

# Introcution to JavaScript

Nils Twelker

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# Overview

- 12 Sessions
- every Wednesday, 13:00 - 14:30
- Room: APB/00X

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# Questions after the lesson?

- Matrix: ...
- GitHub

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## Helpful Links

- [JavaScript.info](https://javascript.info)
- [MDN Web Docs](https://developer.mozilla.org/en-US/docs/Web)
- [W3Schools](https://www.w3schools.com)

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# Verbal Language?

Is there someone that only speaks English fluently?

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# Goals

- Learn the basics of JavaScript
- Learn to manipulate the Browser
- Complete a small project of your choice

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# Who am I?

- Nils Twelker
- mail@nitwel.de
- Hobbys: Cycling, Programming, Gaming
- Favorite Game: Minecraft
- I also contribute a lot to Open Source Software

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# Who are you?

- Name?
- Hobbys?
- Favorite Game?
- Do you know JavaScript?
- Prior experience with programming?



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# What is JavaScript?

- A programming language
- Created by Brendan Eich in 1995
- Used in web browsers
- Used in Node.js

**Tipp:** JavaScript is not related to Java

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# What can you build with JavaScript?

- An interactive website
- A game
- An app of mobile devices
- A desktop app

And much more!

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# Getting started

You need the following

- VS Code for writing code
- Node.js for running JavaScript outside a browser
- Git for Version Control
- GitHub Account (next lesson) for sharing your code

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# Running your first JavaScript code

- Open VS Code
- Create a new file
- Write `console.log("Hello World")`
- Save the file as `index.js`
- Open a terminal
- Run `node index.js`

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# Variables

```
let myAge = 16  
const myName = "Ben"
```

- Store Data
- `let` can be changed
- `const` can not be changed

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# Data Types

```
let myAge = 16  
let myName = "Ben"  
let isAdult = true
```

- `number` for numbers
- `string` for text
- `boolean` for true or false

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# Special Data Types

```
let yourAge = null  
let yourName
```

- `null` for empty values
- `undefined` for variables that are not yet defined

## Basic Operators

```
let a = 9
let b = 4

let sum = a + b           // 13
let difference = a - b    // 5
let product = a * b       // 36
let quotient = a / b      // 2.25
let remainder = a % b     // 1
```

## Modify in place

```
let a = 9
let b = 4

a += b // a = 13
a -= b // a = 5
a *= b // a = 36
a /= b // a = 2.25
a %= b // a = 1
```

**Tipp:** Remainder is the rest of a division



# Increment and Decrement

```
let a = 9
let b = 4
let c

a++
console.log(a) // 10
c = b--
console.log(b) // 3
console.log(c) // 4
```

**Tipp:** `++` and `--` can be written before or after the variable.

The difference is that the variable is changed before or after the value is used.

`c = --b` would have set c to 3 aswell.

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# Comments

```
// This is a single line  
comment
```

```
/*  
This is a  
multi line  
comment  
*/
```

**Tipp:** Comments can help explain the code and ignored by the computer

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# Git

- Version Control
- Share your code
- Collaborate with others

Use the Source Control section in VS Code to commit and push your changes.

**Tipp:** `Commit` is a bundle of changes like “added a new button to the page”

**Tipp:** `Push` is the process of sending your commits to a remote repository like GitHub

Platforms: `GitHub` or `GitLab` to share your code with others.