

Welcome to Learn to Code

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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

8 week course to proficiency in
JavaScript-based coding! Email
enrollment@galvanize.com for more
information.



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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

Email enrollment@galvanize.com! Go to galvanize.com/courses/web-development to find the next cycle that works for you!

#SeaLTC

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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...



I'll leave you alone forever now.

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Let's get to know each other

Turn to the person next to you and ask:

- 1) What is your name?
- 2) Why did you come here?
- 3) If you could have a superpower, what would it be?

You have 2 minutes to complete this mission.

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Workshop

Intro to JavaScript II:

Choose Your Own Adventure

#SeaLTC

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About this Workshop's Architect



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 'README.md' file is present with the title 'Learn-to-code-week-2' and a note about basic JavaScript and jQuery. It also encourages users to email if they have questions.

Lets Build Rock Paper Scissors

24 commits 1 branch 0 releases 5 contributors

Branch: master Learn-to-code-week-2 / +

GalvanizeEvangelists added question outlines

Latest commit fb441ca 6 days ago

css cleanup before event tonight. 11 days ago

README.md added question outlines 6 days ago

index.html added instructor questions 10 days ago

README.md

Learn-to-code-week-2

Basic JavaScript and jQuery

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.

Please email if you are doing this at home and have any questions!

[github.com/
GalvanizeOpenSource/
Learn-To-Code-JavaScript-2](https://github.com/GalvanizeOpenSource/Learn-To-Code-JavaScript-2)

We'll explain how you
will use this link

Do you have a **text editor**?



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

Download the code!

1. Go to: [github.com/GalvanizeOpenSource/
Learn-To-Code-JavaScript-2/](https://github.com/GalvanizeOpenSource/Learn-To-Code-JavaScript-2/)
2. Download the zip file of our code AND unzip the file
3. Open the files in your text editor
 - a. index.html
 - b. styles.css
 - c. custom.js
4. Open the index.html file in your web 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.

Otherwise,
use **CodePen**



You can do this entire lesson within your web browser:

<http://codepen.io/leepngo/pen/jBBPbQ>

Pictures of Kittens

Setting up everything can be stressful!



Recap from HTML / CSS class

- 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

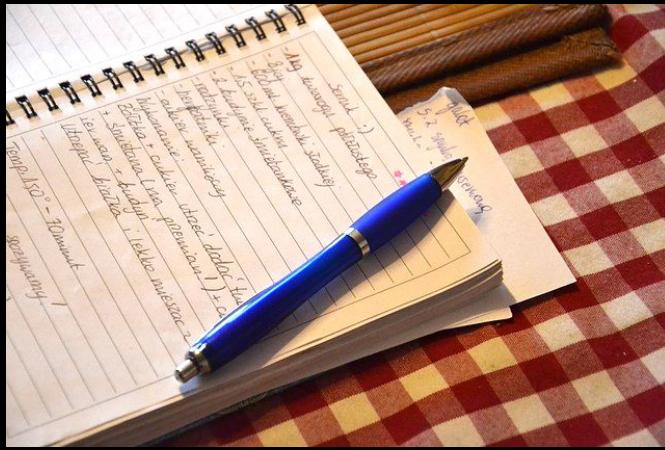
- **Basic syntax** of JavaScript
- **Variables and Functions**
- **Conditional statements** (if, else if, else)
- Build a “**Choose Your Own Adventure**” app

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!

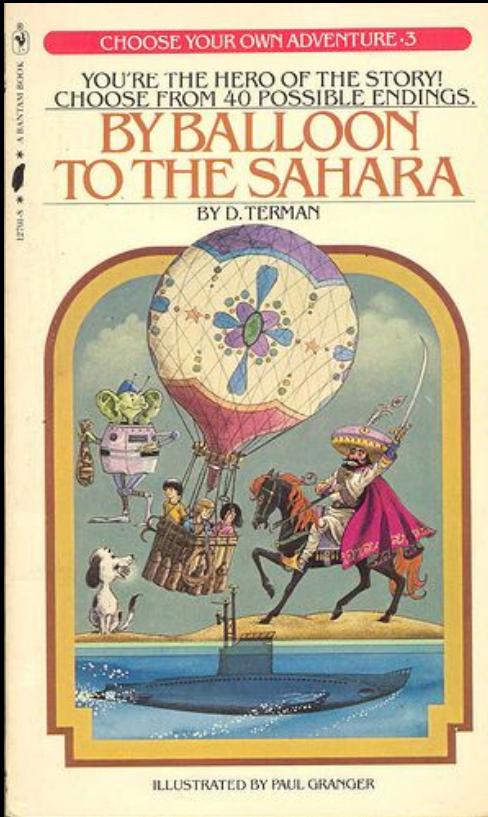
What web coding is (really!)



&t



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

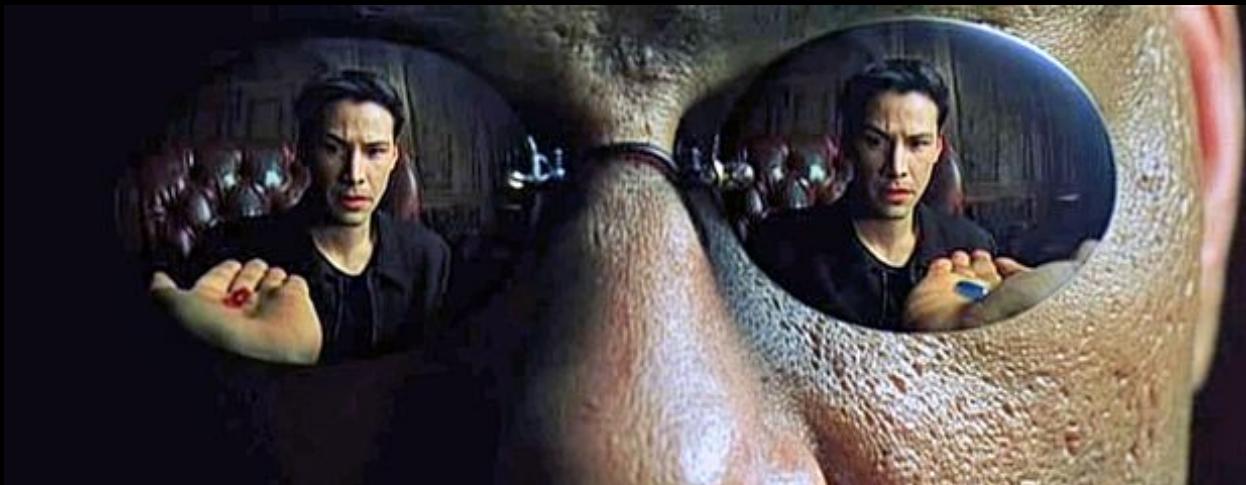


Hey, ‘member this?

#SeaLTC

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We're going to make our own app!



One scenario,
two outcomes
(to start)

4 Steps to Building This App

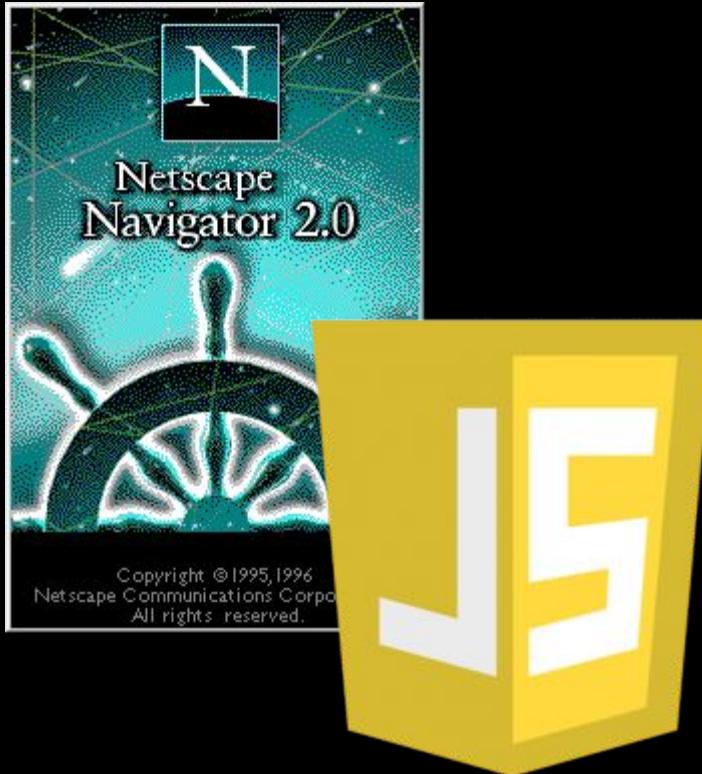
1. Start with an initial prompt
2. Create two possibilities for responding to that prompt
3. Connect everything to your HTML & CSS!
4. Test it out and see if it works

But first...

What IS JavaScript?

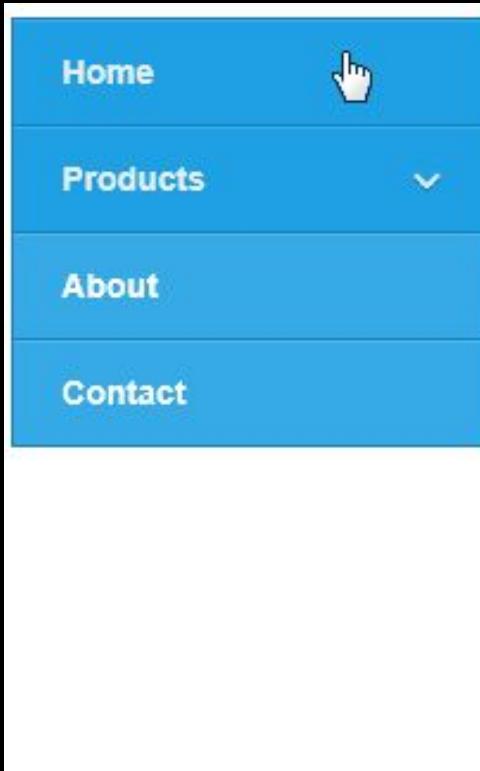
(and why is it called that?)

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 15-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~~
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Functions

(Make it do something...anything!)

Your app does nothing right now.

THE GREATEST STORY EVER TOLD!
A QUICK LESSON IN JAVASCRIPT



YOU BEGIN YOUR QUEST A NEW ARRIVAL IN THE VILLAGE OF BLACKSTONE. A YOUNG LAD WITH A LARGE SATCHEL OF GOLD AND FLASK OF SOME UNKNOWN POTION LOOKS UP TO YOU AND ASKS:

"HELLO, THERE! WOULD YOU LIKE TO TRY MY POTION? YOU WON'T REGRET IT!"

Do you TAKE GOLD or DRINK POTION?

Type 'TAKE GOLD' or 'DRINK POTION'. Case sensitive!

SUBMIT

BROUGHT TO BY [GALVANIZE](#), ORIGINALLY WRITTEN BY [Lee Ngo](#).

FEEL FREE TO SHARE AND ENJOY AS YOU PLEASE!
FIND MORE LESSONS AT THE [GALVANIZE OPEN SOURCE](#) PROJECT.

Let's add some functionality!

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)

Create the function goldOrPotion()!

We need to run a function once a button is clicked, it will run a thing. Type this below:

```
>> function goldOrPotion() {  
    // code of the function goes in  
here  
}
```

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!

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!)

Capture the player's input

We need to create a way to capture the player's entry and evaluate it later on. Here's the code to do that:

```
function goldOrPotion() {  
  var response = document.getElementById("response").value;  
}
```

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- Conditional statements (if, else if, else)
- Build a “Choose Your Own Adventure” app

Conditional Statements

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

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 WRONG - WHY? #
```

LET'S CODE!

(Build a conditional for your app)

Here's the remainder of the code...

```
if (response === 'TAKE GOLD') {  
  document.getElementById("gold").classList.toggle('hidden');  
  document.getElementById("intro").classList.toggle('hidden');  
} else if (response === 'DRINK POTION') {  
  document.getElementById("potion").classList.toggle('hidden');  
  document.getElementById("intro").classList.toggle('hidden');  
} else { document.getElementById("error").innerHTML = "Sorry, I do not  
understand." }
```

Don't panic! We'll get through all of it.

If (the player says ‘TAKE GOLD’)

Two things should happen. A block of HTML code should go away, and another block should appear. Why?

```
if (response === 'TAKE GOLD') {  
    document.getElementById("gold").classList.toggle('hidden');  
    document.getElementById("intro").classList.toggle('hidden');  
}
```

Else if (the player says ‘DRINK POTION’)

Like the if scenario, we want a different block of HTML code to appear, yet the same intro code to disappear

```
else if (response === 'DRINK POTION') {  
  document.getElementById("potion").classList.toggle('hidden');  
  document.getElementById("intro").classList.toggle('hidden');  
}
```

Is there a way for us to not have to repeat code?

Else (the player types anything else)

What if you typed something else? How would we know if it was right or wrong? Use this code!

```
else { document.getElementById("error").innerHTML =  
    "Sorry, I do not understand." }
```

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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- Build a “Choose Your Own Adventure” app

LET'S CODE!

(... Wait a minute...)

Your app should be ready!

Test it out! Do you see one of these pictures?

If not, inspect your element and let's explore!



Pictures of Kittens

Coding can be stressful. We can help.



Play around in the sandbox!

- "I want to create different choices instead!"
- "I want to make it so that it's not case sensitive!"
- "What if I used buttons instead of a input prompt?"
- "I want the story to continue. How do I do that?"



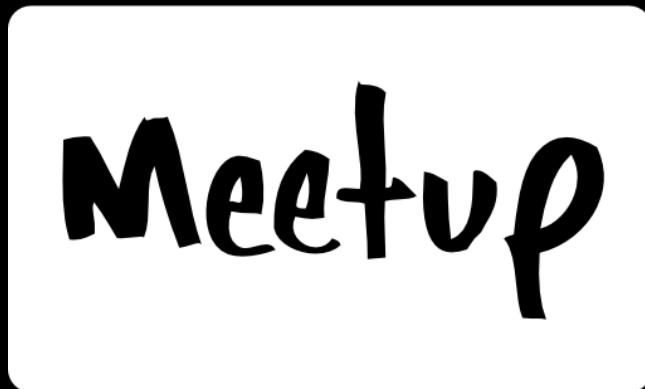
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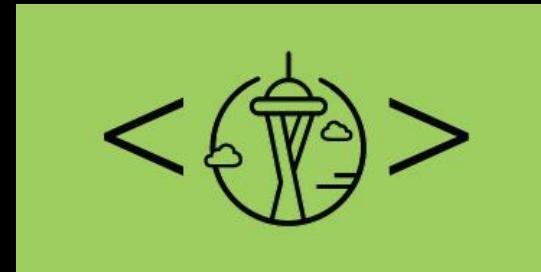
You did it!

You are now a JavaScript coder.
ACHIEVEMENT UNLOCKED!

Keep the party going!



Sign up via the
Learn to Code Seattle
Meetup Group



Workshops Available

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About Web Development Immersive

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