Learn to Code

JavaScript

Pre-coding checklist:

- ❏ Laptop / PC
  - ❏ Windows
  - ❏ Mac
- ❏ WIFI working
  - ❏ Galvanize guest (connect to facebook)
- ❏ Text editor installed
  - ❏ Atom
  - ❏ Brackets
  - ❏ Sublime

Important Links

WIFI :

galvanize guest seattle

GitHub Repository :

https://github.com/Doubleshot1122/Learn-to-Code-HTML_CSS_JS-2
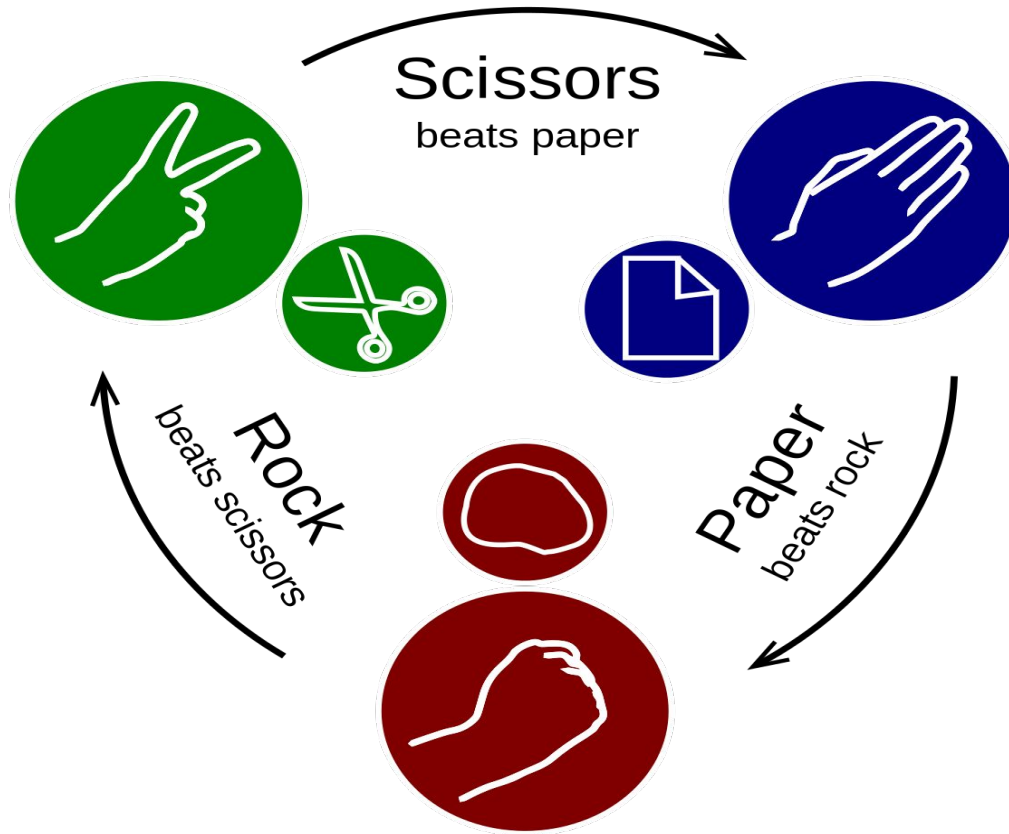
What you will learn in this class

- Basic syntax of JavaScript
- Variables & Functions
- Conditional statements (if, else if, else)
- Build a **"Rock, Paper, Scissors"** app.

BUT FIRST a game.

Rock, Paper, Scissors Mini Tournament.

- Challenge your neighbor.
- Best 2 out or 3.
- Challenge your neighbor's champion.
- Keep going until you lose or until you have beaten everyone in the room.

Rock, Paper, Scissors RULES

Scissors
beats paper

Rock
beats scissors

Paper
beats rock

JavaScript's Basic Syntax

var - defines a variable (a data container)

; - defines the end of a statement (semicolon)

"word" - string creator (quote marks)

function() - reusable chunk of code

{ } - block notation

Warm Up exercise

https://www.javascript.com/try

- Takes about 5 minutes.
- Raise your hand if you have any questions.
- Let us know once you are done.

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Functions

- **Parameters** - (a,b,c) - hypothetically what passes through the function
- **Arguments** - real values of the parameters the function affects
- **Block** - {...} - the function's operational code
- **Return** - the output of the function

Syntax of a function

Syntax:

```
function multiply (a, b) {

    return a * b;

}

multiply(2, 4);
```

1. Define function
   - Name
   - Parameters
   - Return statement

2. Call function (invoke)
   - Use the function

Variables

Syntax:

var price1 = 5;

var price2 = 6;

var total = price1 + price2;

Variables are containers of data that you can reuse later.

Variables (con't)

Strings - "Hello".

Numbers - 40, 0.15, -5

Boolean - true or false.

Null - Setting something to nothing.

Undefined - Nothing is assigned.

Functions - Even functions can be variables.

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Comparison Operators

= assignment operator

- **var foo** = **1;**

== abstract equality comparison (value)

- **"1"** == **1** => **true**

=== strict equality comparison (value & type)

- **"1"** === **1** => **false**

Conditional Syntax - if

if - if statement is true then execute block of code:

```
if (hour < 18) {

    greeting = "Good day";

}
```

Conditional Syntax - else

else- if statement is false then execute block of code:

```
if (hour < 18) {

    greeting = "Good day";

} else {

    greeting = "Bad day";

}
```

Conditional Syntax - else if

else if - the first was not true, but maybe this one is

```
if (hour < 18) {

        greeting = "Good day";

} else if ( hour < 9 ) {

        greeting = "OK day";

} else {

        greeting = "Bad day";

}
```

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Let's Code

Read through the README.md

or jump in and start coding.

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Don't forget to try some of the harder challenges in the sandbox!

Important Dates to remember:

[Galvanize Web Development Immersive Info Session - Thursday, February 22nd](#)

[Galvanize Web Development 101 (nights and weekends) - Tuesday, March 6th](#)

Important emails

Lauren Lark (Galvanize Admissions)

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Donny Barclay (me)

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Other important links

- Galvanize - https://www.galvanize.com/seattle
- w3schools - https://www.w3schools.com/
- MDN web docs - https://developer.mozilla.org/en-US/
- Udemy - https://www.udemy.com/
- Pluralsight - https://www.pluralsight.com/
- Lynda.com w/library card - https://www.lynda.com/portal/sip?org=spl.org
- Lynda.com - https://www.lynda.com/