Javascript Review

What we did:

- We revised the concepts (Variables, Numbers, String, Booleans, Array, Functions, Objects etc.)covered in the class till date.
- We used the console to run Javascript Commands.

How we did it:

We recalled the different commands and variables used in the class activities till date:

Pong: Variables, storing numbers, strings, conditional programming (if-else), for loop, functions, game state etc.
TRex: Creating infinitely scrolling ground, arrays, switch statement, library, writing own library, DRY etc.
Angry Birds: Classes, objects, physics engine, calling an API , Code Readability, Writing structured code etc.
Car Racing Game: Databases, reading and writing to a database etc.

We reviewed the different concepts by writing code in the JS console. As soon as one writes a command here and press enter, one can see the output for the program.

We reviewed the following topics in javascript:
- Declaration and use of variables
- Arithmetic operators
- Different data types
- Conditional programming
- Loops
- Arrays
- Functions

- Objects

Javascript developers use the console for quick testing of their instructions.

What's next?

In the next class, you will be learning about the design aspects of games:
- how are games designed
- elements that make games fun
- telling a story through games