#TasteOfCode

Intro to programming

HTML

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Structure

<h1> Heading - level 1
<p> Paragraph
<ul> Unordered List
<li> List item

schedule.html

```
<h1>Agenda</h1>

<p>On the menu today:</p>

<ul>
  <li>Structure with HTML</li>
  <li>Styling with CSS</li>
  <li>Happiness with Lunch</li>
</ul>
```

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Render

schedule.html

```
<h1>Agenda</h1>

<p>On the menu today:</p>

<ul>
  <li>Structure with HTML</li>
  <li>Styling with CSS</li>
  <li>Happiness with Lunch</li>
</ul>
```

Agenda

On the menu today:

- Structure with HTML
- Styling with CSS
- Happiness with Lunch

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TAGS open…

```
<h1>Agenda
```

Opening tag - starts heading

TAGS open and close

```
<h1>Agenda</h1>
```

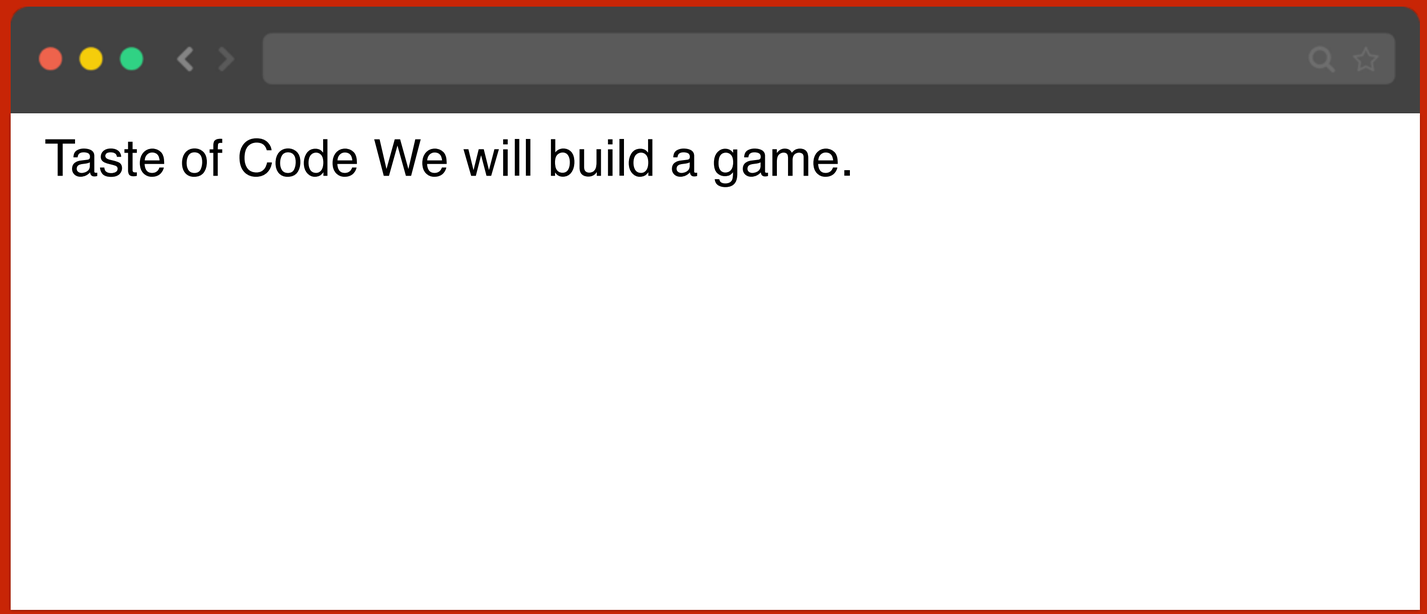
Opening tag - starts heading
Closing tag - stops heading

Applying TAGS

index.html

```
Taste of Code We will build a game.
```

Browser result

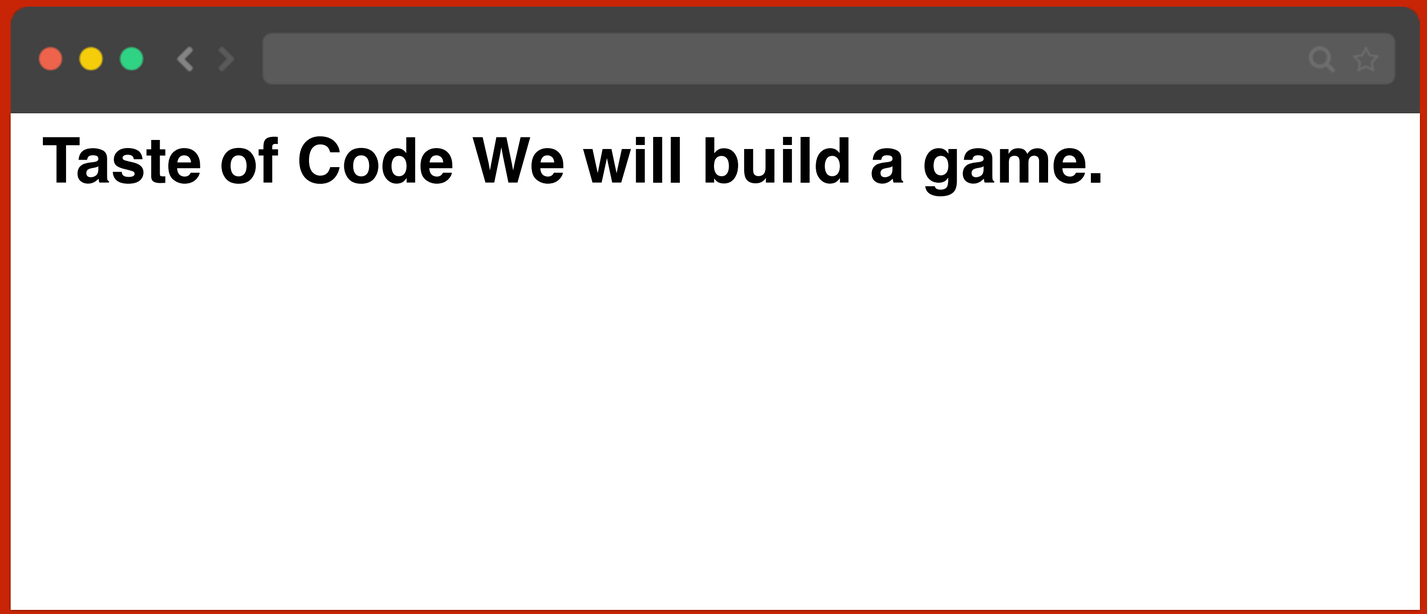


Open a TAG…

index.html

```
<h1>Taste of Code We will build a game.
```

Browser result

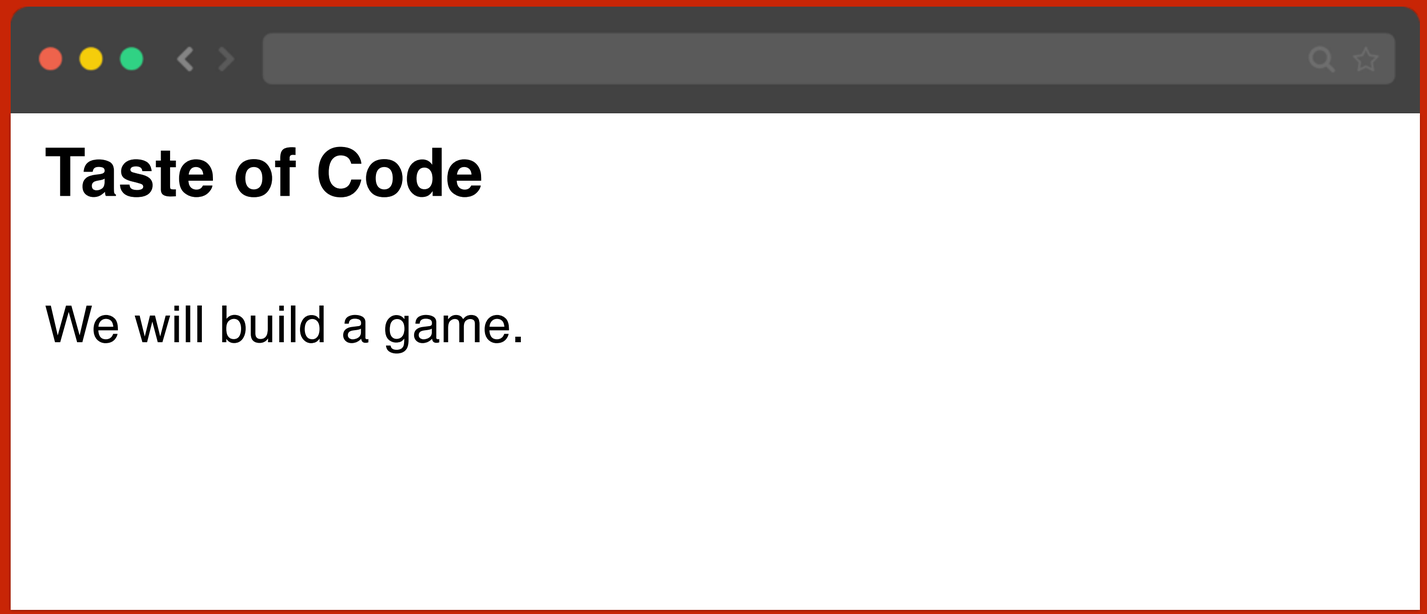


… and close a TAG

index.html

```
<h1>Taste of Code</h1>
We will build a game.
```

Browser result

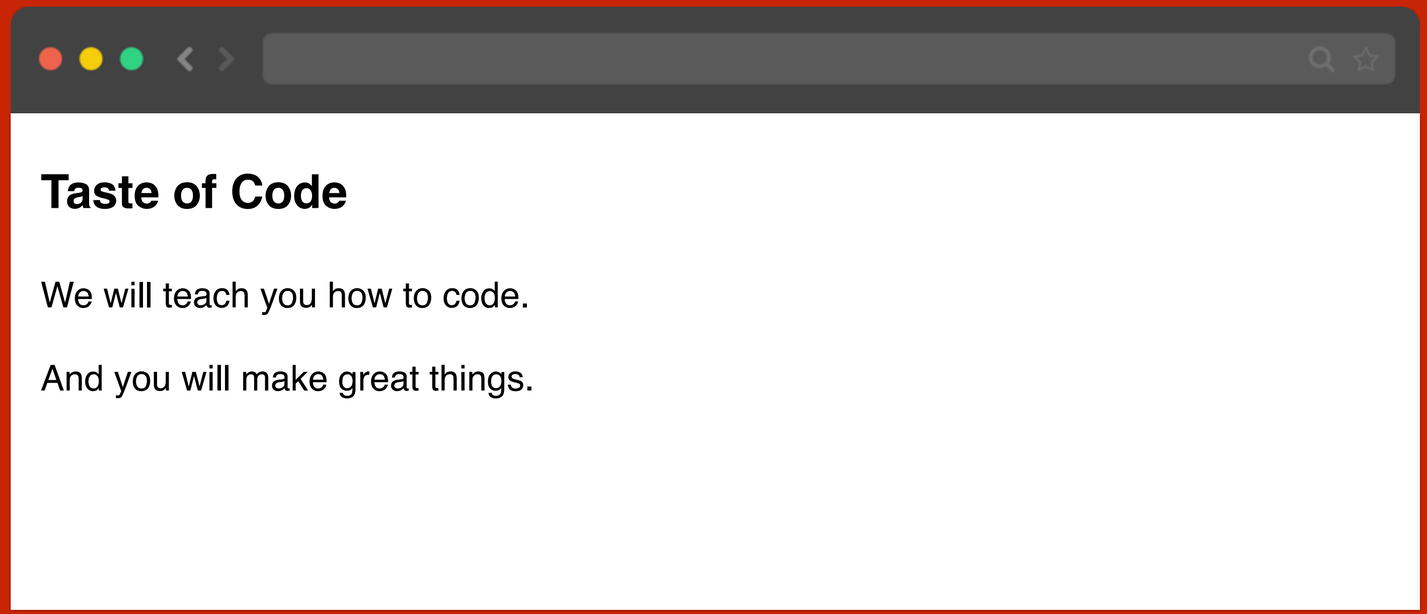


Another example: Paragraphs

index.html

```
<h1>Taste of Code</h1>
<p>We will teach you how to code.</p>
<p>And you will make great things.</p>
```

Browser result



```
<!DOCTYPE html>
<html>
  <head></head>
  <body></body>
</html>
```

```
<!DOCTYPE html>
<html>
  <head></head>
  <body></body>
</html>
```

```
<!DOCTYPE html>
<html>
  <head></head>
  <body></body>
</html>
```

```
<!DOCTYPE html>
<html>
  <head></head>
  <body></body>
</html>
```

EXERCISE 1:

A small HTML document with H1 and P

CSS

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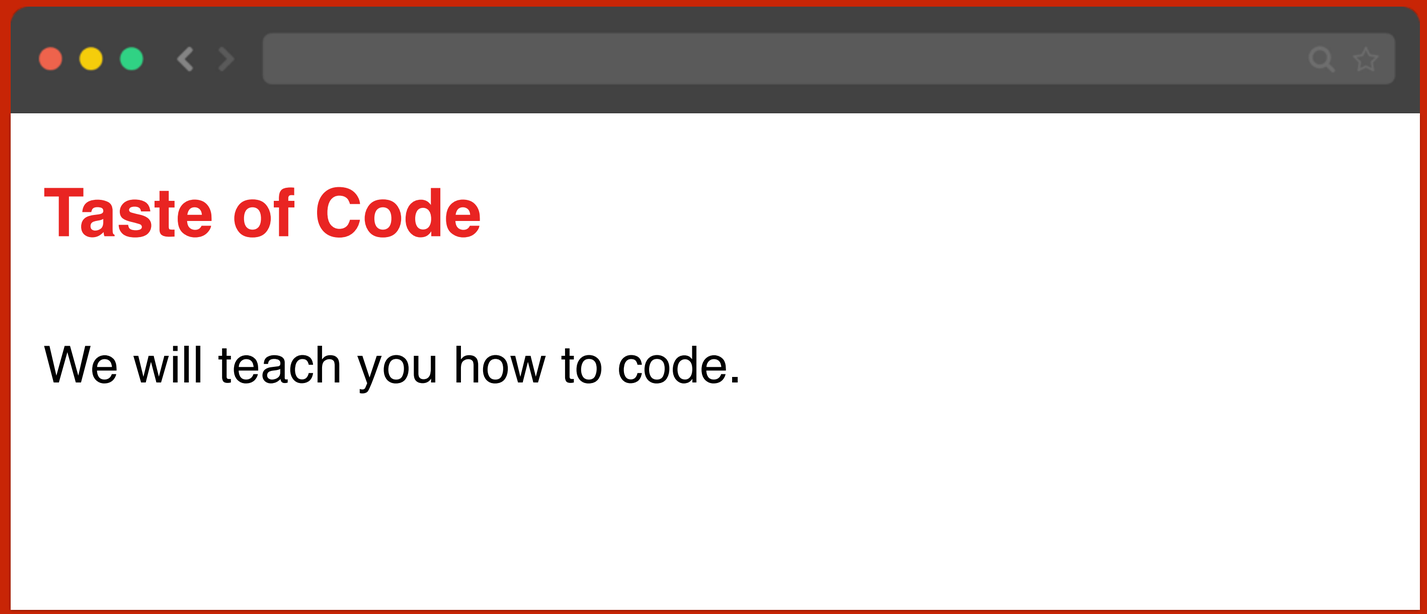
CSS describes how HTML looks

- color and background
- alignment
- font
- height and width
- padding and margin

Define color

```
h1 {
 color: red;
}
```

Browser result



```
<!DOCTYPE html>
<html>
  <head>
    <style>
      h1 {
        color: red;
      }
    </style>
  </head>
  <body></body>
</html>
```

EXERCISE 2:

Change the background-color of the HTML page to green and the color to white


.class{}

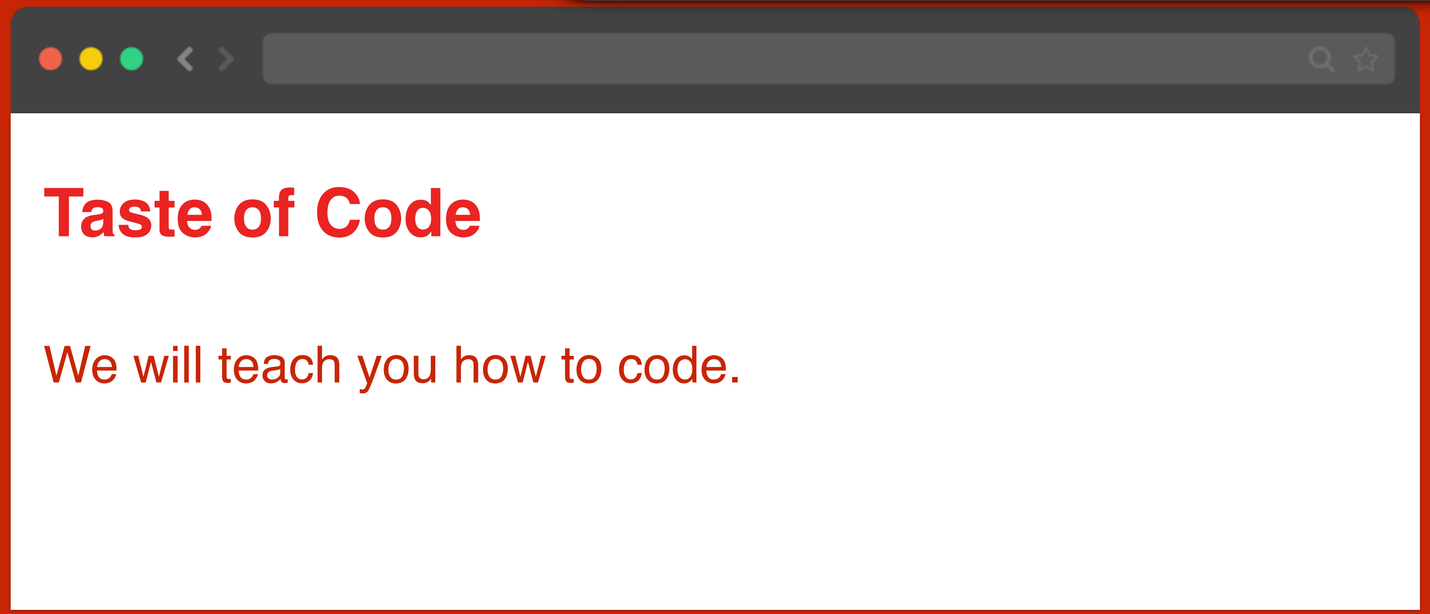
Define color on a class

index.html

```
<h1 class="warning">Taste of Code</h1>
<p class=“warning">We will build a game.</p>
```

```
.warning {
   color: red;
}
```

Browser result



```
<!DOCTYPE html>
<html>
  <head>
    <style>
      .warning {
        color: red;
      }
    </style>
  </head>
  <body></body>
</html>
```

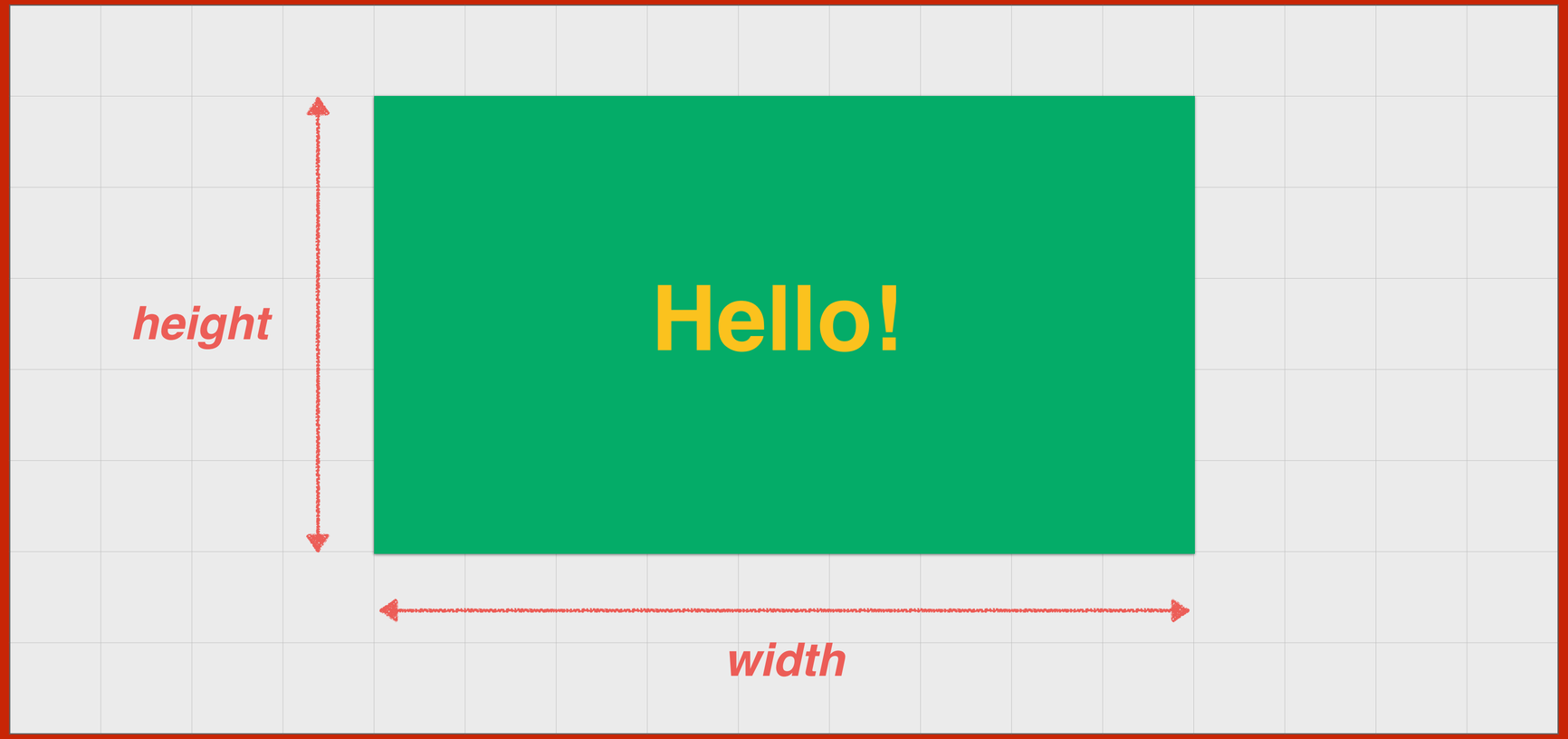
EXERCISE 3:

Apply the warning class to <H1>

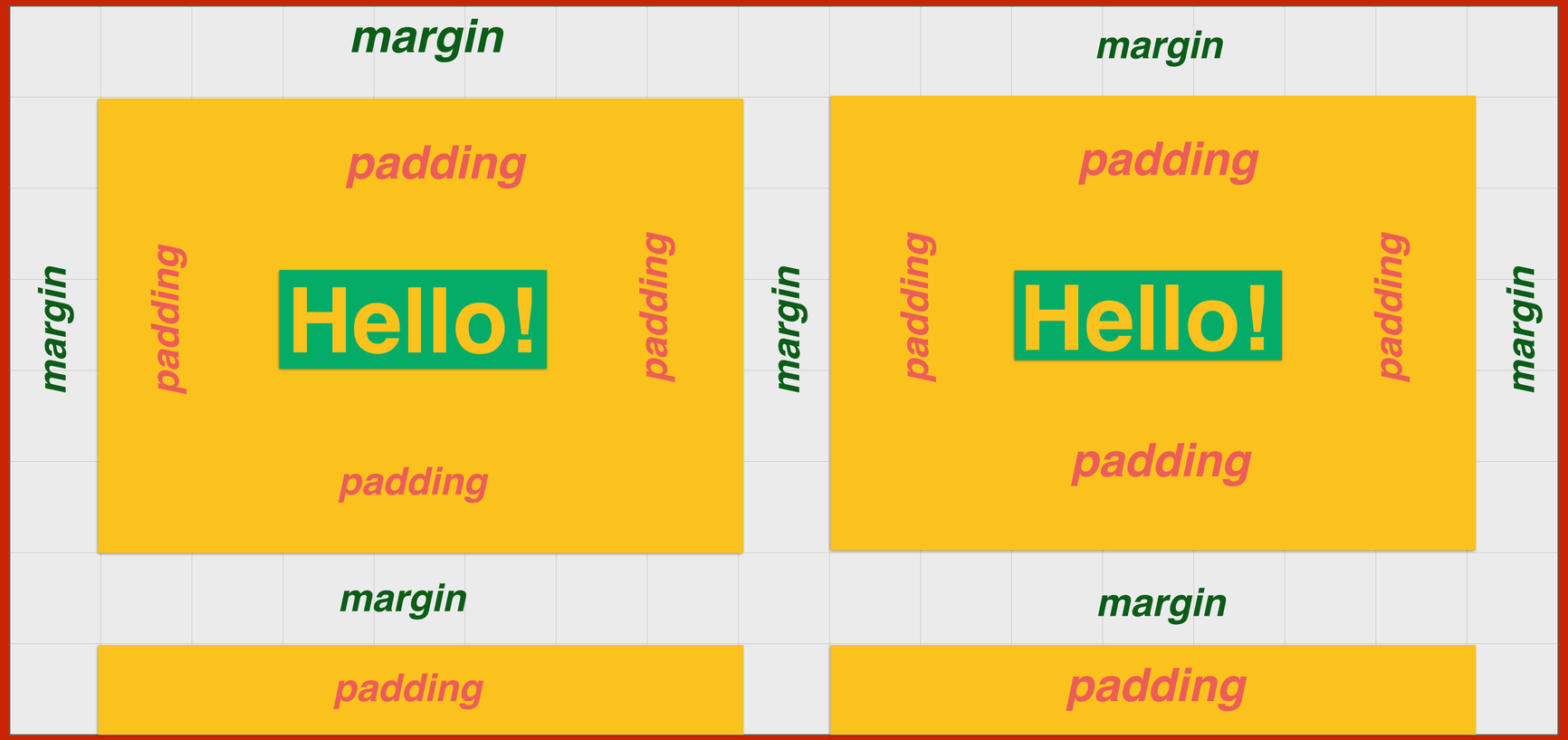
PIXELS

A Screen Consists of Pixels

A Screen Consists of Pixels



Padding and Margin



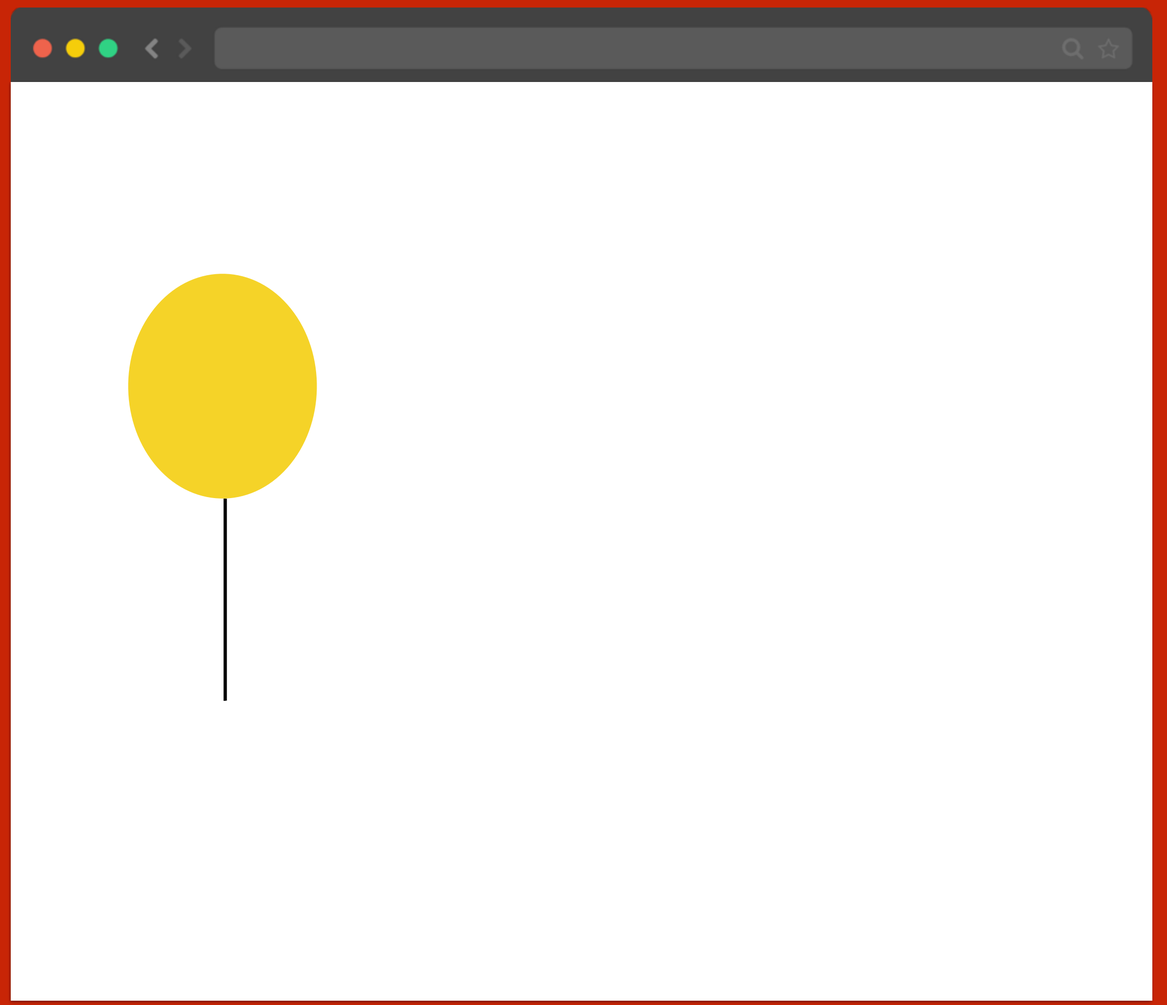
Draw a balloon!

index.html

```
<div class="balloon">
    <div class="bubble">
    </div>
    <div class="string">
    </div>
 </div>
```

style.css

```
.bubble {
    width: 180px;
    height: 200px;
    background: yellow;
    border-radius: 50%;
}
.string {
    height: 100px;
    width: 1px;
    background: black;
    margin-left: 90px;
}
```



EXERCISE 4:

Use classes to style a balloon

JS

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HTMLCSS JS

Content &
Structure

Presentation

Behaviour

PROGRAMMING

Console

>_

EXERCISE 5:

Use Javascript to calculate 10+5

Talk to the browser

Javascript's possiblities are defined by the browser

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Object

Method

`function(){}`

EXERCISE 6:

Use Javascript to document.write("This is \a program");

JQUERY

EXERCISE 7:

Select the balloon and call .clone() on it

Variables

```
var balloon = $(".balloon");
bubble = balloon.find(".bubble");
```

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Keywords

```
var balloon = $(".balloon");
bubble = balloon.find(".bubble");
```

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LIKE A BOX

Put it away for later use

Loop

```
var balloon = $(".balloon");
var body = $(“body”);
for(var i=0; i<10; i++){
    var copy = balloon.clone();
    copy.appendTo(body);
}
```

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REPEAT

Until you are done

EXERCISE 8:

Create 10 balloons with loops

Position on the screen with CSS

Positioning

```
.balloon {
    position: absolute;
    bottom: 0;
}
```

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EXERCISE 9:

Position 10 balloons in a straight line

Animate

```
var balloon = $( ".balloon" );
balloon.animate({bottom: "100%"}, 8000);
```

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EXERCISE 11:

Make em float

Events

```
var balloon = $( ".balloon" );

balloon.click(function(){
      $( this ).remove();
});
```

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Callback

Method as argument of method

```
balloon.click(function(){
        $( this ).remove();
});
```

`this`

evaluates to the value of the ThisBinding
of the current **execution context**

EXERCISE 10:

Pop some balloons and keep score

EXERCISE 12:

Put it online

DONE!

DONE?

- Show counter in the center of the screen after all balloons are offscreen
- Change the color of the balloons
- Add Sound
- Advanced animation