Instructional Video

Reading User Input [Javascript]
Programs with Predetermined Data

```javascript
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

What's your name?

[Input field]

[Cancel] [OK]
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

```javascript
var playerName = readLine("Enter in player’s name");
println(playerName);
```
Read in a Number

User Input:  
23

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

println(playerNumber);
```
Read in a Float
User Input: Decimals
81.6

```javascript
var playerHeight = readFloat("Enter in player’s height in inches");
println(playerHeight);
```
var playerStatus = readBoolean("Is player active?");
println(playerStatus);
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](https://www.youtube.com/watch?v=H-HkDkKgqlw)
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<thead>
<tr>
<th>Name</th>
<th>Description</th>
<th>Grade Level</th>
<th>Concept</th>
<th>Subconcept</th>
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<tbody>
<tr>
<td>3A-AP-17</td>
<td>Decompose problems into smaller components through systematic analysis, using constructs such as procedures, modules, and/or objects.</td>
<td>9th-10th</td>
<td>Algorithms &amp; Programming</td>
<td>Modularity</td>
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<td>3A-AP-18</td>
<td>Create artifacts by using procedures within a program, combinations of data and procedures, or independent but interrelated programs.</td>
<td>9th-10th</td>
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<td>3B-AP-14</td>
<td>Construct solutions to problems using student-created components, such as procedures, modules and/or objects.</td>
<td>11th-12th</td>
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