

JavaScript

101 *THE **PROGRAMMING**
LANGUAGE OF THE WEB*

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What is JavaScript?

Quick Review

JAVASCRIPT CODE LOOKS LIKE:

```
var someVariable = function( a , b ) {  
  return a * 3 + b - 47 ;  
};
```



IS:

- An event-driven, object-oriented Scripting language that interacts with the BOM and the DOM
- Asynchronous
- Powerful

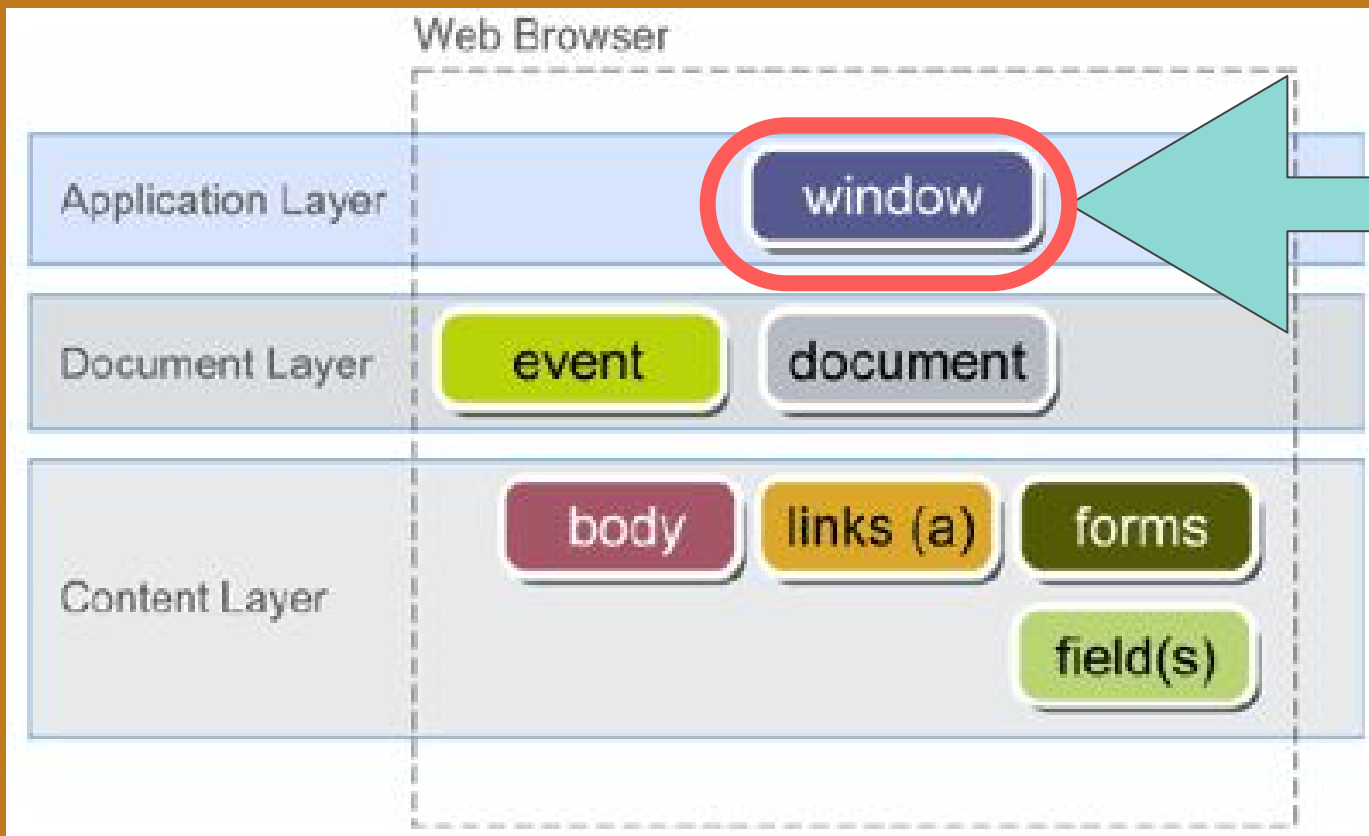
ISN'T:

- Java
- A Toy Language
- Going Anywhere.

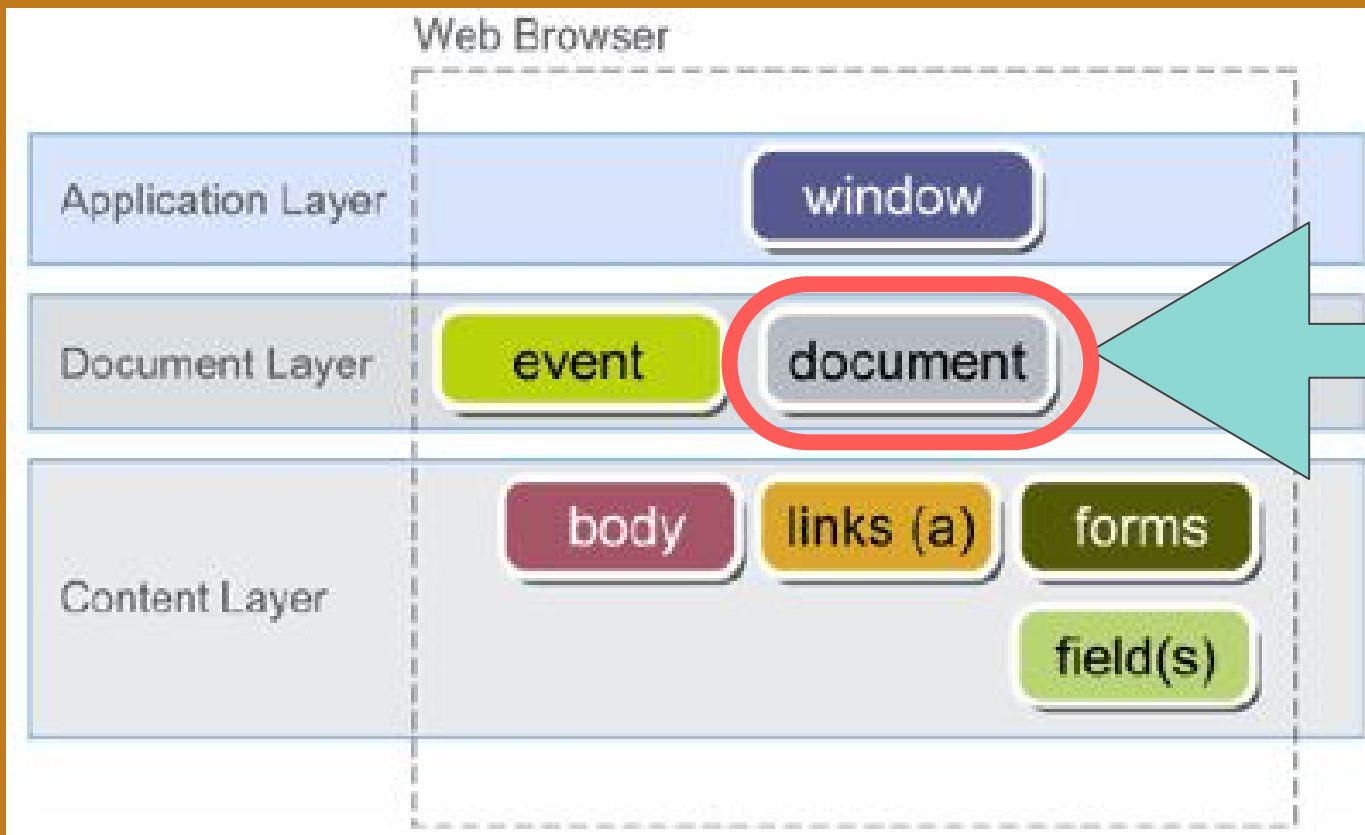


Languages

- **PROGRAMMING LANGUAGE** - RUBY
- **SCRIPTING LANGUAGE** - **JAVASCRIPT**,
BASH
- **QUERY LANGUAGE** - SQL
- **MARKUP LANGUAGE** - HTML
- **STYLE LANGUAGE** - CSS



Browser Object Model

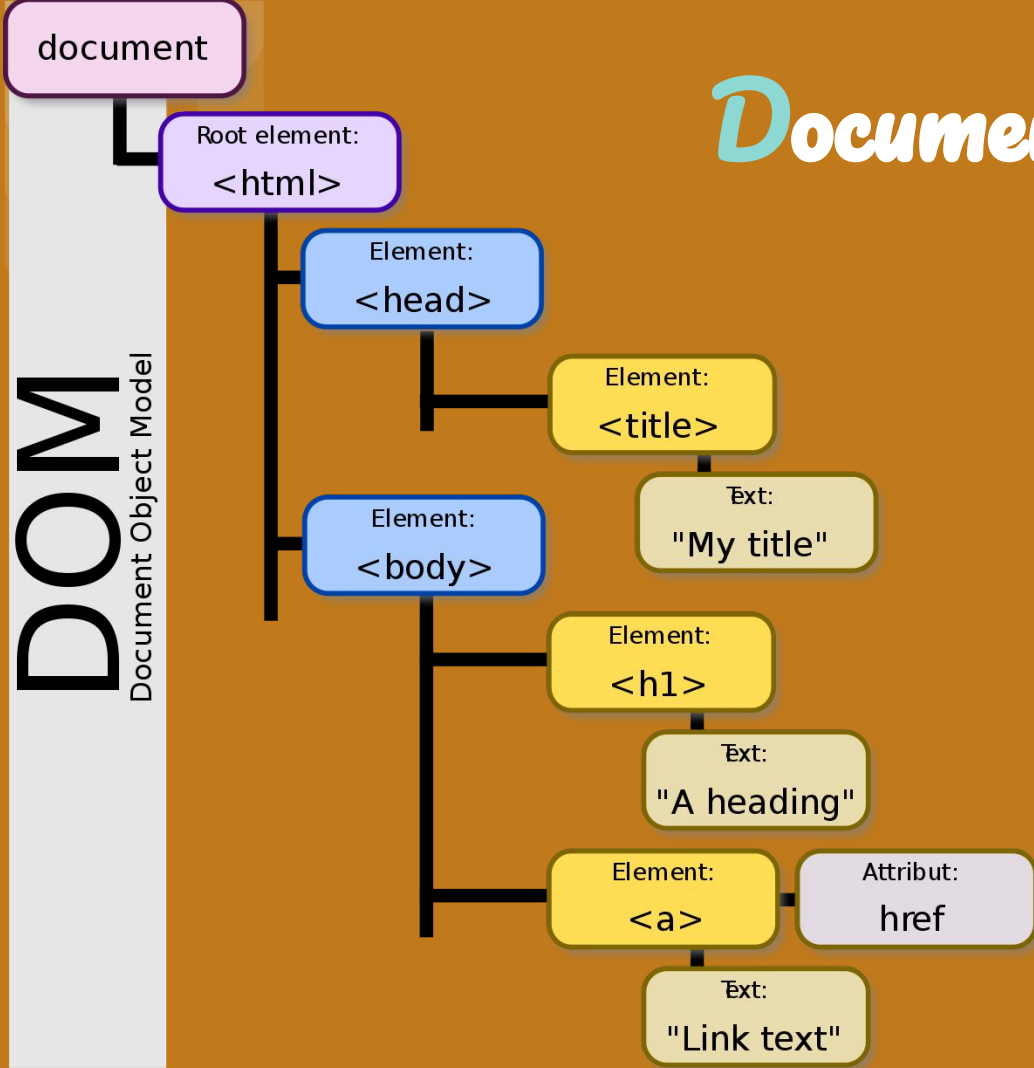


Document Object Model

DOM

Document Object Model

Document Object Model Node Tree





Javascript allows us to:

Traverse

Travel THROUGH THE DOM
node tree

Manipulate

Change HTML

React

...TO **events** created by us, or
fired off from user actions

Animate

Using COOL effects!

communicate

Using **AJAX** and the
FETCH web API

Persist

Using **Browser** &
session storage APIs



Functions you'll be using:

document.

getElementById("id")

querySelector("selector")

querySelectorAll("selector")

createElement(element)

appendChild(element)

element.

innerHTML

attribute

style

animate

addEventListener('event', action)



But, How?

SPOILER ALERT: **HTML & CSS
REQUIRED!**



Implementation Steps

1. **select** HTML
Element(S)

a. USING CSS
SELECTORS

2. **manipulate** HTML
Element(S)...

a. style
b. content
c. DOM order

OR...

1. **select** HTML Element(S)

2. ADD **Event Listener**

3. BUILD FUNCTION THAT RUNS
when event occurs



Events

*Actions that happen
during the runtime
of a document*

.onClick

.onHover

.onScroll

.onFocus

Usage Example:

HTML:

```
<h1 onClick="doSomething()"> hello!</h1>
```

JS:

```
var doSomething = function() {  
  alert("I DID A THING!");  
  return "thing done.";  
};
```

JavaScript +
Web APIs = 

browserStorage, sessionStorage,
navigator, console, fetch