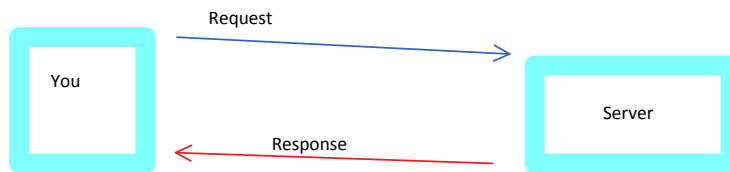


Objects!

Monday, November 17, 2014 10:58 AM

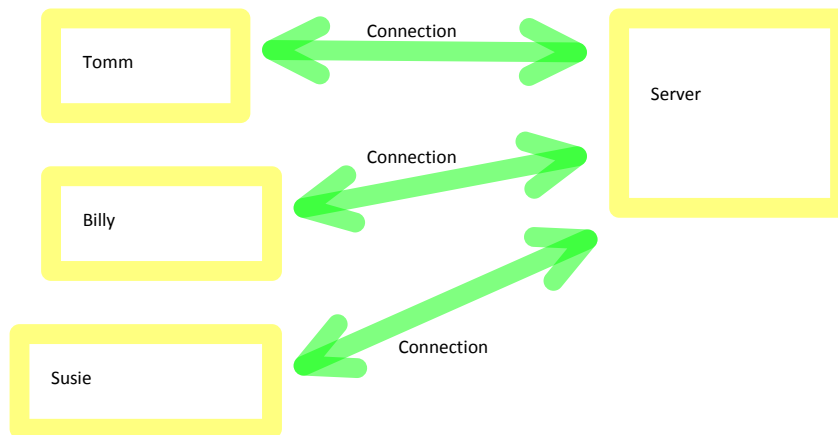
Normal model

To make things fast...use web sockets!

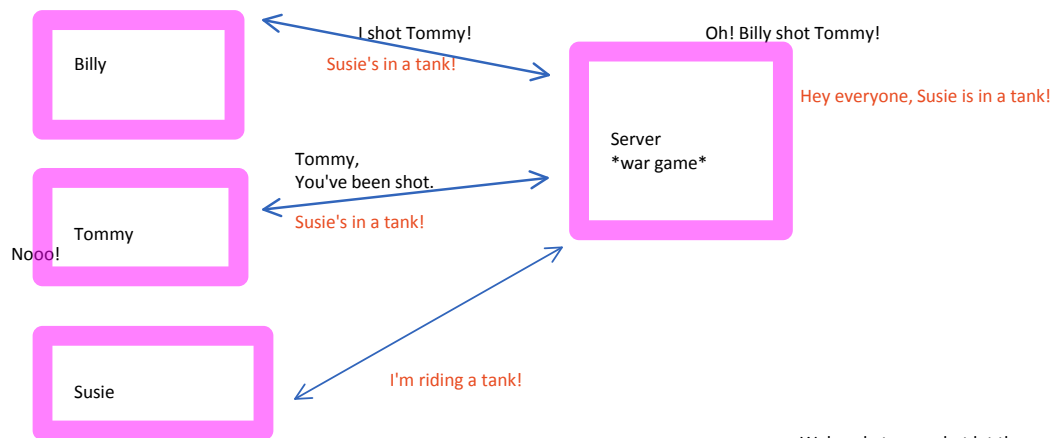


Problem: What if the server needs to tell you so mething?
Like in a game, if you've been shot....
Or with playprompter.

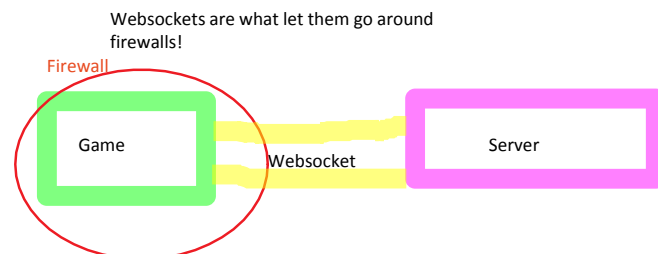
Web sockets model:



Example:



Billy Tommy and Susie are all **clients**. Clients initiate, dial, or request. **Servers** answer.
Firewalls block inbound server connections.



There are two ways to do the above type of connection. One is where every client is constantly asking the server "has anything changed?" "whats new?" "hey" "hey" "hey"....like that super annoying friend who never ever ever stops asking questions.

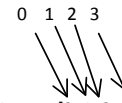
OR

You can treat the server like facebook...on an announcement-based process. The server announces to all the computers when something changes. "Hey, Billy's been shot!" All the clients, including those who are not Billy, are aware that Billy has been shot. This improves speed because the server isn't having to facilitate every single individual responses to every single client.

Objects

See codecademy...

```
1 var object1 = {name: "Dennis"};
2 var object2 = new object();
3 object2.name = "Gert";
4 var object3.name = 'Dog';
5
6 alter(object3.name);
7
8 var jagged = [[1, 1], [2, 2, 2], true];
9
10 var me = new Object();
11 me['name'] = "Dennis";
12 me['age'] = 50;
13
14 console.log(me.age);
15
16 var myObject = {
17   interests: [1, 1],
18   name: 'Eduardo'
19   dogtype: 'Most excellent',
20 };
21
22 alert( myObject.name);
23
24 var drawSomething = function(){
25   docutment.getElementById("myDiv").innerHTML = "<h1>hello world</h1>";
26 }
```



Var myArray = [2, 1, 2, 5]
myArray [0] = 2

Fun fact: JavaScript doesn't care about types! So, it could also look like this:

Var myArray = [dog, 1, puppy, 5]
myArray [0] = "dog";

→ The drawsomething function is how to change html inside of javascript. It's what we'll be doing for playprompter and verses in stuff like openLP.

How to plug js into html with a separate file:

```
<html>
<head>
  <script src="objects.js"></script>
  <!-- the objects.js thing is just the name of the file
```

Notice that the js is loaded before html. None of the html in the body tag will be rendered until JavaScript is completely finished rendering.