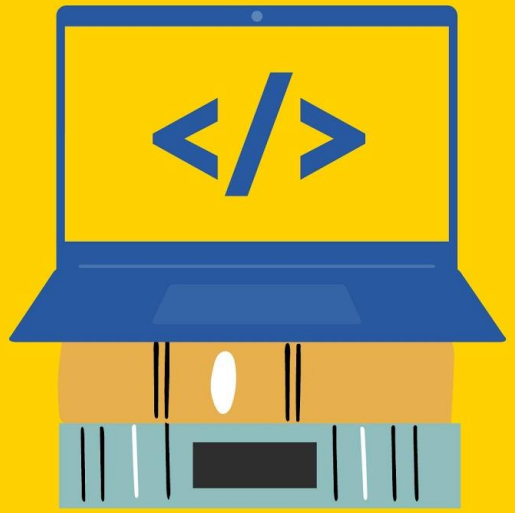


# Front End Development

## Session 7

# Rock, Paper, *Console*

WELCOME

# Learning Goals

In today's session, we will:

01 Explain how JavaScript can interact with "browser events"

02 Define the purpose of a random number generator

03 Demonstrate how to run a random number generator in Javascript

04 Apply conditional logic in JavaScript to create a short interactive game

# Let’s review

Q. What kind of code are we learning in this course?

Q. Can you name a role, job, or industry that uses this kind of code?

Q. What three “languages” do we use to create websites?

Q. What does "HTML" stand for?

Q. How can we examine website code on our computers?

Q. In HTML, what's the difference between the <head> and the <body>?

What is the difference between Git and Github?

What does the CLI stand for? What would we use it for?

How do you format a link in HTML?

How do we save our work with Git and Github?

What does a  tag do?

What does CSS stand for? Why do we use CSS?

What is the difference between *block* and *inline*?

What does “float” do?

What are the five positioning properties?

What is the difference between *block* and *inline*?

What does “float” do?

What are the five positioning properties?

What is a framework?

What does “open-source” mean?

What is responsive design?

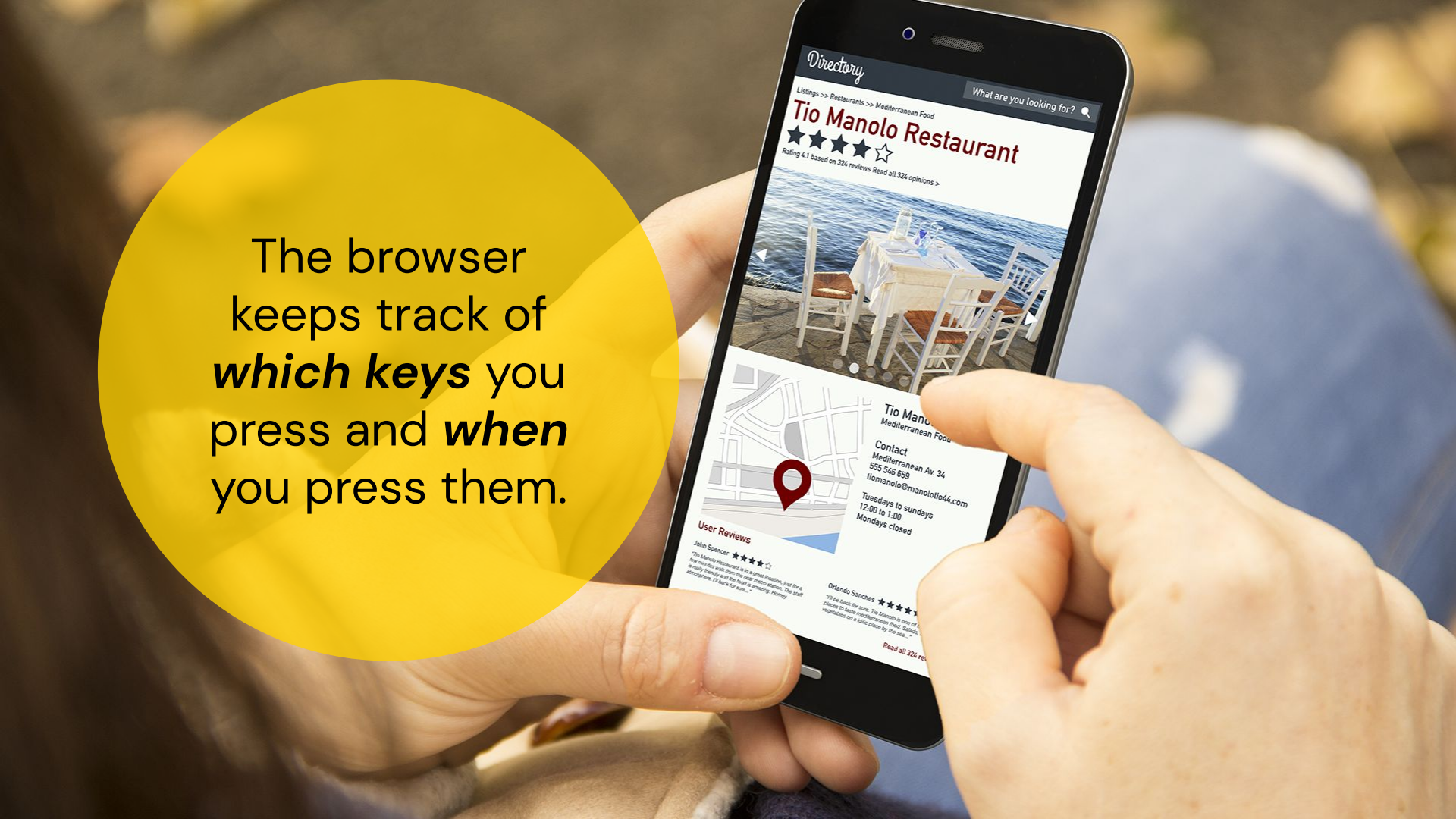
What is a variable? How do we declare a variable in JS?

What is a data type? What JS data types have we learned so far?

What does state refer to? Why is this useful?

What’s the difference between alerts, console.log, and document.write()?

# Browser Events

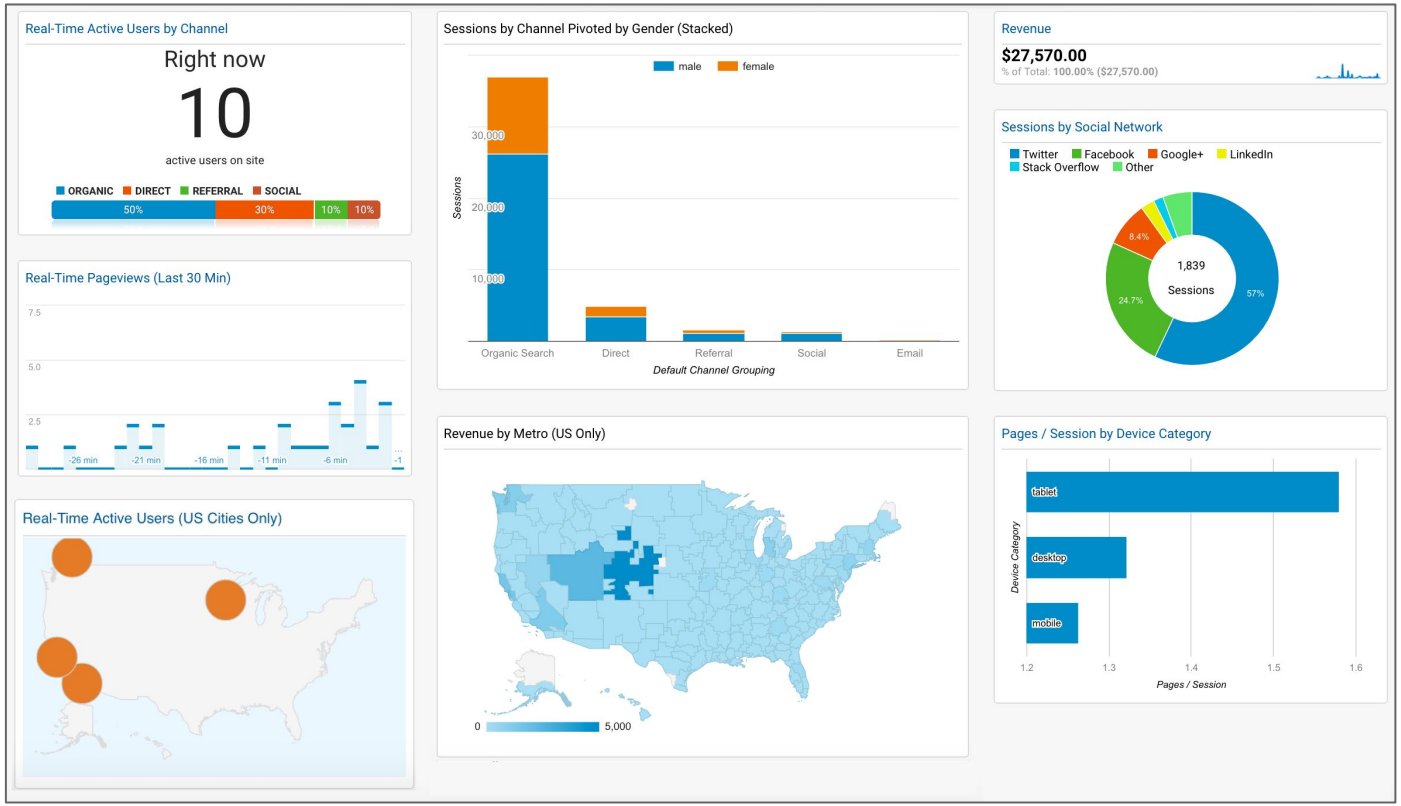

The browser keeps track of ***which keys*** you press and ***when*** you press them.
Directory
What are you looking for?
Listings >> Restaurants >> Mediterranean Food
Tio Manolo Restaurant
Rating 4.1 based on 324 reviews Read all 324 opinions >
Contact
Mediterranean Av. 34
555 546 659
tiomanolo@manolotio44.com
Tuesdays to sundays
12.00 to 1:00
Mondays closed
User Reviews
John Spencer
Orlando Sanches

An **event** is a signal to the web browser that something has happened!

# Web Tracking

User events are *logged* by the browser.

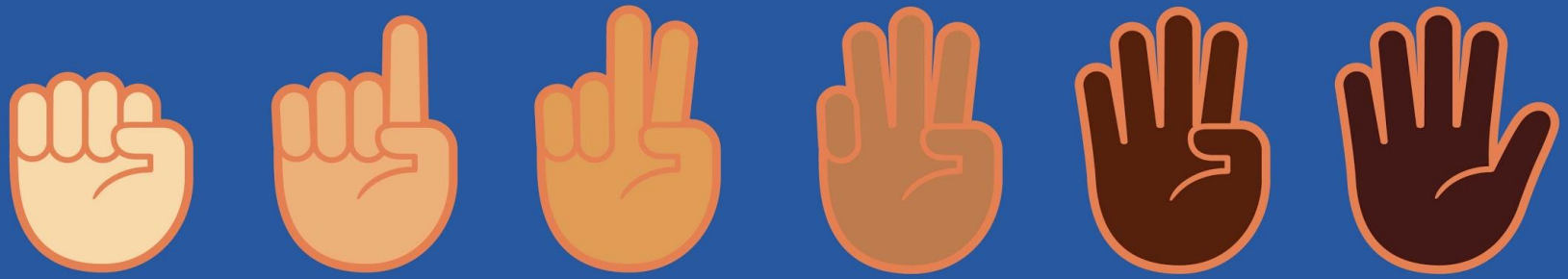
We can use JS to create *actions* based on these events.



## Instructor Demonstration:

# Browser Events

**Suggested Time:**
5 minutes



# Fist to five

# Let's

# Activity:
## Listening For Specific Keys

1. Open the instructions in Canvas
2. Work on your code
3. Share with a partner

**Suggested Time:**
20 minutes

# Let’s review

# Questions?

# Random Numbers

A **random number generator** creates a sequence of random numbers that cannot be predicted ahead of time.

Random number generators can substitute computer input and help foster a sense of competition!

## Instructor Demonstration:

# Math.random()

**Suggested Time:**
5 minutes

# Questions?

# Activity Intro

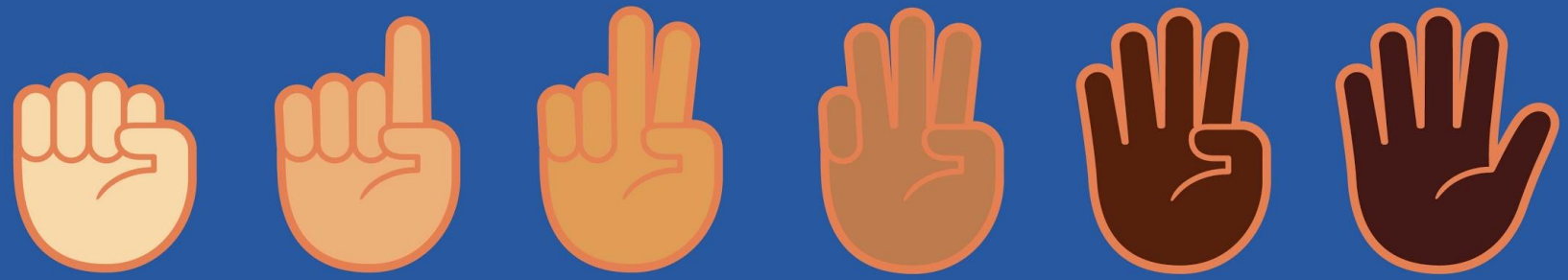
## Instructor Demonstration:

# Rock, Paper, Scissors

**Suggested Time:**
5 minutes

In Javascript, **||** and **&&** are *logical operators* that stand-in for the words "**OR**" and "**AND**", respectively.

**Pseudocode** is where you plan out the logic for your desired code without worrying about the syntax.



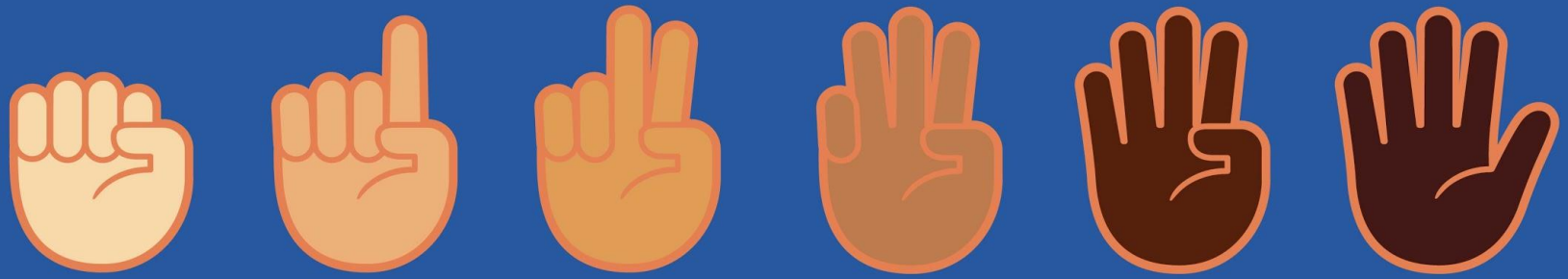
# Fist to five

# Let’s

# **Activity:** Thinking About Rock, Paper, Scissors

1. Get into groups
2. Play a few rounds :)
3. Map out a solution using pseudocode!

**Suggested Time:**
10 minutes



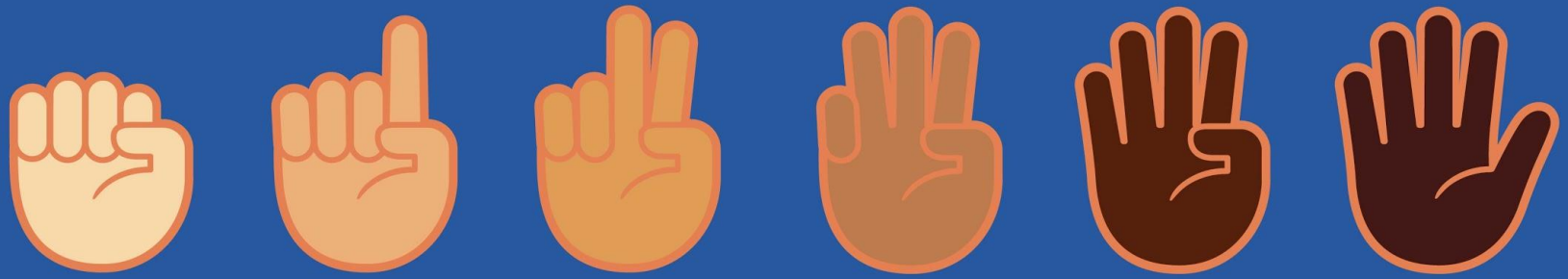
# Fist to five

Workshop

# Activity:
## Making Rock, Paper, Scissors

1. Write out the code in JavaScript
2. Try to get as much working as possible
3. Don’t be afraid to ask for help!

**Suggested Time:**
70 minutes



# Fist to five

# Let’s review

# Questions?

# Time to Recap

# Learning Goals

Our objectives for today's session:

01 Explain how JavaScript can interact with "browser events"

02 Define the purpose of a random number generator

03 Demonstrate how to run a random number generator in Javascript

04 Apply conditional logic in JavaScript to create a short interactive game

# Reflection

What was your favorite part of today's session?

What was the most interesting thing we covered today?

What do you still have questions about?

# Sneak Preview

We'll digging a bit deeper into programming with JavaScript, looking at foundational CS principles like loops and buttons. **We'll use these to walk through some additional JavaScript games and look at how JavaScript can be applied to website forms!**

# Questions?

the End