

Welcome to
Learn to Code

Updated: March 16, 2017

#SeaLTC

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About Galvanize

Dynamic learning community
for technology

- web development
- workspace
- data science
- networking

To learn more,
visit galvanize.com



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Workshops Available

Web Development

Foundations in JavaScript

Email enrollment@galvanize.com for more information.

Visit:
galvanize.com/courses/web-development-foundations-with-javascript/
bit.ly/galvanize-wdfjs



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About Web Development Immersive

- 24 Week Full-Time Program
- 91% Job Placement Rate within six months
- Average starting salary: \$77,000 per annum
- Scholarships available for those who qualify

More information:

galvanize.com/seattle/web-development

Email [lauren.lark@galvanize.com!](mailto:lauren.lark@galvanize.com)

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For more information

Email Lee Ngo at
lee.ngo@galvanize.com

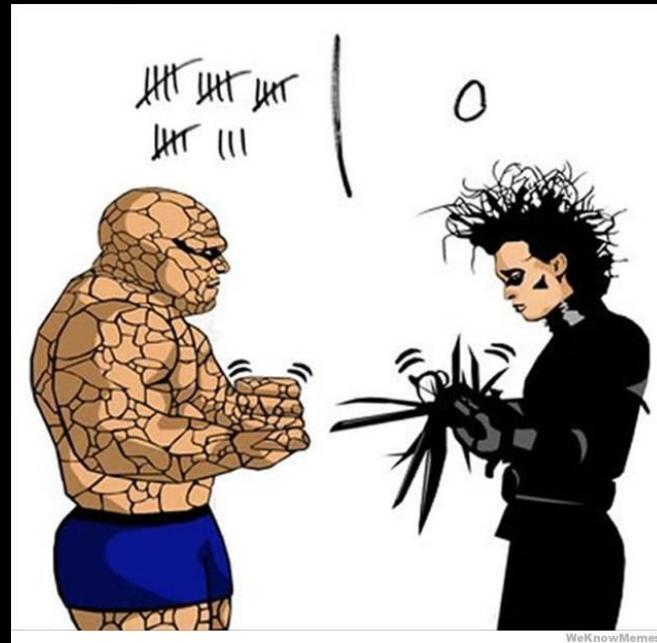
or
Visit our website at
galvanize.com



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But first...



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EPIC ROCK PAPER SCISSORS

- Best 2 out of 3 contests to advance
- Players say “Rock, Paper, Scissors, SHOOT” simultaneously and present their choice on “SHOOT” - otherwise, re-do that round
- Winner advance and finds someone else to battle
- Non-winner becomes acolyte of the winner and provides moral support
- When we are down to the last 2 - FINAL SHOWDOWN



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Workshop Intro to JavaScript

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About this Workshop's Architect

Graham McBain

@grahammcbain

Graduate of the Web

Dev Immersive

Program (g3)

CEO of Soapbox

Developer Evangelism



About this Workshop's Architects



Lee Ngo

github.com/lee-ngo

Galvanize Evangelist
based in Seattle

Made a Game of
Thrones text
adventure game

Source Code for this Workshop

The screenshot shows a GitHub repository page for 'GalvanizeOpenSource / Learn-to-code-week-2'. The repository has 24 commits, 1 branch, 0 releases, and 5 contributors. The latest commit was made 6 days ago by 'GalvanizeEvangelists'. The repository contains files like 'css', 'README.md', and 'index.html'. A section titled 'Learn-to-code-week-2' provides basic instructions for learning JavaScript and jQuery. It states: 'In order to go over some basic JavaScript concepts lets follow the getting started tutorial provided by the JavaScript team. It's only 8 lessons and takes less than 5 minutes.' and 'Please email if you are doing this at home and have any questions!'

[github.com/
GalvanizeOpenSource/
Learn-To-Code-JavaScript
bit.ly/ltc-js-1](https://github.com/GalvanizeOpenSource/Learn-To-Code-JavaScript)

We'll explain how you
will use this link

Do you have a **text editor**?



We recommend that you use Atom, which is build and maintained by GitHub at: atom.io

Otherwise,
use **CodePen**



You can do this entire lesson within your
web browser:

<http://codepen.io/hienpd/pen/GqZNxj>

Download the code!

1. Go to: [github.com/GalvanizeOpenSource/
Learn-To-Code-JavaScript](https://github.com/GalvanizeOpenSource/Learn-To-Code-JavaScript)
Or try: <http://bit.ly/ltc-js-1>
2. Download the zip file of our code and unzip the folder
3. Open the files in your text editor
 - a. index.html
 - b. CSS/style.css
4. Open the index.html file in your browser

The Download ZIP is right there...

A screenshot of a GitHub repository page for 'GalvanizeOpenSource / Learn-To-Code-JavaScript'. The page shows basic repository statistics: 32 commits, 1 branch, 0 releases, and 6 contributors. A large green arrow points from the top left towards the bottom right, specifically highlighting the 'Clone or download' button. The repository description reads: 'Learn some basic JavaScript by building a "Rock, Paper, Scissors" application! — Ed.' Below the stats, there are buttons for 'Create new file', 'Upload files', 'Find file', and the highlighted 'Clone or download' button. The commit history lists several changes:

- lee-ngo committed on GitHub JavaScript is NOT Java
- css changes to CSS 8 months ago
- README.md JavaScript is NOT Java 5 minutes ago
- index.html removing the JS code so that people must type it 6 months ago

At the bottom, there is a partial view of another README.md file.

Pictures of Kittens

Setting up everything can be stressful!



Recap from Workshop 1

- Set up your computer for web development
- Overview of basic **HTML** concepts
- Overview of **CSS** concepts
- Working in the **sandbox**

In this course you will learn

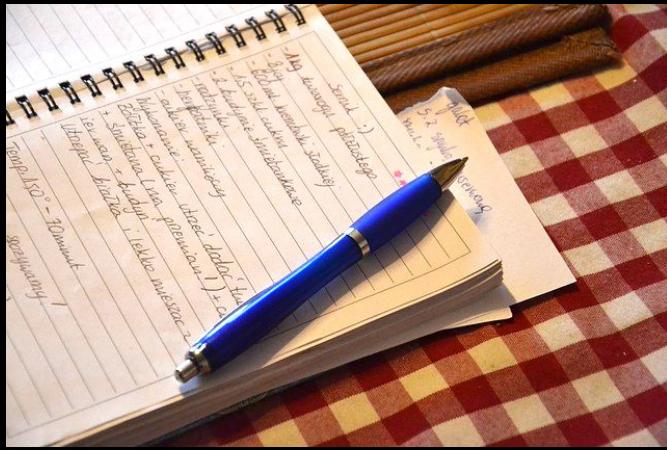
- **Basic syntax** of JavaScript
- **Variables and Functions**
- **Conditional statements** (if, else if, else)
- Build a “**Rock, Paper, Scissors**” application

Gut check, Galvanize style!



- This course is for beginners
- Feel free to move ahead
- Help others when you can
- Be patient and nice
- We'll all get through it!

What web coding is (really!)



&t



Recipes to give to your computer to “cook” up some awesome things for you online

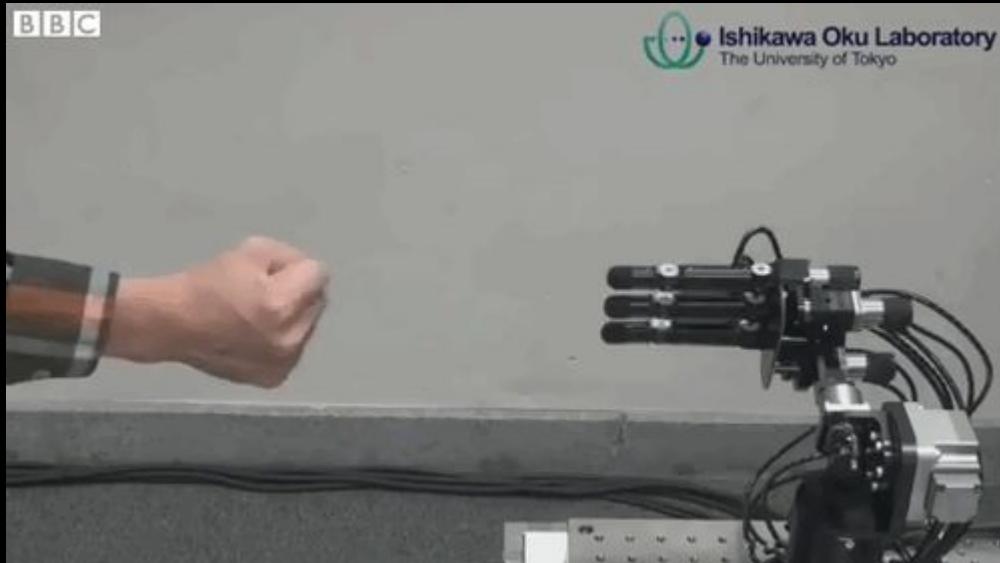
Remember this?



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We're going to make our own app!



You are going to
play with (against)
the computer!

4 Steps to Building This App

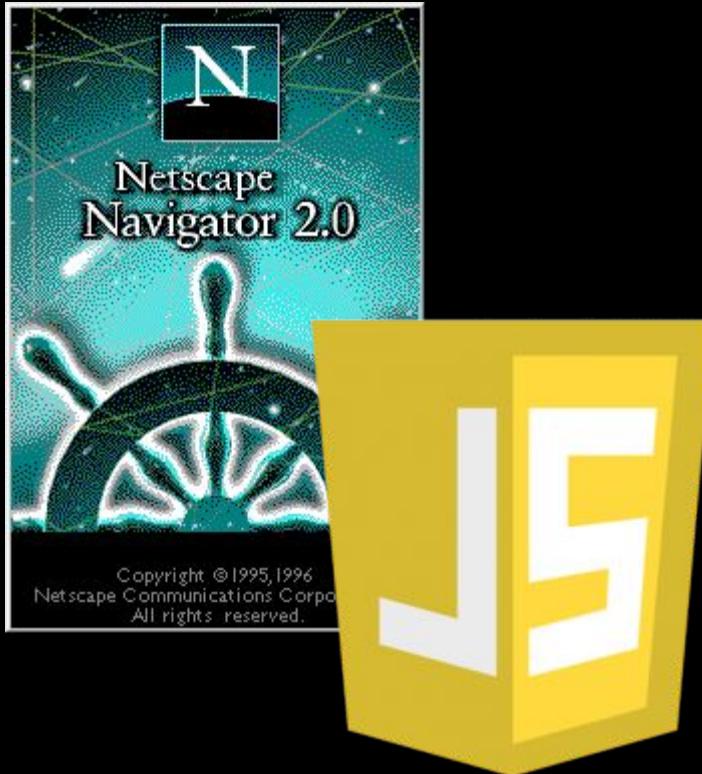
1. Get the user's choice
2. Get the computer's choice
3. Teach the computer how to guess rock, paper, or scissors
4. Compare their choices and tell the user the result

But first...

What IS JavaScript?

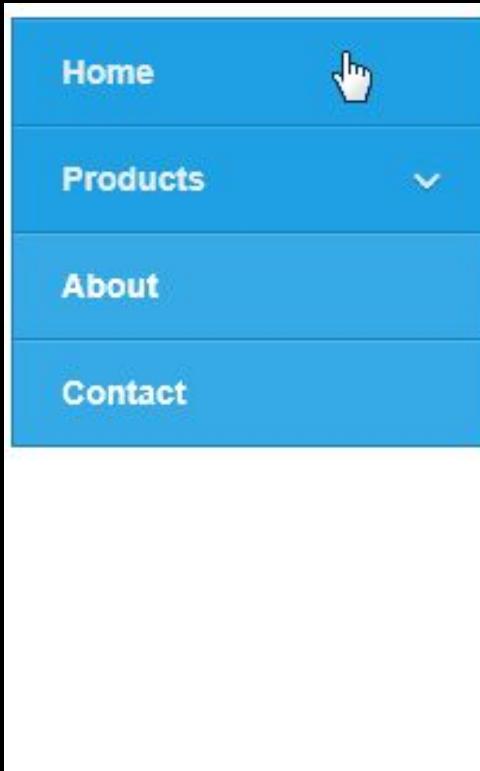
(and why is it called that?)

Remember Netscape?



- First appeared in 1995
- Originally called “Mocha”, then “LiveScript”, then “JavaScript”
- With HTML + CSS, JS is essential in all web development

From Static to Dynamic



- JS allows web pages to do more than just “sit there”
- You can animate, calculate, etc. - you can do it all!
- It is a bridge between “design” and “development”

Java is NOT JavaScript!

Java

```
class HelloWorldApp {  
    public static void main(String [] args) {  
        System.out.println("Hello World!");  
    }  
}
```

JavaScript

```
var HelloWorldApp =  
function() {  
    console.log(  
        "Hello World!");  
}
```

JavaScript's Basic Syntax

var - defines a variable

; - terminator

“word” - string creator

function() - does something

{ } - block notation

. - dot notation



LET'S CODE!

(First exercise....)

Let's run through a simple tutorial!

Go to www.javascript.com/try and do the quick 10-minute tutorial!

- Finished with the tutorial?

You're ready to move on to the next step!

In this course you will learn

- ~~Basic syntax of JavaScript~~
- Variables and Functions
- Conditional statements (if, else, else if)
- Build a “Rock, Paper, Scissors” application

Variables!

(A little bit of old-school algebra)

What are variables?

Syntax:

```
var price1 = 5;
```

```
var price2 = 6;
```

```
var total = price1 + price2;
```

What is the value of total?

Variables are containers for storing data.
In JS, you must declare them, then define.

Variables can store...

Strings - “Hello, my name is Lee.”

Numbers - 40, 0.15

Boolean - true or false

Null - literally nothing

“Nothing” - undefined values

Functions - here we go...!

What's the difference between...?

= - assignment operator

```
var foo = 1
```

== - abstract equality comparison (value)

```
“1” == 1 => true
```

=== - strict equality comparison (value & type)

```
“1” === 1 => false
```

LET'S CODE!

(Make your first variable)

Get the user's choice!

Assign a prompt method to the variable
`userChoice`:

```
>> var userChoice = prompt("Do you  
choose rock, paper or scissors?");
```

Why is this a terrible way to get user input?

Functions

(Make it do something...anything!)

What are functions?

Syntax:

```
var multiply = function(a,b){  
    return a * b  
};  
multiply(2,4); ← What is the value?
```

Block of code that performs a task
In JS, you declare, define, CALL (invoke)

Syntax of a Function

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

LET'S CODE!

(Make your first function)

Get the computer's choice!

Assign a Math random method to the variable
computerChoice:

```
>> var computerChoice = Math.random();
```

What is Math in JavaScript?

How else can we get a random choice?

Recap of Variables and Functions

- ❑ Variables are JS containers for data
- ❑ Functions perform tasks in JS

You're ready to move on to the next step!

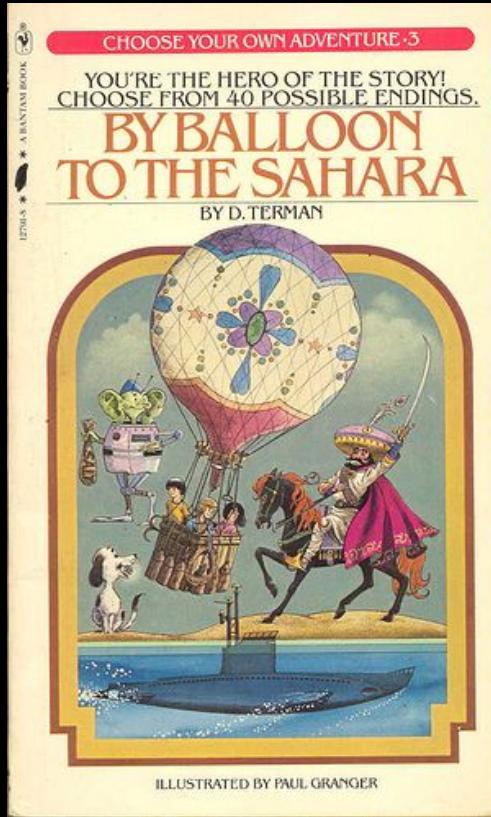
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Conditional Statements

(If you want to move on, great! Or else...)

If, else, else if - conditionals!



Coding is all about logic!
You have to clearly define the
rules of engagement.
Think of creating conditionals
as building your own “Choose
Your Own Adventure”
*This is a book

Conditional Syntax - if

if - if what's in the parameters is **true**, then a block of code will run.

If it's **false**, the code will not run.

```
if (hour < 18) {  
    greeting = "Good day";  
}
```

Conditional Syntax - else

else - what if you wanted the code to do something else if it's **false**?

```
if (hour < 18) {  
    greeting = "Good day";  
} else  
{ greeting = "Go away.";  
}
```

Conditional Syntax - else if

What if another scenario comes up?

```
if (hour < 18)
    {greeting = "Good day";}
else if (hour < 9)
    {greeting = "OK day";}
else {greeting = "Go away.";}
# THIS CODE IS NOT WELL WRITTEN - WHY? #
```

LET'S CODE!

(Build a conditional for your app)

Back to if, else, else if

```
if (computerChoice <= 0.33) {  
    computerChoice = "rock";  
} else if (computerChoice <= 0.66) {  
    computerChoice = "paper";  
} else {  
    computerChoice = "scissors";  
}
```

Recap of Conditionals

- ❑ **if** statements perform an action if the statement is **true**
- ❑ **else** statements perform an action if the statement is **false**
- ❑ **else if** statements perform an action if the first is **false** but the second is **true**

You're ready to move on to the next step!

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- ~~Basic syntax of JavaScript~~
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- ~~Conditional statements (if, elseif, else)~~
- Build a “Rock, Paper, Scissors” application

LET'S CODE!

(Now, the final “bit” of code...)

But...who won the game?

Let's create a function called **compare**

(okay if you need to use your GitHub here... this code is a bit of a nightmare)

```
var compare = function(userChoice, computerChoice) {  
    if (userChoice === computerChoice) {  
        window.alert("The result is a tie!");  
    } else if(userChoice === "rock") {  
        if (computerChoice === "scissors") {  
            window.alert("Rock wins!");  
        } else {  
            window.alert("Paper wins");  
        }  
    } else if(userChoice === "paper") {  
        if(computerChoice === "rock") {  
            window.alert("paper wins!");  
        } else {  
            window.alert("scissors wins!");  
        }  
    } else if(userChoice === "scissors") {  
        if (computerChoice === "paper") {  
            window.alert("scissors wins!");  
        } else {  
            window.alert("Rock wins");  
        }  
    }  
};
```

Some new functionality here

`====` - “is exactly equal to”

Not to be confused with `=` (the assignment operator) or `==` (abstract equality comparison)

`window.alert()` - pop-up notification (enable them for now)

Now let's call it in our app in HTML!

Add this into your HTML file:

```
<button class="button"  
onclick="compare(userChoice,  
computerChoice);">LET'S PLAY!</button>
```

Pictures of Kittens

Did it work? Great! No? Let's figure it out!



Play around in the sandbox!

- "I want to play again!"
- "I want the game to congratulate me by name!"
- "Make it so I always win."
- "I don't want to have to click a button to play."



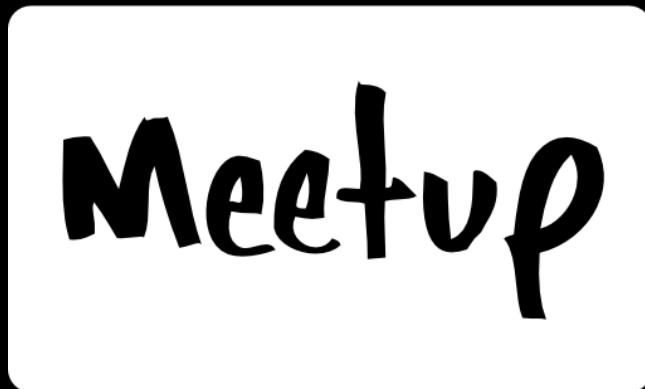
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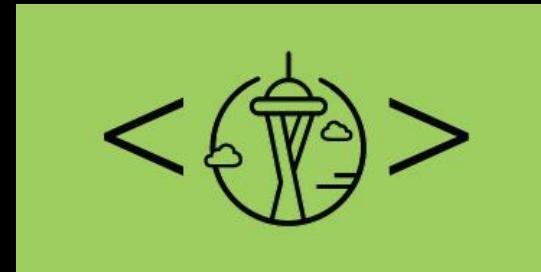
You did it!

You are now a JavaScript coder.
ACHIEVEMENT UNLOCKED!

Keep the party going!



Sign up via the
Learn to Code Seattle
Meetup Group



Workshops Available

Web Development

Foundations in JavaScript

Email enrollment@galvanize.com for more information.

Visit:
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This course has been brought to you by the evangelists of Galvanize.