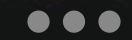
Instructional Video



Reading User Input [Javascript]

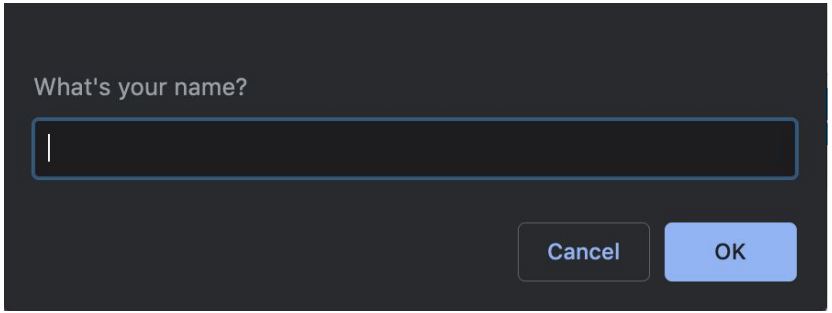
Programs with Predetermined Data

```
function start(){
    var apples = 20;
    var oranges = 15;

    println("Number of apples: "+apples);
    println("Number of oranges: "+oranges);
    oranges = 0;
    println("Number of apples: "+apples);
    println("Number of oranges: "+oranges);
}
```

Programs with User Defined Data

User Input



User Input

Javascript

readLine(“message prompt to user”) Asks user for text or string

readInt(“message prompt to user”) Asks user for a whole number

readBoolean(“message prompt to user”) Asks user for true or false

readFloat(“message prompt to user”)Asks user for a number with decimals

Read in Text or Strings

User Input:
Lebron James

```
var playerName = readLine("Enter in player's name");

println(playerName);
```

Read in a Number

User Input:
23

```
var playerNumber = readInt("Enter in player's jersey number");

println(playerNumber);
```

Read in a Float

User Input: Decimals
81.6

```
var playerHeight = readFloat("Enter
in player's height in inches");

println(playerHeight);
```

Read in a Boolean

User Input :
True or False

```
var playerStatus = readBoolean("Is player active?");

println(playerStatus);
```

EUs and LOs

via CodeHS

This lesson builds toward the following Enduring Understandings (EUs) and Learning Objectives (LOs). Students should understand that...

- EU 5.2 People write programs to execute algorithms. (LO 5.2.1)
- EU 5.3 Programming is facilitated by appropriate abstractions. (LO 5.3.1)
- EU 5.4 Programs are developed, maintained, and used by people for different purposes. (LO 5.4.1)
- EU 5.5 Programming uses mathematical and logical concepts. (LO 5.5.1)

CodeHS - AP CSP Unit 4 Programming w/ Javascript

https://www.youtube.com/watch?v=H-HkDkKgqlw

Standards

CSTA

Name	Description	Grade Level	Concept	Subconcept
3A-AP-17	Decompose problems into smaller components through systematic analysis, using constructs such as procedures, modules, and/or objects.	9th-10th	Algorithms & Programming	Modularity
3A-AP-18	Create artifacts by using procedures within a program, combinations of data and procedures, or independent but interrelated programs.	9th-10th	Algorithms & Programming	Modularity
3B-AP-14	Construct solutions to problems using student-created components, such as procedures, modules and/or objects.	11th-12th	Algorithms & Programming	Modularity