vanillaJS

Vanilla in common understanding is considered something which has no flavour, same applies when we use it in the tech-industry, it has no additional libraries. vanillaJS is called Pure JavaScript or Plain JavaScript. It is a framework used for building incredible and innovative applications.

For starting with an application using vanillaJS, we will follow the following steps:

- 1. Create a new repository on Github Desktop.
- 2. Click on the button 'View on Visual Studio Code'.
- 3. Once the repository opens in Vscode, create an 'index.html' file.
- 4. Type html and select the html:5 embed.
- 5. Create a new file named 'app.js'

Now, I feel the easiest way of learning a new language/technology is to play around with it.

There are some commands that would help you visualise the application better. Type the following code in js file (app.js).

- 1. alert("Hello!"): This would show a pop-up saying 'Hello!"
- 2. prompt("give me your username"): This would show a pop-up with a prompt, you will need to enter a value/word into the prompt.

DOM Scripting:

We can make changes using JS on HTML, this is called DOM Scripting.

How to listen to events? I want my app to tell me a button is clicked.

some_variable.addEventListener("Click", function clickEventHandler()){

console.log("clicked!")

Hey browser, whenever there is a 'click' event, run this function. Therefore if you click on inspect and check the console it will show 'clicked!'

What is querySelector?

Me: Hey broswer, I need this element!

Browser: Which element?

Me: That element.

Browser: Arre which one?

Me: Arre that one which has id = btn-translate.

Browser: Ohh okay take it.

This is what query Selector is. How are we talking to the browser? Using the 'document' $\mbox{\sc API}$.

What is addEventListener?

Me: Hety browser! Can you add a 'click' event to that element you just gave me?

Browser: Okay, what do you want me to do when 'click' happens?

Me: Can you just console.log("clicked!")?

Browser: Done!