

Enough JavaScript to be a Menace to Yourself and Those Around You

Josh Laurito

To Do

- Meeting up
- Final project reminder
- Last module's homework
- Javascript
- This module's work

Meeting up

- Thanks to all who came out on Tuesday
- It was great to meet you!
- Appreciate the honest feedback about the class & program

Final project reminder

- I want a proposal from you in 1 week! I encourage you to send them earlier: we need to choose one in 2.
- Get ideas from existing projects: http://jlauroto.github.io/CUNY_IS608/
- Are there any questions?

Last module's homework

- To iPython Notebook

This week: Javascript

- I'm going to make you learn a little bit about ANOTHER programming language
- Sorry
- But this one is fun!
- NOTE: some usage will depend on HTML/CSS

Javascript: the good stuff

- Runs in browser: allows interactivity at a scale you cannot obtain with other languages
- Amazing ecosystem/libraries/tools/tutorials available
- Not too hard to pick up: generally looks like R

Javascript: the bad stuff

- Very difficult to keep data secure in web applications
- Global Object design can make it VERY hard to debug
- Not inherently very good with data (arrays, multiple falsy values, etc)
- Typing system gives terrible results if you aren't careful

```
'5' - 2 = 3  
'5' + 2 = '52'
```


Javascript: for this class

- Not looking to make you an expert
- Just want to give you the ability to work with existing libraries
- Use key resources
 - <http://javascript.crockford.com/survey.html>
 - <http://www.adobe.com/devnet/html5/articles/intro-to-javascript-for-the-total-beginner.html>
 - <http://www.jshint.com/> ('warning: will hurt your feelings')
 - <http://jsfiddle.net/>

This module's work

- Most important: ideas for final project
- NO EXTENSIONS WITHOUT DOCUMENTATION
- Basic javascript exercises
- Extra Credit- fun stuff: D3.js (will be coming back to this in future)

