertions are a way to codify assumptions you've made about your code in a way that Python understands and can enforce
- 3 exercises bringing together all of our knowledge so far

# Recap (Exercise #1 from Last Time...)

Assume we have a standard deck of playing cards.

Write a function named `color` that returns the color of a card based on the suit of the card.

Assume the function takes a single string, and that the string passed in corresponds to the suit of the card: "Clubs", "Diamonds", "Hearts" or "Spades"

For example, `color("Clubs")` should return `"black"`.

# Recap (Exercise #2 from Last Time...)

Write a function named `name` that takes the numerical value of a card and returns a string corresponding to the name of the card.

For example, `face(12)` would return `"Queen"`.

If the card does not have a special name, the function should just return the number as a string.

For example, `face(9)` would return `"9"`. *Reminder: `str(x)` converts `x` to a string...*

Write some tests with `assert` to verify your assumptions.

# Recap (Exercise #3 from Last Time...)

Time to put it all together!

Define a function named `description`, which takes a numerical value, and a suit, and returns a description of the card.

For example, `description(12, "Clubs")` should return:

```
"The Queen of Clubs is black!"
```

# Introduction to JavaScript

- Another programming language
  - Commonly used for web-based applications
  - Good for visualization/GUI
  - To make a REPL on replit.com choose Node.js template
- Just like Python, JavaScript has:
  - expressions
  - statements
  - variables
  - functions
  - etc...

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  - functions
  - etc...

**Much of what we've learned in Python  
we can now apply to JavaScript...**

**...but with different *syntax*  
(and sometimes different *semantics*)**



# Expressions in JavaScript

## Simple Expressions:

`null, true, false`

numeric literals (floating point)

string literals

variables

## Compound Expressions:

`<expression> <operator> <expression>`

or

`<operator> <expression>`

or

`<expression> <operator>`

# Expressions in JavaScript

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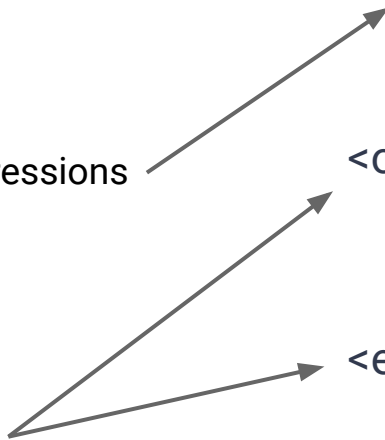
`<operator> <expression>`

or

`<expression> <operator>`

unary expressions

binary expressions



# Operators in JavaScript

Some examples of binary operators:

arithmetic: +, -, \*, /, %, \*\*

string: +

relational: <, <=, >, >=, ==, !=

boolean (w/short circuiting): &&, ||

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arithmetic: +, -, \*, /, %, \*\*

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relational: <, <=, >, >=, ==, !=

equal to  
not equal to  
*(both same as in Python)*



boolean (w/short circuiting): &&, ||

and  
or



*(both same semantics as Python, but different syntax)*

# Operators in JavaScript

Some examples of unary operators:

arithmetic: +, -

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boolean: ! not

# Variables in JavaScript

- Variables in JavaScript **must** be *declared* before use
  - Similar to how we must assign a value to a variable in Python before use
  - Variable declaration is a statement
- Statements in JavaScript **must** end with ;

```
let x;
```

```
x = 13;
```

```
let y = 12;
```



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The diagram shows three lines of JavaScript code with arrows pointing to specific parts and labels:

- `let x;`: An arrow points from the label "Keyword" to the word `let`. Another arrow points from the label "Variable name" to the variable `x`.
- `x = 13;`: An arrow points from the label "Assignment statement" to the variable `x`.
- `let y = 12;`: An arrow points from the label "Declaration and assignment all in one" to the entire statement.

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let y = 12;
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*Technically...this isn't a strict requirement, but it's safer to follow this rule*

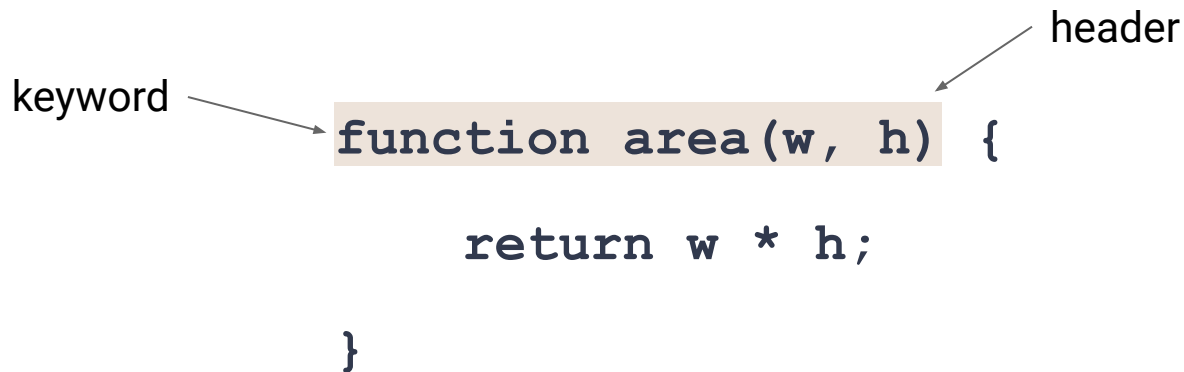
# Function Definitions in JavaScript

- Two parts: **header** and **body** (...sound familiar?)

```
function area(w, h) {  
    return w * h;  
}
```

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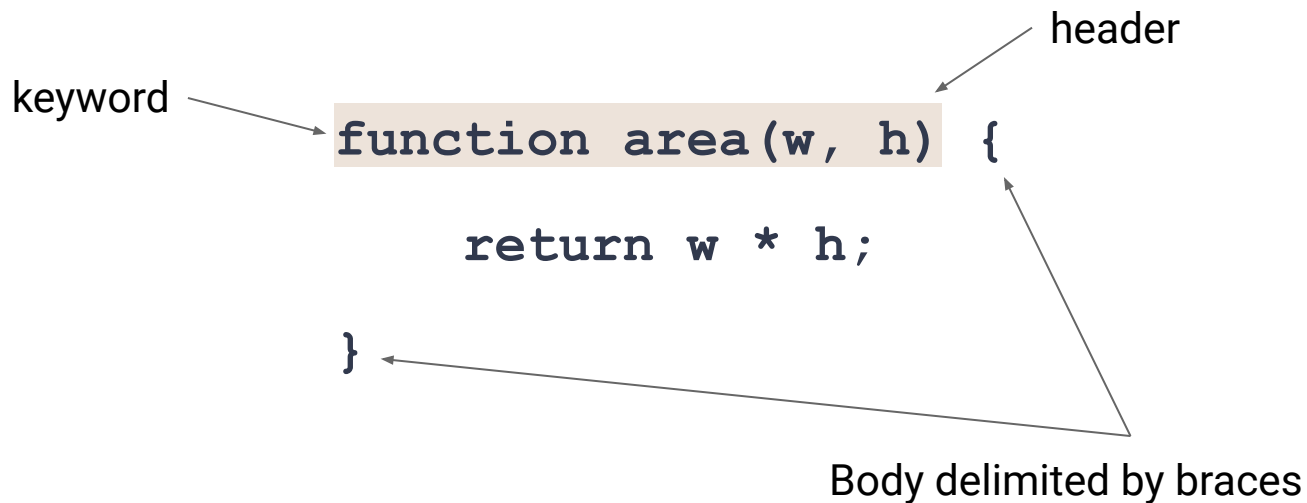


The diagram shows a JavaScript function definition: `function area(w, h) {`  
 `return w * h;`  
`}`. The word `function` is highlighted in a light brown box. An arrow labeled "keyword" points to the word `function`. Another arrow labeled "header" points to the opening curly brace `{`.

```
keyword → function area(w, h) {  
           return w * h;  
           }
```

# Function Definitions in JavaScript

- Two parts: **header** and **body** (...sound familiar?)



# Function Calls in JavaScript

- ...they look the same

```
let x = area(10, 12);
```

Function call



# Comments in JavaScript

```
// This is a single line comment
```

```
/* This comment is one that  
   spans multiple lines... */
```

# Output in JavaScript

```
console.log("some cool string");
```



# Type Names in JavaScript vs Python

**Python**

**bool**

**str**

**int**

**float**

**JavaScript**

**Boolean**

**String**

**Number**

# Type Names in JavaScript vs Python

Python

bool

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JavaScript

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**...And many many more...**