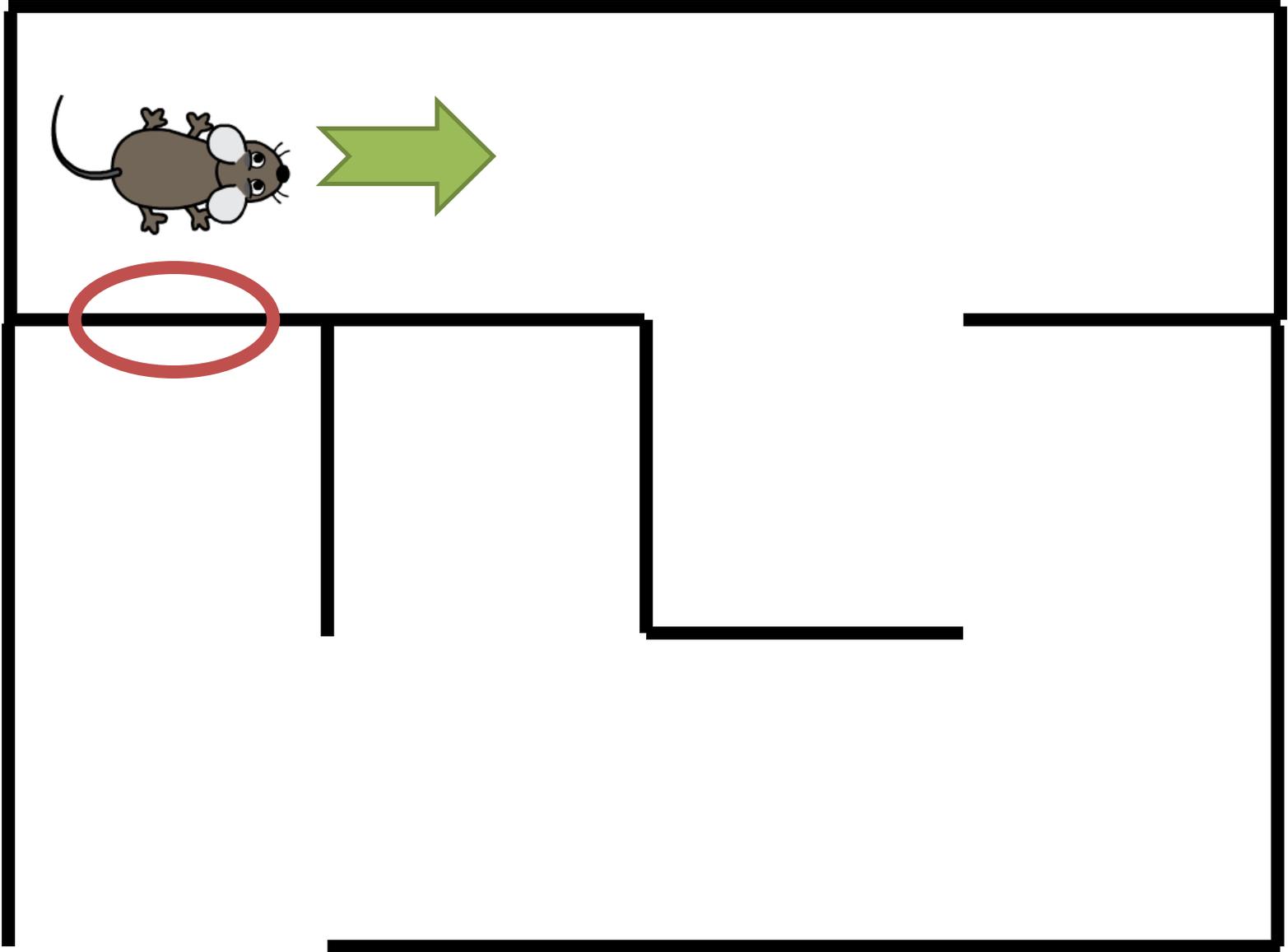
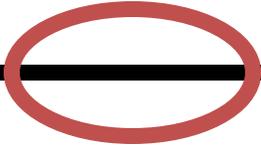
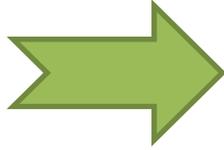
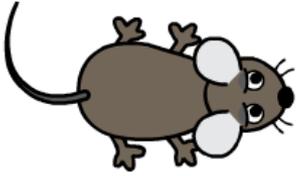
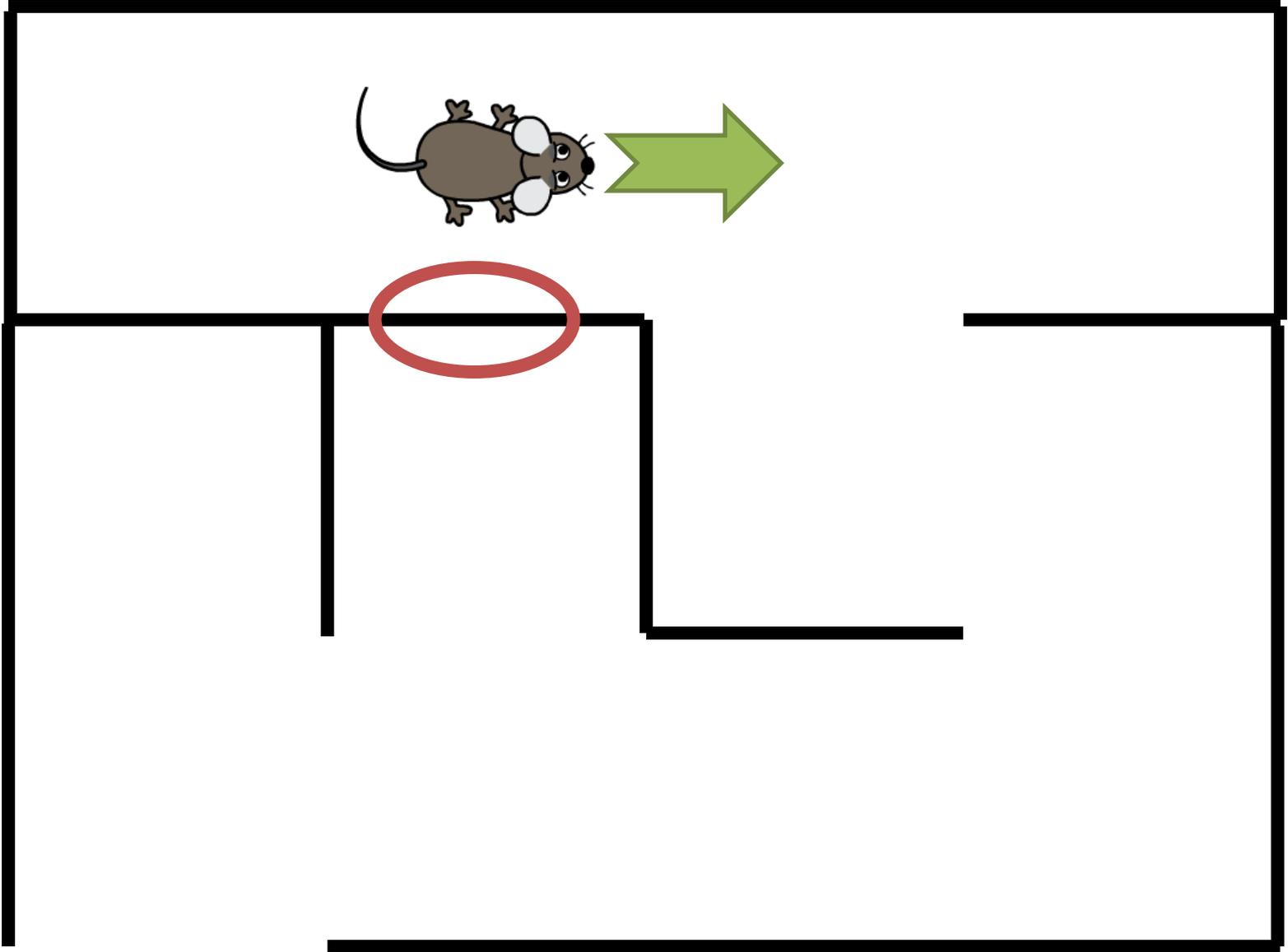


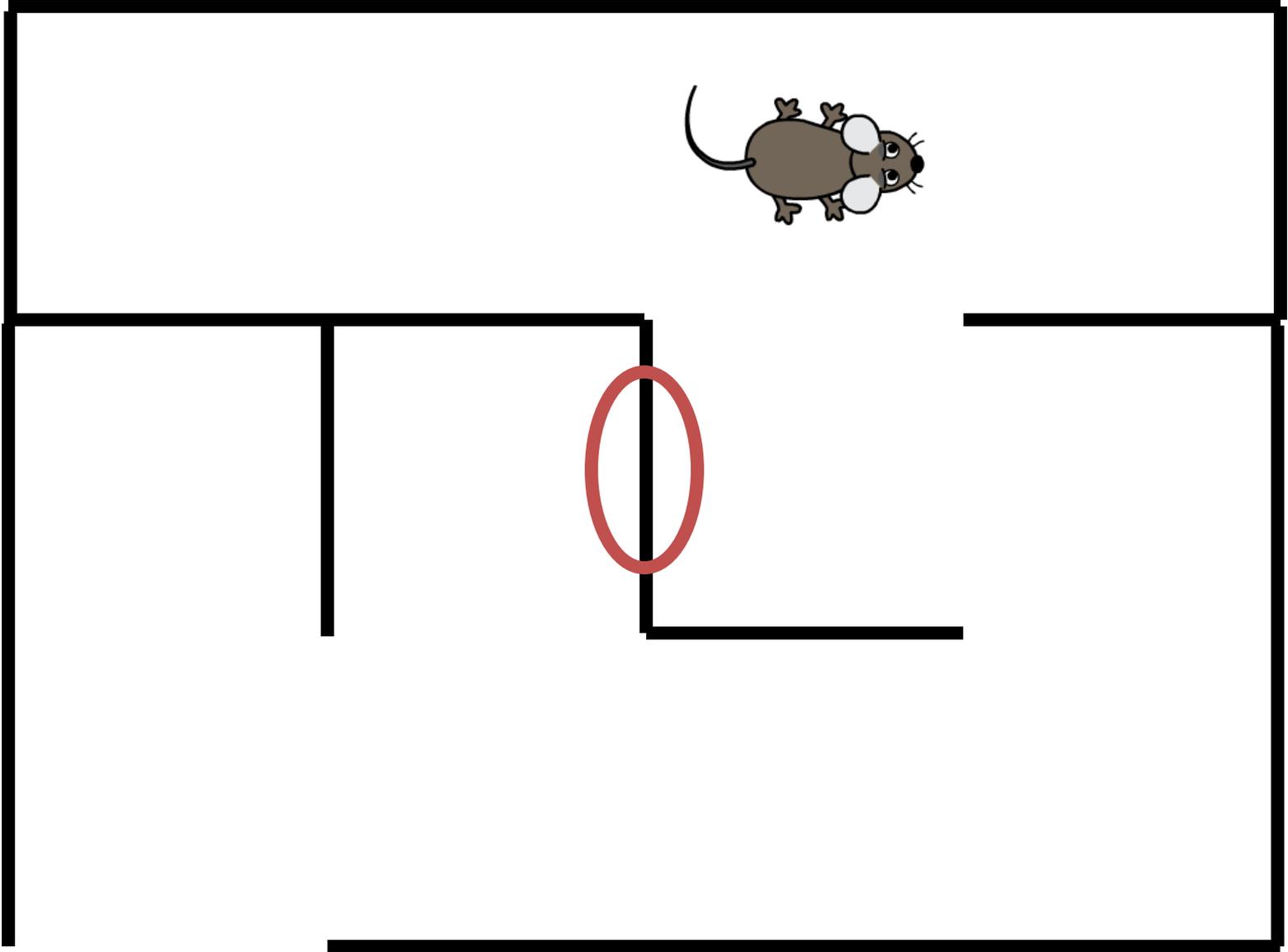
CS 105

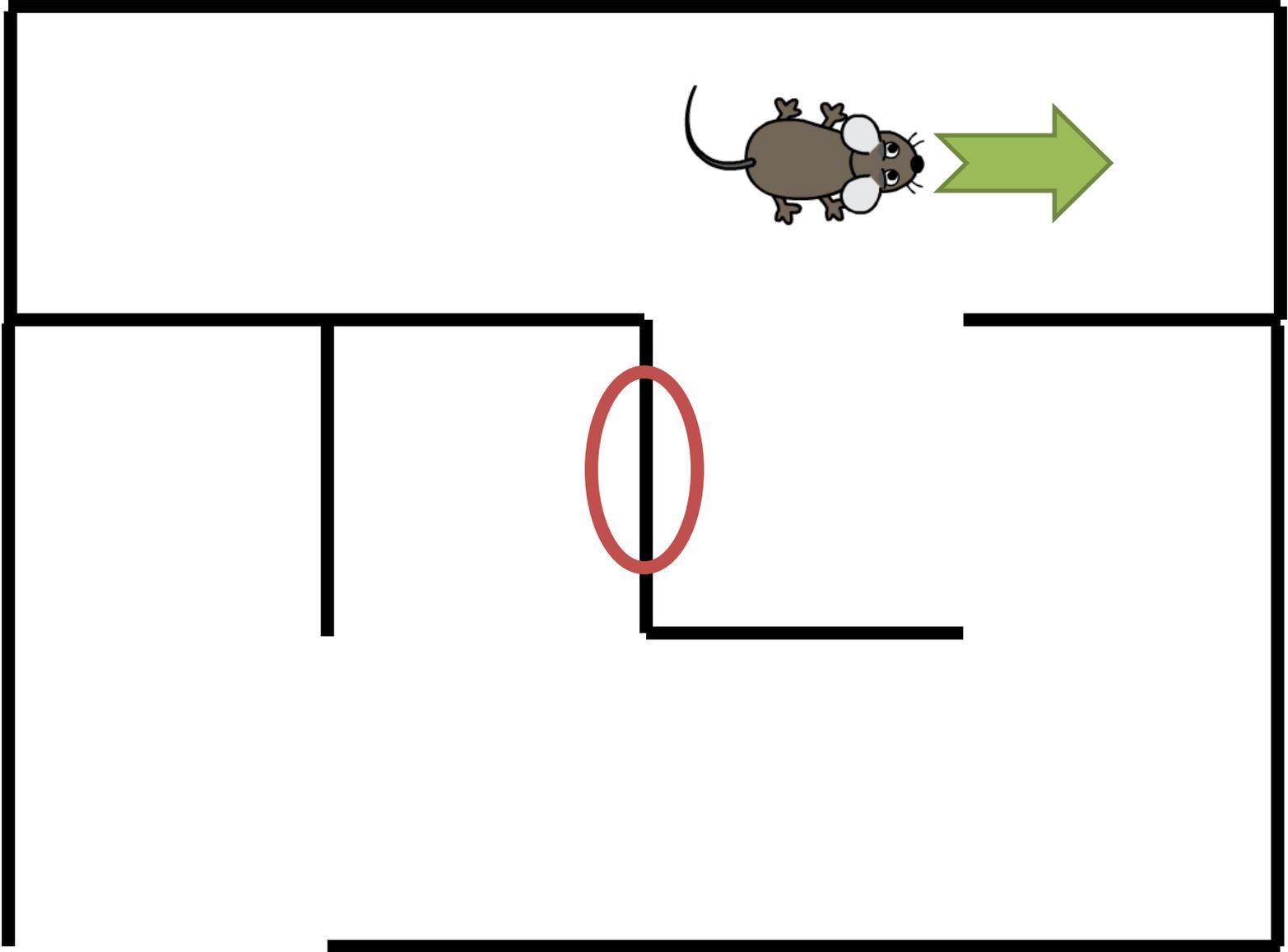
Week 2

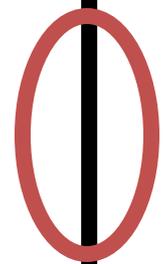
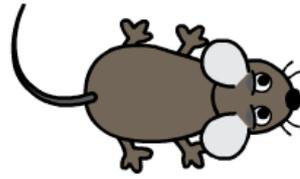
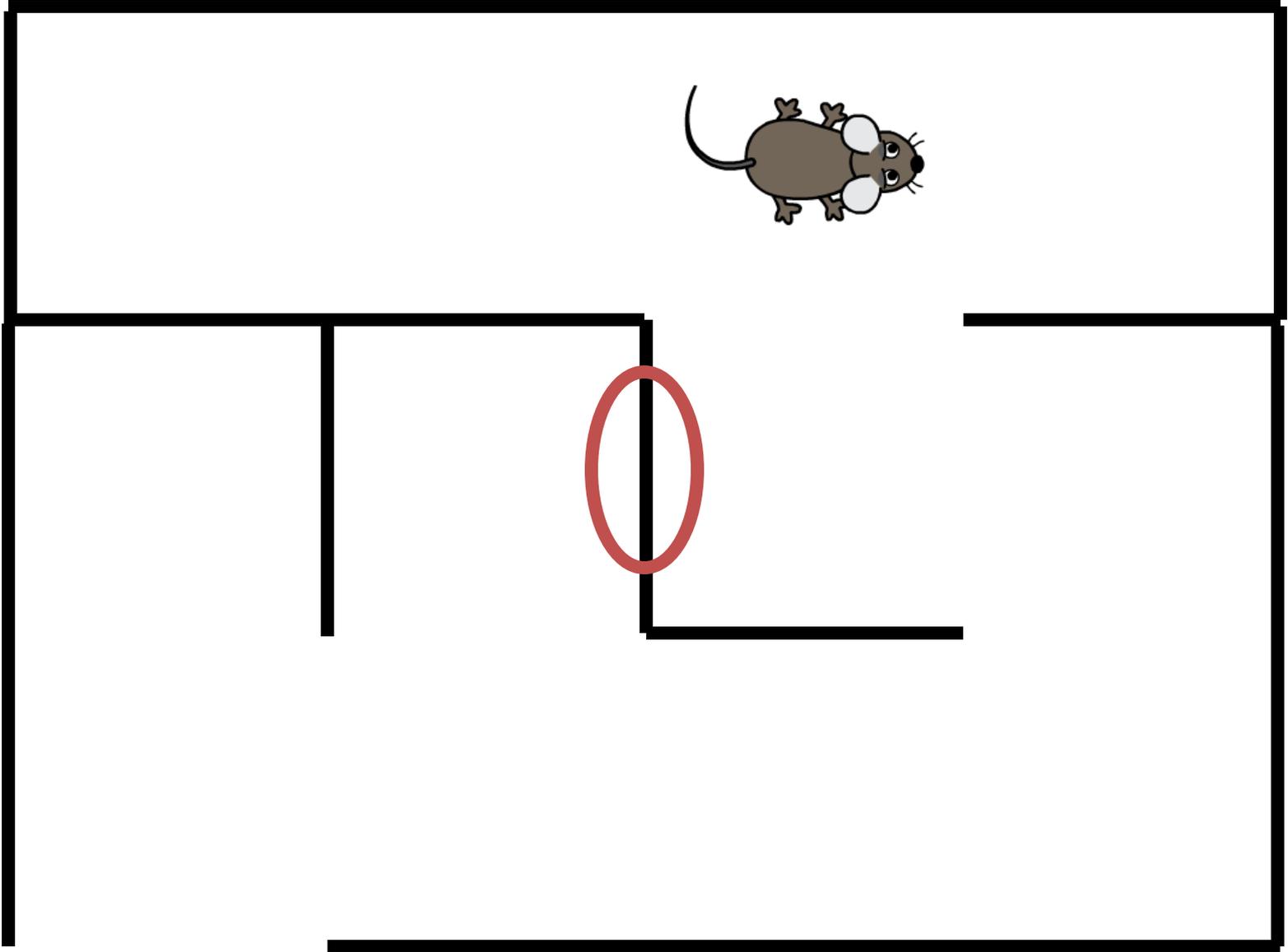


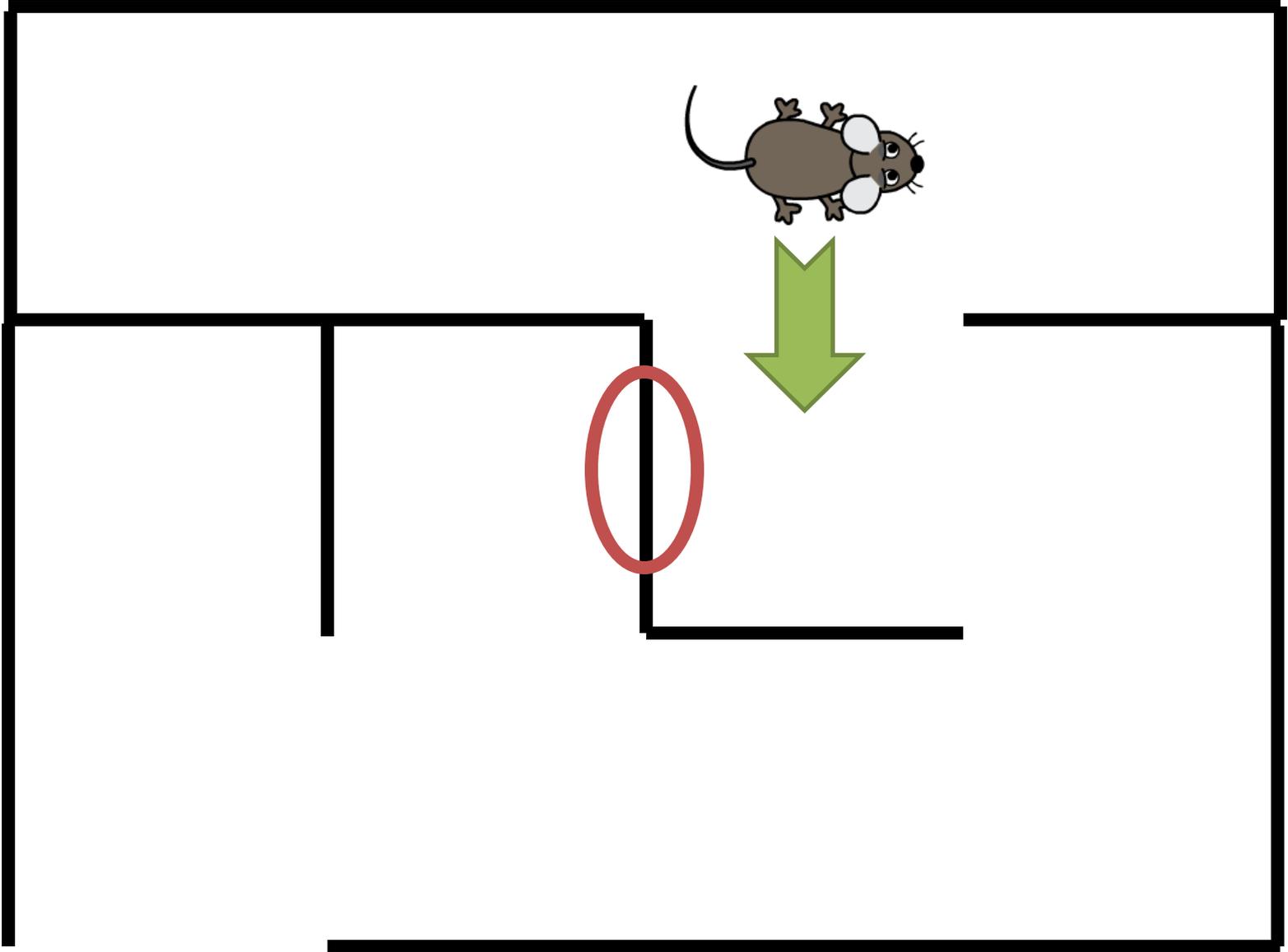
If there is a wall to our right, move forward to stay with the wall.





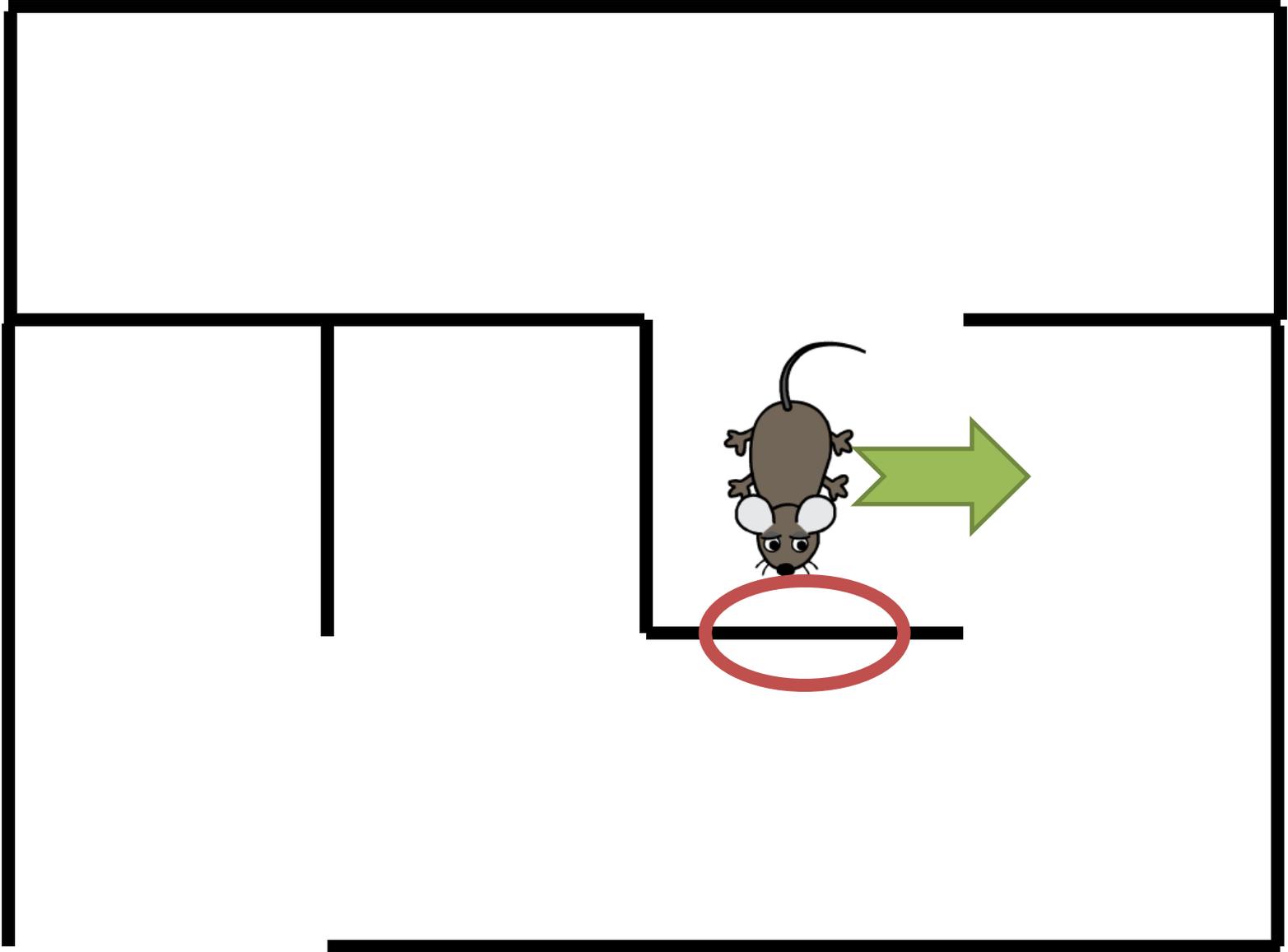


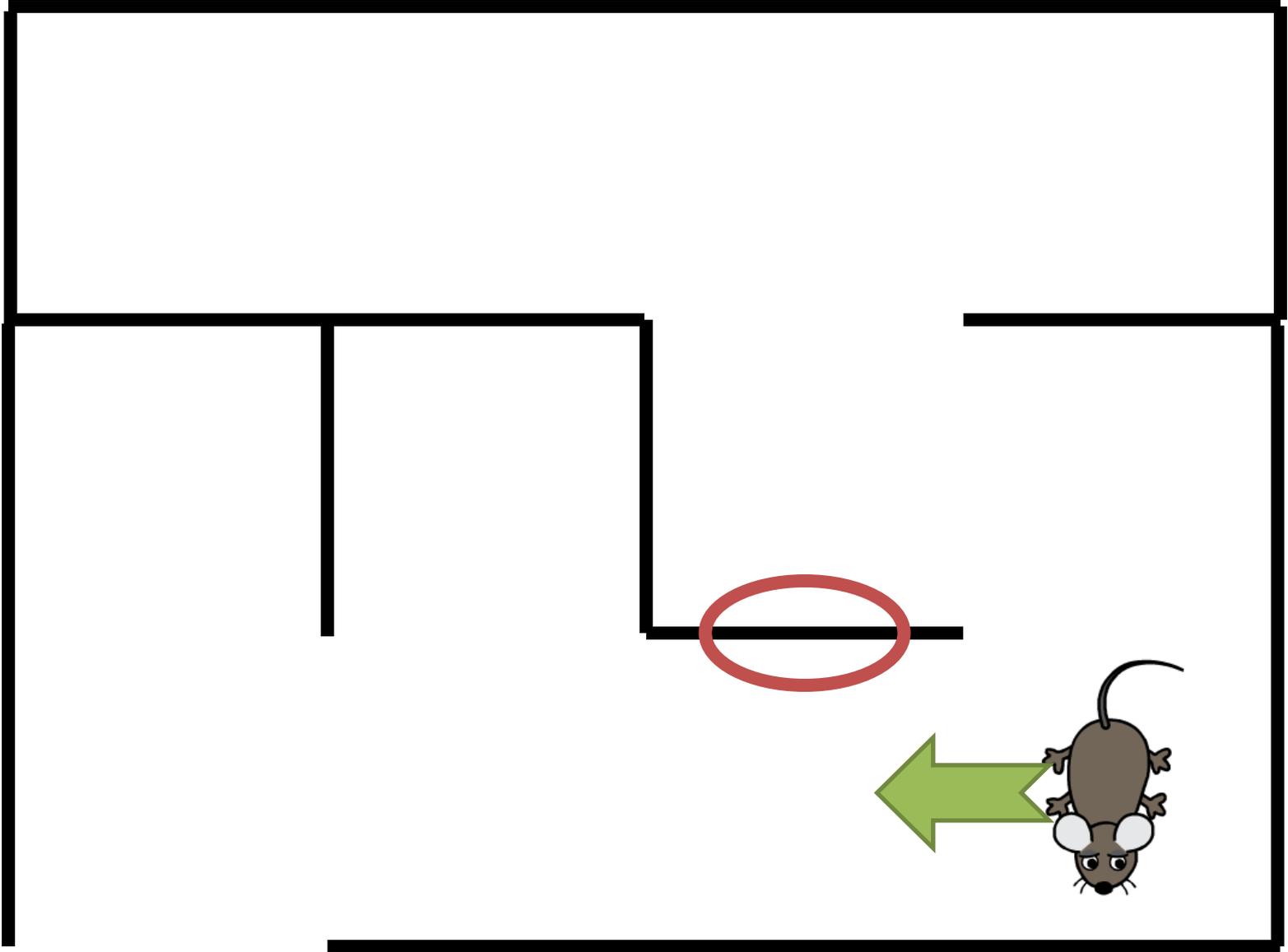


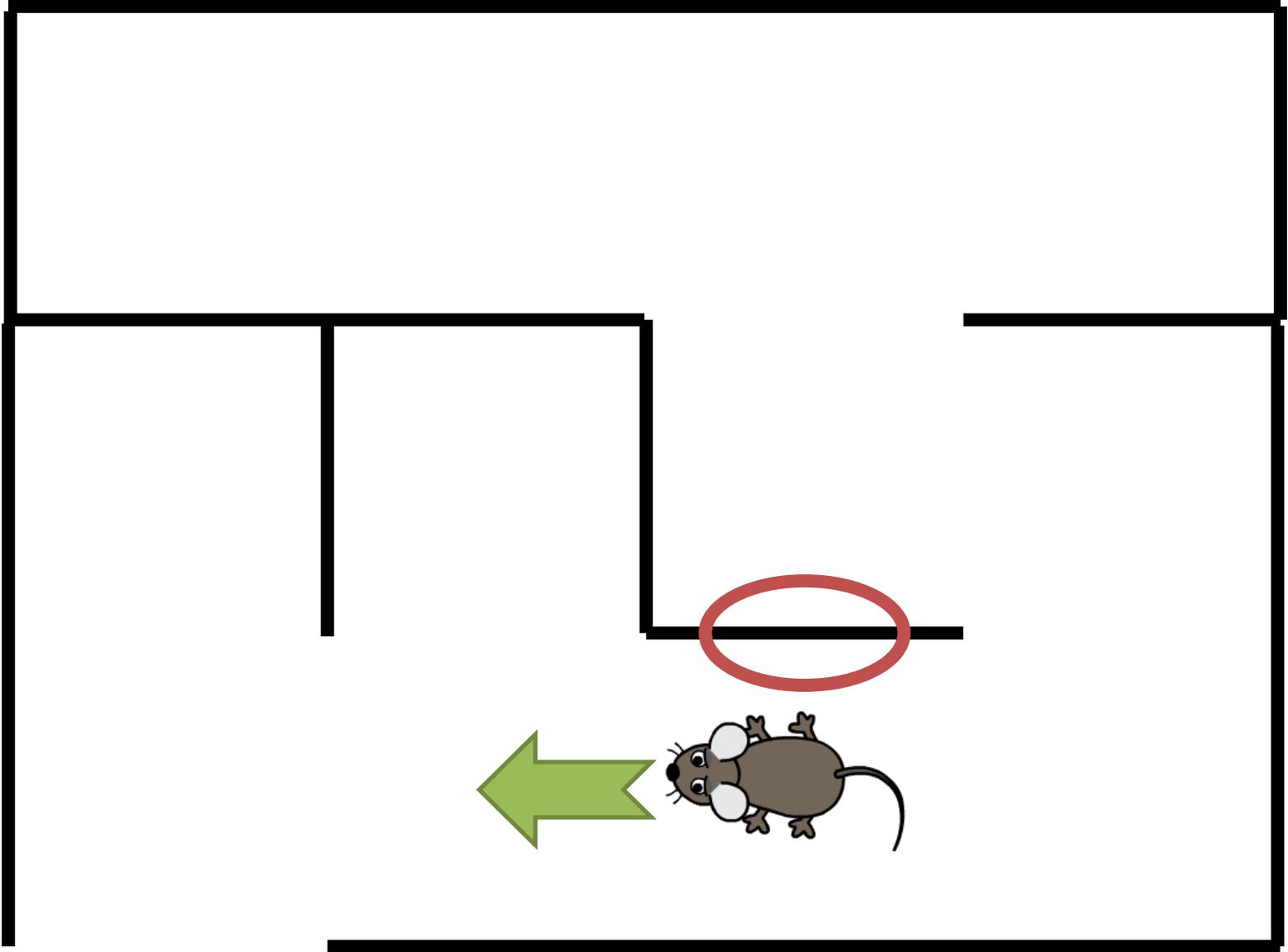


If we can move right, move right.

If there is a wall to our right, move forward to stay with the wall.

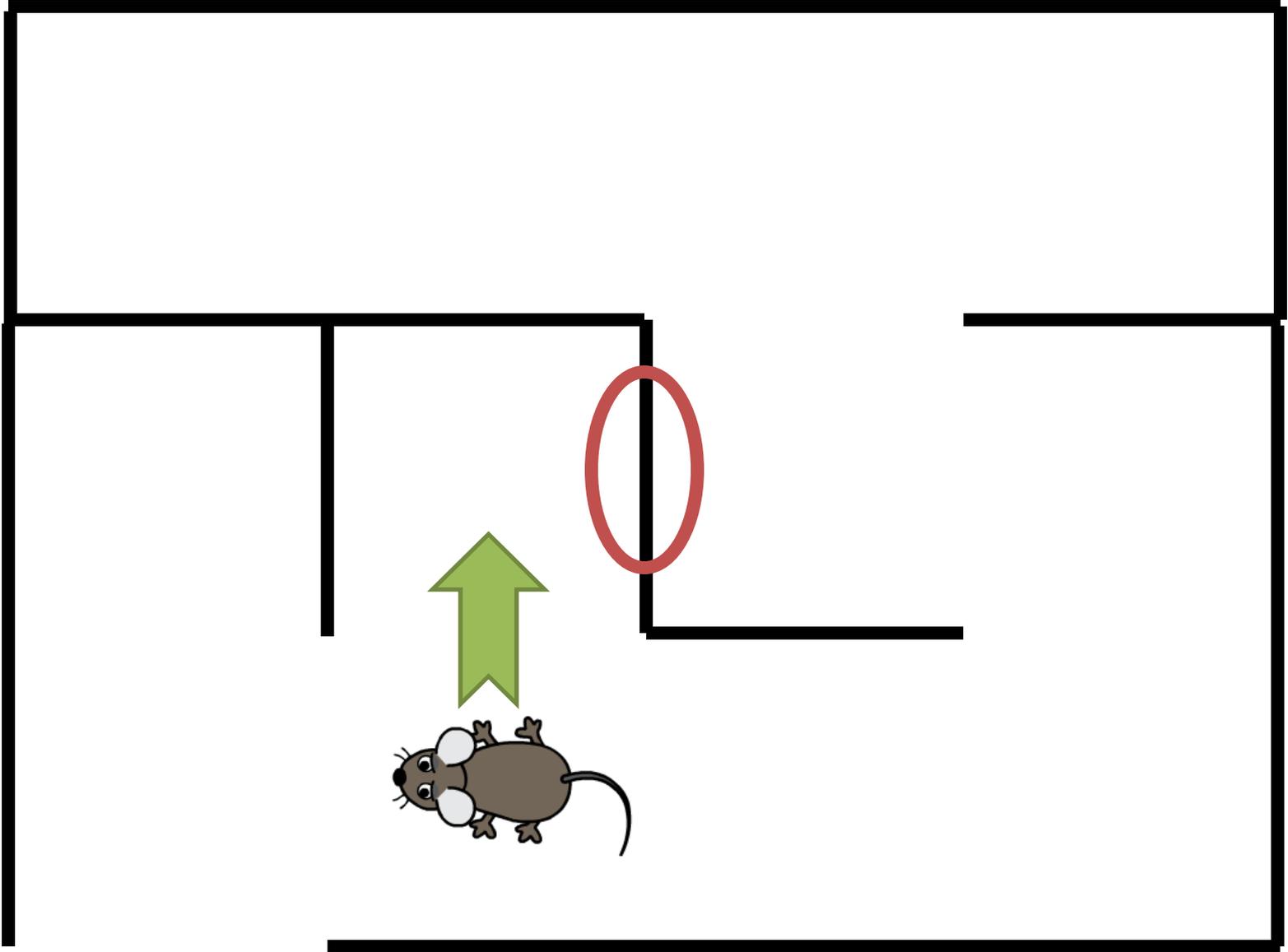


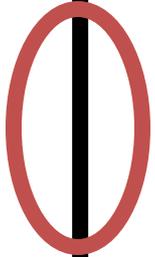
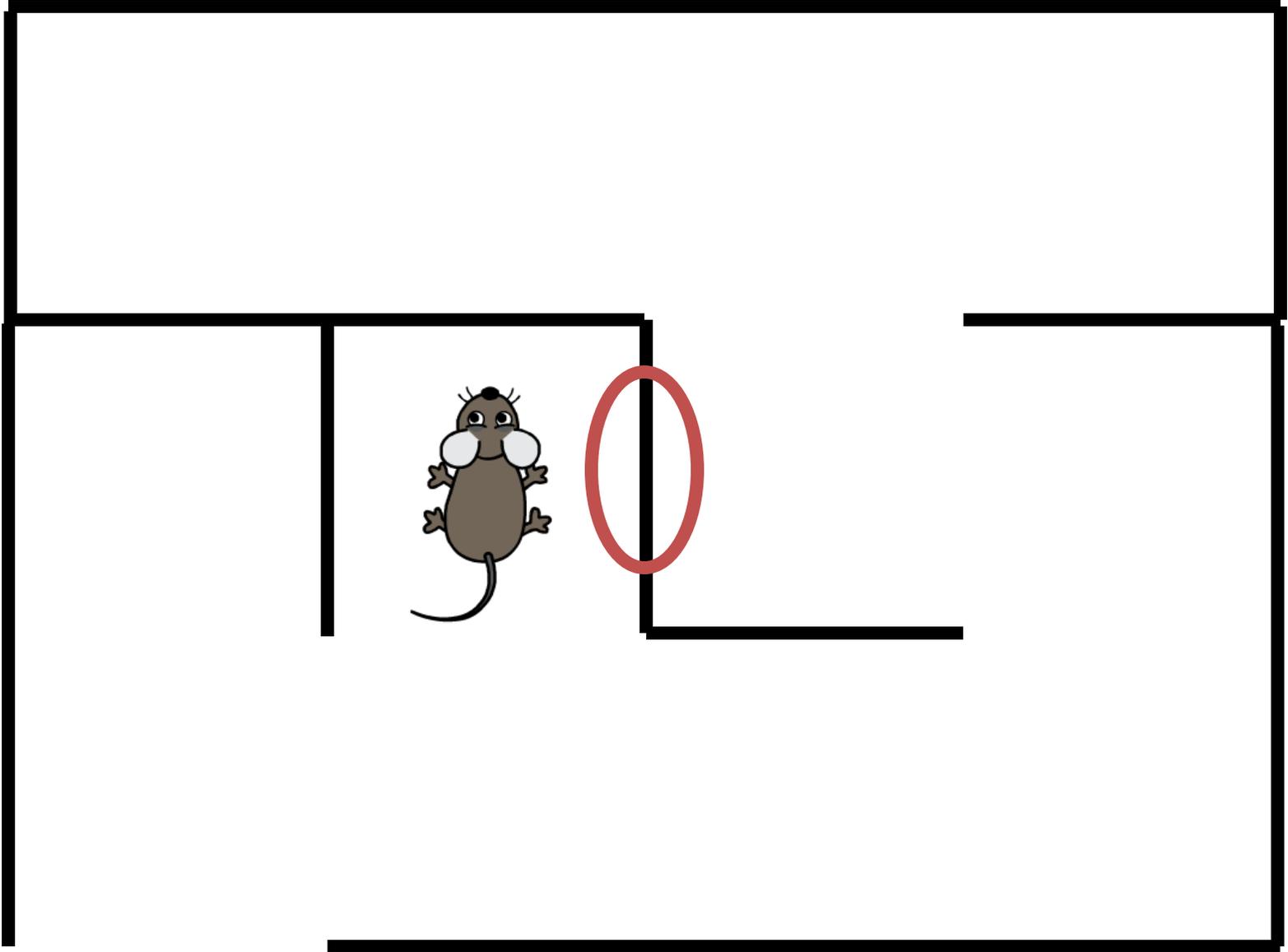


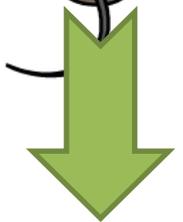
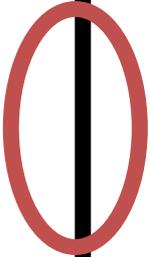
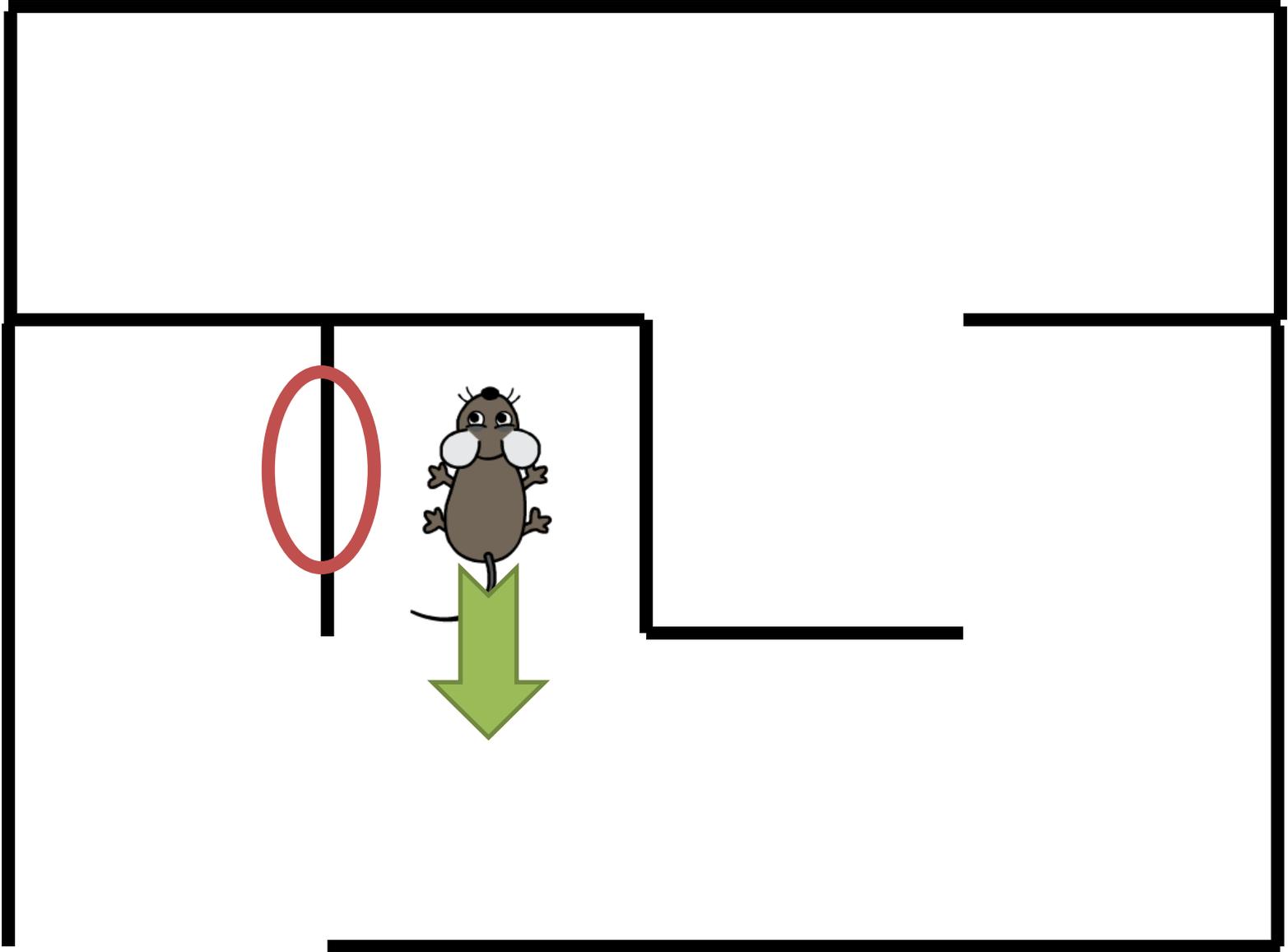


If we can move right, move right.

If there is a wall to our right, move forward to stay with the wall.







If we can move right, move right.

If there is a wall to our right, move forward to stay with the wall.

If we cannot move right or forward, move left.

If we cannot move right, forward or left, move backwards.

Statement

move 10 steps

Statement

move 10 steps

```
moveForward(10);
```

Statement

```
moveForward(10);
```

Statement

```
moveForward(10);
```

All statements in JavaScript end
with a **semicolon**.

Function

```
moveForward(10);
```

Function

```
moveForward(10);
```

Any time you have a word followed by parentheses, the computer is to run a function.

Function

Functions tell the computer to do something – *but it must know how to do it already.*

Function

```
moveForward(10);
```

Anything inside the parentheses tell the computer how to run the function.

Strings

```
say("Hello");
```

Strings

```
say("Hello");
```

Strings

```
say("Hello");
```

If what you are telling the computer is not a number, it must be contained in quotes.

Strings

```
say("Hello " + "world");
```

You can add two strings together!

Strings

```
say("Hello " + "world");  
say("Hello world");
```

You can add two strings together!

Functions that JavaScript knows

```
print("whatever");
```

Functions that JavaScript knows

```
print("whatever");
```

print() will take whatever is passed into the function and print it to the screen.

Functions that JavaScript knows

```
readline();
```

Functions that JavaScript knows

```
readline();
```

readline() will read a line in from the console and return it back to you.

Functions that JavaScript knows

```
var s = readline();
```

Conditional

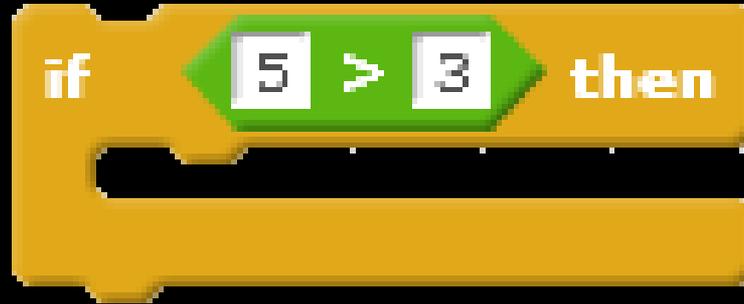


Conditional



```
if ( _____ )  
{  
  
}
```

Conditional + Boolean



```
if ( 5 > 3 )  
{  
  
}
```

Variables

Defining a Variable



Defining a Variable



```
var x = 0;
```

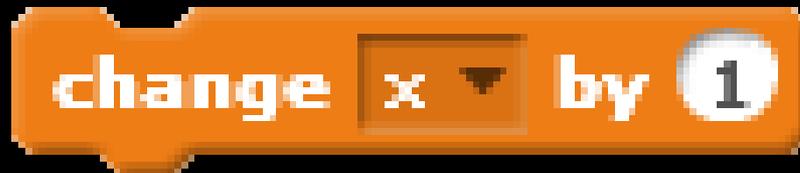
Defining a Variable

```
var x = 0;
```

- You **must** **define** a variable (using **var**) the first time you use the variable.
- After it is defined, you should never use **var** with it again.

Using a Variable

You can **set** the value of the variable by using an equal sign.



```
x = x + 1;
```

Using a Variable

You can do addition, subtraction, multiplication, and division.

`x = x + 1;` `x = x - 2;`

`x = x * 4;` `x = x / 10;`