

20% Time – Javascript Programming

Here are some suggestions for how you might spend today's class period:

- Build a choose your own adventure game. Now that you know about variables and if/then statements, you could do something like this:

```
console.log("You are standing in Mileaux's secret lab in the basement  
of Castle Dog. A big red button sits on the table.");  
var pressButton = prompt("Do you press the button?");  
  
if(pressButton == true){  
  
console.log("A giant bolt of lightning strikes the table, burning  
your eyebrows off. \n THE END);  
  
}  
  
else{  
  
console.log("You decide not to press the button. As you approach the  
table, however, you see a door that is partially open.");  
  
}  
  
var goThroughDoor = prompt("Do you go through the door?");
```

...and so on. You can try this on your own, or go through a lesson at CodeAcademy here:
http://www.codecademy.com/courses/javascript-beginner-en-x9DnD/0/1?curriculum_id=506324b3a7dff00020bf661

- I've put together some code in the day5 folder. Open up the folder in Brackets. Open up the HTML file in a web browser. You'll see that something happens that is kind of cool. Take this and make it into something useful.

What could you do with it? Here are some suggestions.

- Make a web page that runs some of the scripts we've used in the past few classes.
- Make a form that lets you buy a certain number of different items of different prices, and then gives you the total amount.
- Think of something!
- Pick any of the courses on CodeAcademy in the Javascript track and work through them. You might even get a friend to work with you.
<http://www.codecademy.com/en/tracks/javascript>
- We are going to be learning to use a Javascript library later on called jQuery. You can try a course at <https://www.codeschool.com/courses/try-jquery> to see what it's all about.