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Web Fundamentals

Difference between jQuery and JavaScript

The main difference between jQuery and Javascript is that jQuery is a set of Javascript libraries. This helps to simplify the HTML document traversing and animation. Web developers will use jQuery because it requires less coding than Javascript.

Javascript is typically used for interface interactions. Java script can be used for many different things such as: programming, game development, and creating applications. While many web developers use Javascript, it can be difficult because each web browser renders the content in a different way. The main reason people use Javascript is because of its dynamic web content. This allows the content to change depending on how the user is viewing it (mobile, desktop, laptop, ipad, etc.).

jQuery was creating because groups of developers began to create their own libraries within Javascript in order to avoid bugs that would complicate their work. jQuery is not the only library created from Javascript, many others are used by web developers depending on what type of work they are doing or what type of preferences they have.

In determining which one to use, it really does not make a difference. They both perform the same functions, however jQuery may limit its user in certain ways. Most functions that are necessary for web development can be done using jQuery, however some people prefer to use Javascript to avoid any limitation.

Visually, jQuery is much cleaner and easier to read than Javascript. There is less text involved and it is easily distinguishable because of its signature dollar sign symbol that goes before the coding. Javascript has much more text and takes up more space in the code requiring more work in the simple act of typing it out. Considering the fact that most projects can be done using jQuery, it only makes sense to use that over Javascript.

In the NSA files: Decoded, an interaction using Javascript would be the people talking. The reaction of the images would be that they start playing when the user stops scrolling. Once the user begins to scroll again, the images freeze. The user can access and modify the videos by clicking play or pause and can essentially program the video by stopping auto-play.