

JavaScript and jQuery

```
/ * Week 5: Arrays with Git, Cage & Kittens */
// Frontend Web Development, Part II
// Bloomington Code School - Spring 2016
```



LAST WEEK

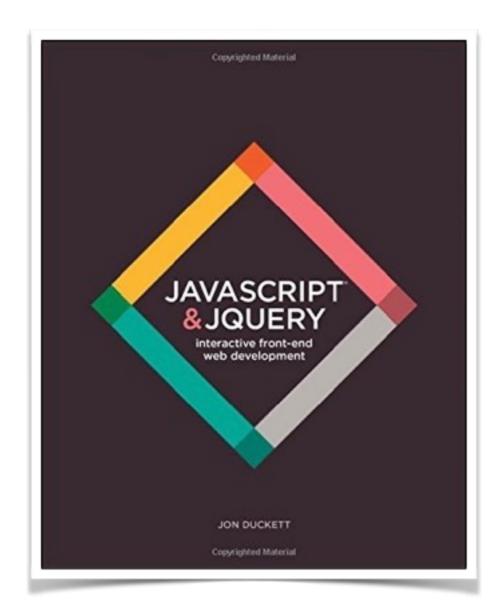
// Operators & Conditions



THIS WEEK

```
// Discuss git & <a href="mailto:GitHub.com">GitHub.com</a> accounts
```

- // Review last week's challenge enhancements
- // Use JSBin.com for writing code online
- // ARRAYS AND MORE!



JavaScript and JQuery by Jon Duckett

http://bit.ly/csjq1

A Smarter Way to Learn JavaScript by Mark Myers

http://bit.ly/csjs1





ARRAYS: CREATING

```
// naming
// length
// index
```



ARRAYS: MODIFYING

```
// pop
// push
// shift
// unshift
// splice
// slice
```



ARRAYS: SLICE

```
[a,b,c,d,e,f,g,h,i,j,k]
```

.slice(3,8)



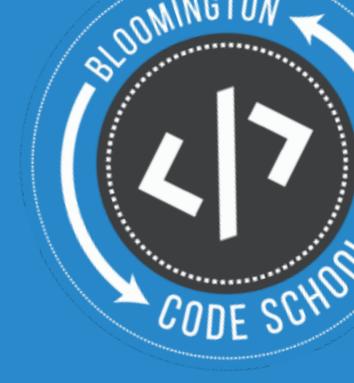
ARRAYS: IN PRACTICE

```
// array + if statements (one value)
```



ARRAYS: IN PRACTICE

```
// array + if statements (all values)
```



JS POP QUIZ

// create a variable

```
// give a variable a numerical value
// test if the variable value is more than 4
// add one to the variable value
```

// how to group code to prioritize execution?



JS POP QUIZ

```
// create a variable
  var x;
// give a variable a numerical value
  var x = 0;
// test if the variable value is less than 5
  x < 5   -OR-  x <= 4
// add one to the variable value
  x + 1   -OR-  x++
// how to group code to prioritize execution?
  (just use) some (parentheses (where needed))</pre>
```



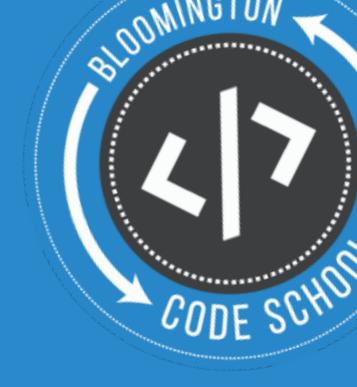
FOR LOOPS

```
for (var i = 0; i <= 4; i++) {
   // do something</pre>
```



FOR LOOPS: FLAGS

```
var isItTrue = false;
for (var i = 0; i <= 4; i++) {
   // do something
}
if (isItTrue) { // do more stuff }</pre>
```





CHALLENGE

- // CHALLENGE
- // add your username to our README on GitHub
- // https://github.com/BloomingtonCodeSchool/
 javascript-2016-spring
- // (you might not have permission to edit the file, if that's the case, just try editing and GitHub will guide you on creating a pull request)



ME

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