

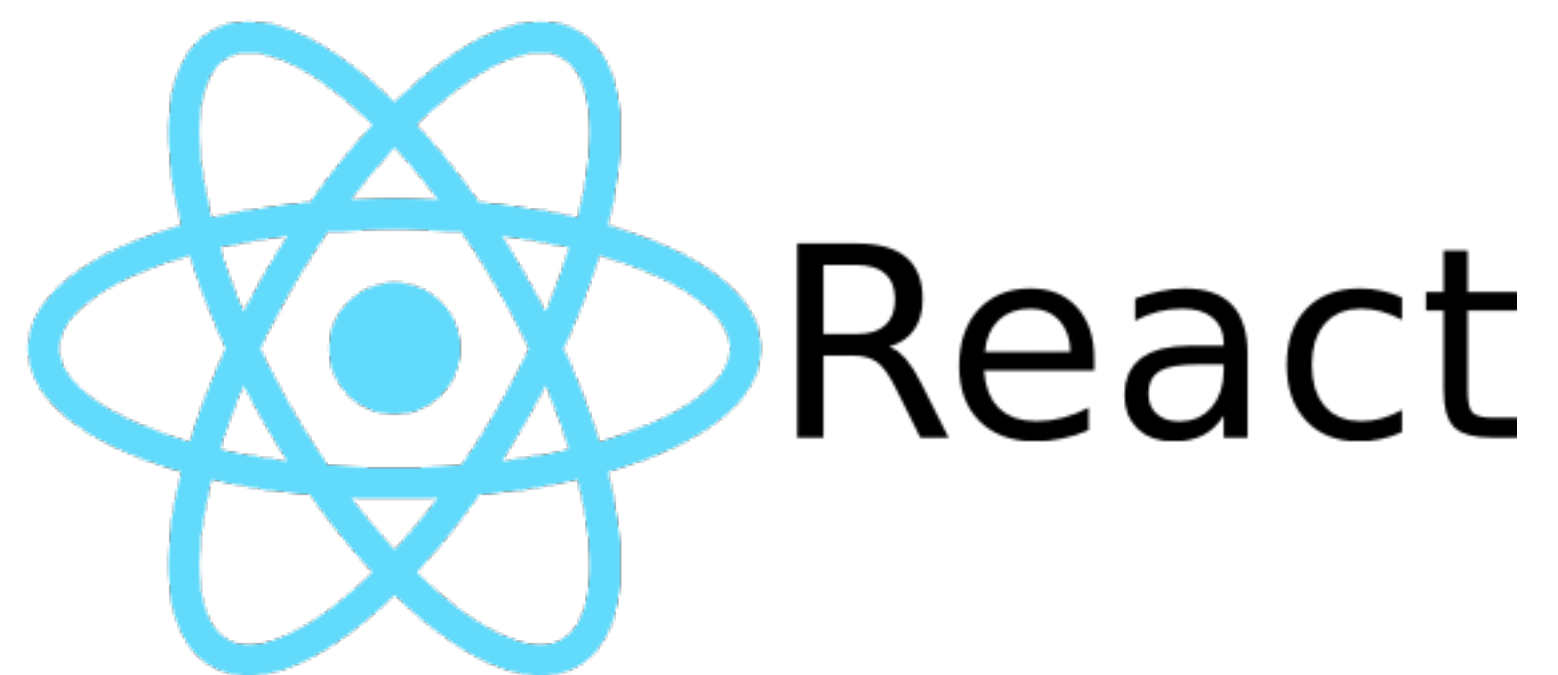


JS





ONE LANGUAGE TO RULE THEM ALL



Vue.js



ES6



JS



SYNCHRON / ASYNCHRON



```
<?php
    echo "Hello kitty cat 🐱";

    // I declare my function
    function kittyIsLeaving() {
        // Stop the execution for 2 seconds
        sleep(2);
        echo "Moh... Don't leave 😭";
    };

    // I call my function named kittyIsLeaving
    kittyIsLeaving();

    echo "Hey! Hello again 🐱 🐱";
?>
```



SYNCHRON / ASYNCHRON



```
<script>
  console.log('Hello kitty cat 🐱');

  setTimeout(function() {
    console.log('Moh... Don\'t leave 😭');
  }, 2000);

  console.log('Hey! Hello again 🐱 🤔');
</script>
```



LES VARIABLES



```
// Norme ES5 – 1 façon de déclarer les variables:  
var cougar = 'Too old for us 🧓';  
// Depuis ES6 – 3 façons:  
var cougar = '... Too old 🧓';  
let chirurgie = 'From 🧓 to 🧑🏻‍🔪';  
const pasTouche = 'It never change 🚔';
```


👉 TOUCHER AUX ELEMENTS 👉
🍑 DU DOM 🍑





Les events

