In Today's Class You Will...

- Learn 4 debugging techniques
- Create comments in JavaScript
- Use an *if* statement to control logic flow
- Use a switch statement to control logic flow
- Use comparison and logical operators
- Use operators to modify values
- Get user input from popup boxes

HTTP 5111 - JAVASCRIPT

Web Development 1

HTTP 5111-JAVASCRIPT

Lesson 2 – Review

A computer program is a list of ordered steps. Solving Problems Like a Programmer...

- 1. Break the problem down into steps.
- 2. Identify the constraints.

What is JavaScript?

JavaScript is a programming language that you can use to add interactivity to your web pages. It changes your web page according to interactions with users.

JavaScript can be called from three different places on an html page.

Inline – Within the html code

Internal – Within the <head> tags

External – On a separate .js file and referenced in the <head> tags.

JavaScript's Three Tiers of Awesome!!!

- 1. Comes with pre-built "magic" words.
- 2. Lets you make your own "magic" words (functions).
- 3. There are libraries of "magic" words that others have built that you can use. (e.g. jQuery)

"Magic" Words

alert()

-makes a popup box

alert("Hello World!");



function

-creates a new magic word

```
function sayHello() {
  alert("Hello world!");
}
```

Data Types

- 1. Number
- 2. String
- 3. Boolean
- 4. null
- 5. undefined

Variables

-act as placeholders for data in logic.

Declare a variable.

Assign a variable.

Concatenate a variable.

Assign a variable to a result.

Declare all your variables before starting your logic.

Operators

```
ADD + (strings as well as numbers)
SUBTRACT
MULTIPLY
DIVIDE
MODULUS %
ASSIGNMENT
CONCATENATOR +=
```

Comments In JavaScript

Single Line/Inline // This is a comment

Block /* Block Comment for multiple line comments*/

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Lesson 2 – Debugging & Controlling the Flow of Logic

Methods of Debugging

- 1. Using comments
- 2. Using alerts to check your values
- 3. Using the JavaScript console
- 4. Googling for answers

LESSON 2 REVIEW