JAVASCRIPT DEVELOPMENT

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HELLO!

1. Pull changes from the `svodnik/jsd6` repo to your computer
2. Open the `starter-code` folder in your code editor

IN-CLASS LAB: FEEDR

LEARNING OBJECTIVES

At the end of this class, you will be able to

‣ Familiarize yourself with the API documentation for news sources.

‣ Parse through API documentation.

‣ Understand how to successfully retrieve information from APIs.

‣ Fork and clone your starter code.

‣ Strategize ways to hide the loader and replace the content of the `#main` container with that of the API.

‣ Look up other news sources that might be useful for the project.

‣ Understand how templating could be useful in the project (optional for the final product).

AGENDA

‣ 500px project — handling the response

‣ Project 2 overview and questions

‣ Project 2 lab time

Checkin and questions

‣ The **most significant thing I learned** about using APIs is _____.

‣ My **biggest outstanding question** about using APIs is _____.

How do you approach a big task with a lot of parts and steps?

TEMPLATING

SEPARATION OF CONCERNS

‣ Programming principle of keeping different aspects (or **concerns**) of an application separate

‣ Many ways to do this

‣ One common separation is between data (the information we're presenting) and view (the code that determines how data is presented)

‣ We should be able to change the code for one concern without affecting the code for the other

TEMPLATING

‣ Lets us reference a snippet of code and populate it with data before adding it to the DOM

‣ The code snippet includes both HTML elements and JavaScript code

‣ The data comes from one or more JavaScript objects

TEMPLATING TOOLS

- A number of templating libraries are widely used in JavaScript
    - Handlebars (handlebarsjs.com)
- ES6 also includes native syntax for template strings

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NEXT CLASS PREVIEW

Prototypal Inheritance

‣ Explain the difference between literal and constructed objects.

‣ Write a constructor for a JavaScript object.

‣ Explain prototypal inheritance and its purpose.

‣ Recognize the difference between prototypal and classical inheritance.

‣ Create and extend prototypes.

Exit Tickets!

Q&A