

Move the screen with Javascript(just touch)

What is Javascript?

A programming language that runs on a web browser.

Currently, it is used not only on Web browsers but also for various purposes.

It has nothing to do with Java.

How do you write it?

Declare reading from an external file or

```
<script type="text/javascript" src = "techAcademy.js"> </script>
```

Can write directly

```
<script type="text/javascript">  
~ Processing ~  
</script>
```

Often written in the head tag.

Let's write it now

```
<script type="text/javascript">  
Alert("Taihenda");  
</script>
```

Execution order

Run from above

```
<script type="text/javascript">  
Alert("Taihenda");  
Alert("Taihenda 2");  
</script>
```

Variable

You can hold the value using a container called a variable.

```
<script type="text/javascript">  
  let alertMessage = "Variables have been used !!"  
  alert("alertMessage");  
</script>
```

Reassign to variable

The contents of the variable can be overwritten

```
<script type="text/javascript">  
  let alertMessage = "Variables have been used !!"  
  alert(alertMessage);  
  
  alertMessage = "You can change the inside of the variable !!"  
  alert(alertMessage);  
</script>
```

type

Variables can contain various types of data

```
<script type="text/javascript">  
  let number = 1;  
  alert(number);  
  
  let string = "character";  
  alert(string);  
  
  let boolean = true;  
  alert(boolean);  
  
  let array = [1, 2, 3, 4, 5];  
  alert(array[4]);  
</script>
```


Calculation

Multiply the formula

```
<script type="text/javascript">  
  alert(1+2);  
  alert(1-2);  
  alert(1*2);  
  alert(1/2);  
  
  let num1 = 100;  
  let num2 = 200;  
  alert(num1 + num2);  
</script>
```

Conditional branching is possible

```
<script type="text/javascript">
  let temperature = 20;
  if(temperature < 15) {
    alert("cold");
  } else if(temperature < 25) {
    alert("happy!");
  } else {
    alert("hot!!");
  }
</script>
```

loop

Can be iterative

```
<script type="text/javascript">  
  for(let i = 0; i <= 4; i ++) {  
    alert(i);  
  }  
</script>
```

Loop 2

How to use iterative processing

```
<script type="text/javascript">
  let temperatures = [10, 20, 30, 40, 50];
  for(let i = 0; i <= 4; i++) {
    alert(temperatures [i]);
  }
</script>
```

Function

Processing can be standardized.

```
<script type="text/javascript">  
  let current Feeling = feel(20);  
  alert(current Feeling);  
  
  function feel(temperature) {  
    if(temperature < 15) {  
      return "cold";  
    } else if(temperature < 25) {  
      return "happy!";  
    } else {  
      return "It's hot!!";  
    }  
  }  
</script>
```

Combine processing

```
<script type="text/javascript">
  let temperatures = [10, 20, 30, 40, 50];
  for(let i = 0; i <= 4; i++) {
    let current Feeling = feel(temperatures [i]);
    alert(current Feeling);
  }

  function feel(temperature) {
    if(temperature < 15) {
      return "cold";
    } else if(temperature < 25) {
      return "just right";
    } else {
      return "It's hot !!";
    }
  }
</script>
```

Library

A library is a set of Javascript functions.

Various Javascript libraries are open to the public,
Various useful functions are available.

Finally

What Javascript looks like today

I explained only the touch.

For the place to move the screen,

I will start in earnest from the next time.

By writing your own code while leveraging a powerful library

We will add various movements to the screen.

Please look forward to.