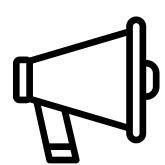
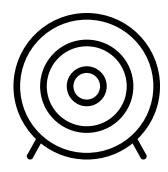
## JAVASCRIPT WORKSHOP APRIL 09042018

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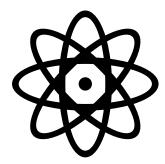
WELCOME

Introductions and setup confirmation



HISTORY

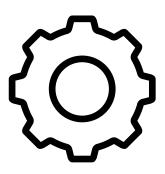
A little history lesson on how thins came to be



LEARNING

Get stuck in to some real

JS along with scenarios



ACTION

Review and look ahead for future learning

## INTRODUCTIONS



ADAM JARVIS
SOFTWARE ENGINEER

E - adam.d.jarvis@ibm.com # - @jarvis

## SETUP CONFIRMATION

#### OPEN YOUR TERMINAL

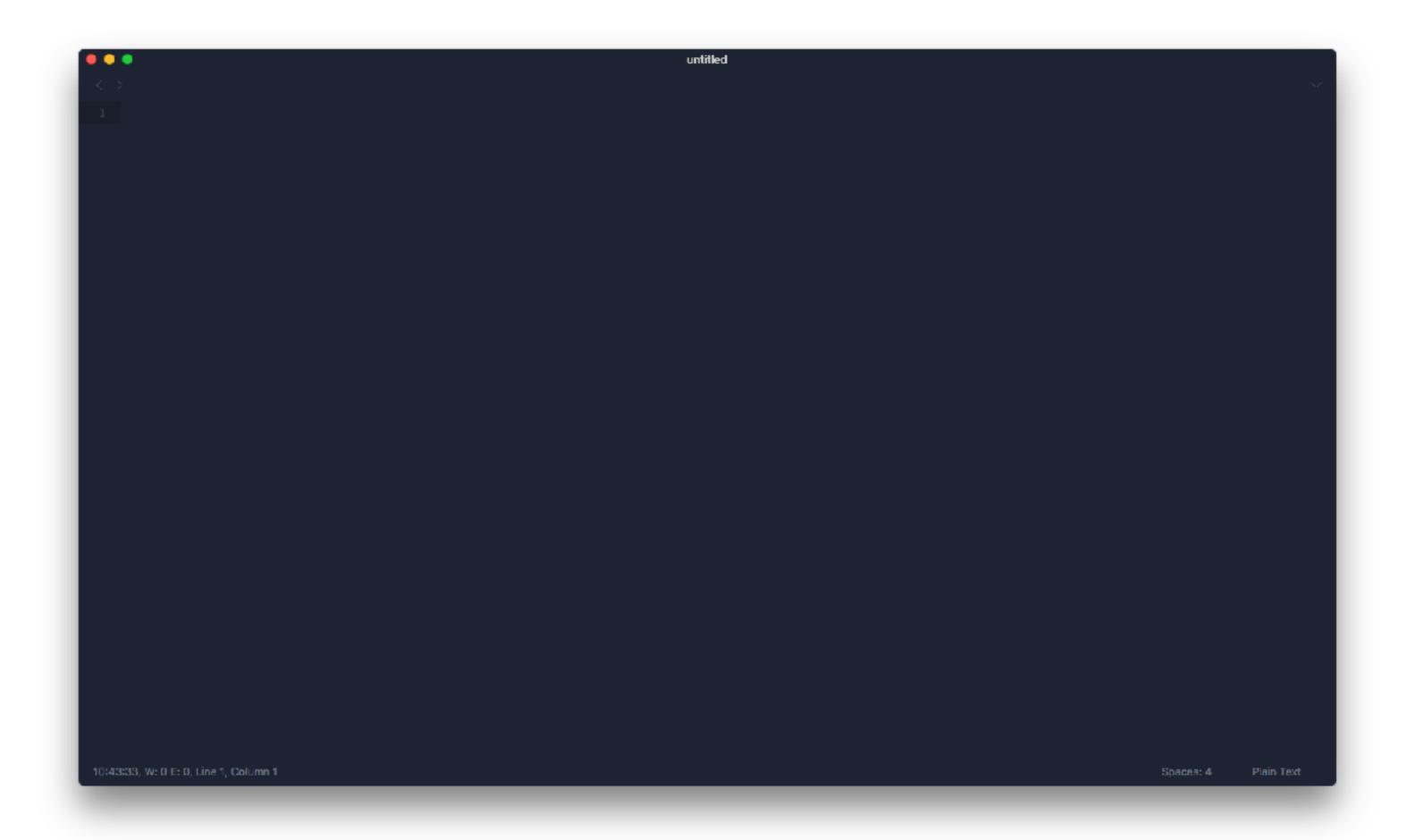
- Mac: spotlight->terminal
- -Windows: search->command prompt (cmd)

## SETUP CONFIRMATION

\$ node -v v9.10.1

Windows users may have an issue, just let me know

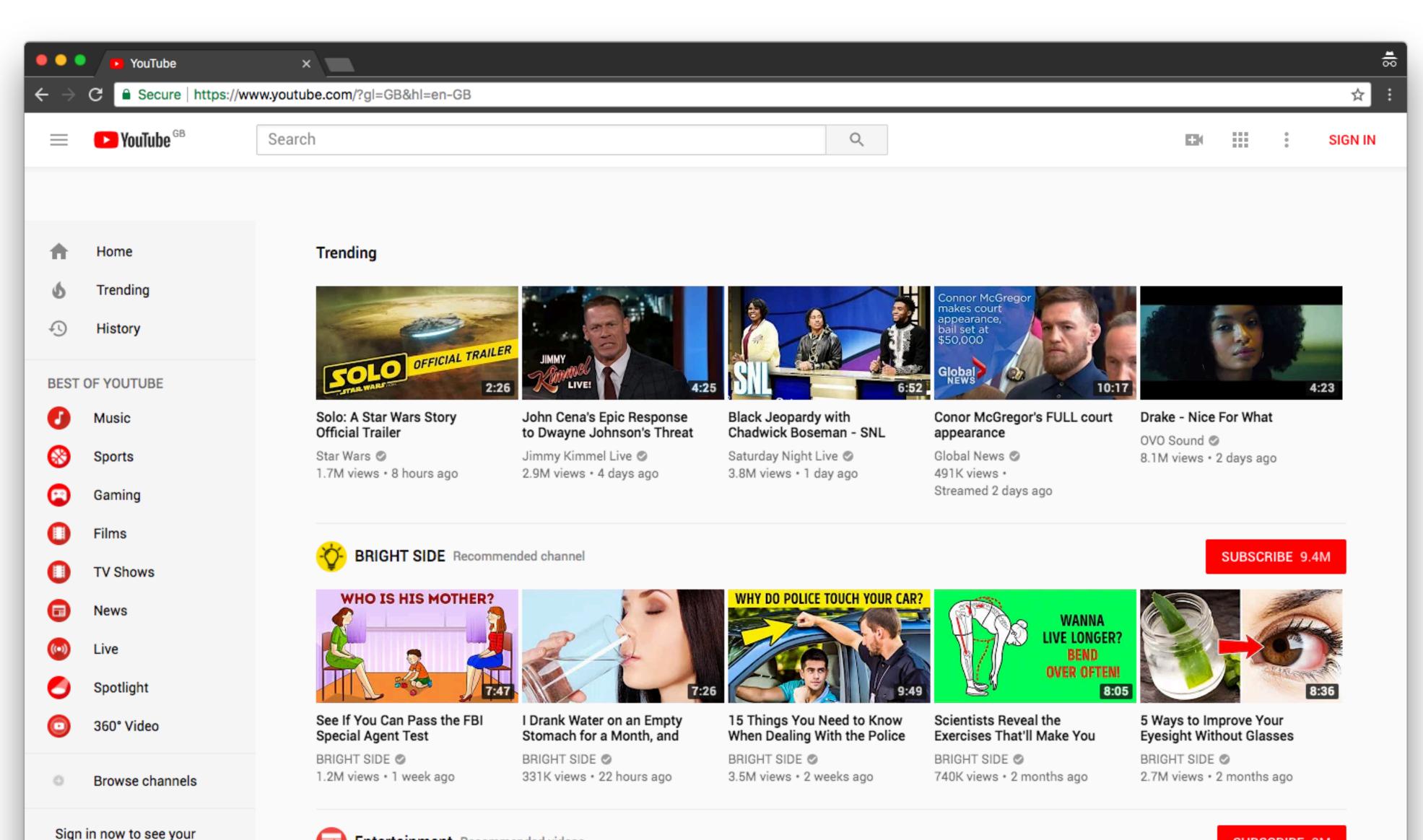
## SETUP CONFIRMATION





## WHAT EVEN IS JS?







Entertainment Recommended videos







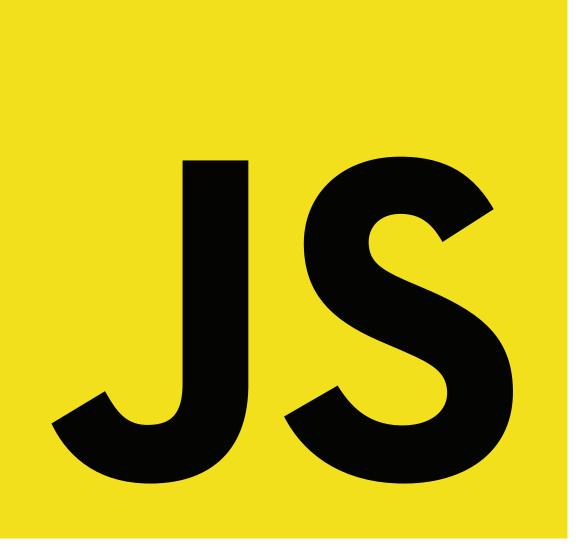


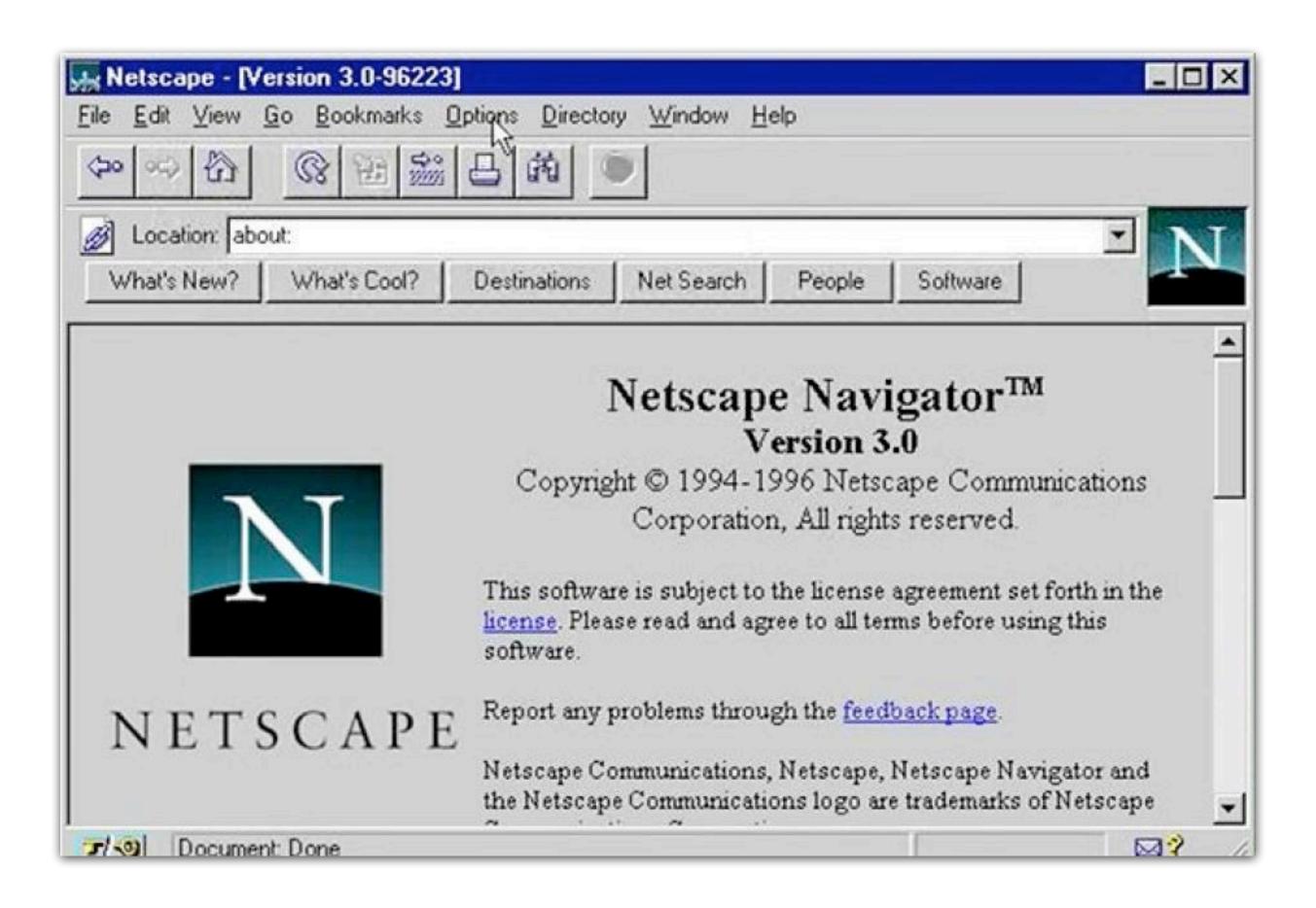


SIGN IN

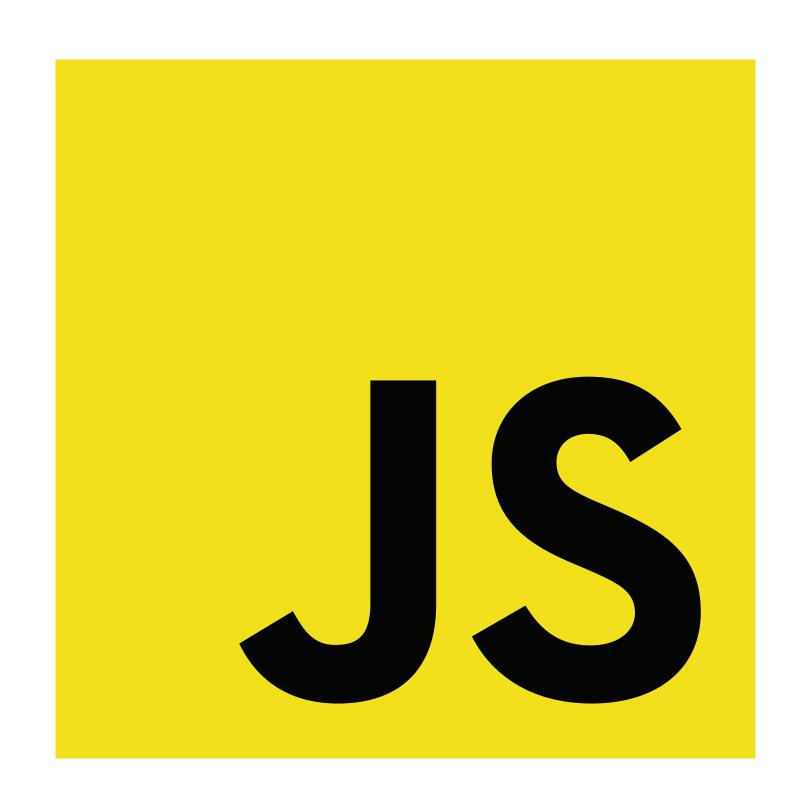
channels and

recommendations!









## QUICK POINTS

\$ https://goo.gl/zysx8v

\$ node file.js

## 0 - HOME

```
// printing
console.log("Hey there everyone!");
// comments aren't run as `code`
```

## 0 - HOME

```
// printing
console.log("My name is Adam");
```

## 1 - VARIABLES

```
// text
var name = "Adam";
console.log(name);

// numbers
var number = 2;

// printing and combining
console.log("my number is: " +
number);
```

## 2 - BOOLEANS

```
// a boolean
var isAlive = true;

console.log(isAlive);

// inverse of boolean
console.log(!isAlive);
```

## 3 - CONDITIONALS

```
var isAlive = true;
// if isAlive = true
if (isAlive) {
    console.log('im alive!');
   reverse isAlive
if (!isAlive) {
    console.log('im dead!');
```

## 3 - CONDITIONALS

```
// else if example
var number = 6;

if (number > 10) {
    console.log('its greater than 10');
}
else {
    console.log('its not greater than 1, and not smaller than 5');
}
```

## 4 - MATHS

```
// division
console.log(5 / 2);
// addition
console.log(5 + 5);
// multiplication
console.log(5 * 2);
// subtraction
console.log(5 - 3);
// modulus
console.log(5 % 3); // remainder 2
console.log(5 % 5); // remainder 0;
console.log(5 % 1); // remainder 0;
```

# SCENARIO 1 STUDENT RESULT CALCULATOR

#### RESULTS

- Coursework mark = 75
- -Exam mark = 80

#### WEIGHTS

- -Coursework = 30
- -Exam = 70

## SCENARIO 1 STUDENT RESULT CALCULATOR

#### TWO MARKS

- Coursework mark:

75

-Exam Result mark:

80

#### TWO WEIGHTS

- -Coursework 30%
- -Exam Result 70%

#### ONE FINAL MARK

-Student overall Mark in %

## 5 - LOOPS

```
// for loop
for (var counter = 0; counter < 10;</pre>
counter++) {
    console.log(counter);
console.log("----");
// while loop
var counter = 0;
while(counter < 10) {</pre>
    console.log(counter++);
```

## 5 - LOOPS

```
// Dangerous!
while(true) {
   console.log("Hey");
}
```

### 6 - ARRAYS

```
// set it to a variable
var fruits = ['apple', 'pear', 'orange'];
// 0 = apple
// 1 = pear
// 2 = orange
// checking the first item
console.log(fruits[0]);
// looping through the array
for (var item of fruits) {
    console.log(item);
```

GIRLS WHO CAN

# SCENARIO 2 PRINT ALL STORE PRICES

#### MY SHOP

-Apple: £1

-Pear: £5

-Orange £2

-Coke: £1.50

-Lemonade: £2.20

-Water: £9.99

# SCENARIO 2 PRINT ALL STORE PRICES

#### 2 ARRAYS

- -Name + price
- Match the INDEX
- Loop over the array

## 7 - FUNCTIONS

```
// our function
function sayName() {
    console.log("My name is Adam");
// it is run everytime we 'call it'
sayName();
sayName();
// a function with parameters
function addNumbers(number1, number2) {
    console.log("value is: " + (number1 +
number2);
addNumbers(5,10);
```

## 8 - CLASSES + OBJECTS

```
class Person {
    constructor(name, age) {
        // create our variables and set them
        this.name = name;
        this.age = age;
    // function to print this persons name
    sayName() {
         console.log("my name is: " + this.name);
```

## 8 - CLASSES + OBJECTS

```
// create our first person as a variable
var dude1 = new Person("John", 12);
// call the function for the previous variable
dude1.sayName();
// access their properties
console.log(dude1.name);
console.log(dude1.age);
// change properties
dude1.name = "Adam";
console.log(dude1.name);
```

# SCENARIO 3 ADVANCED STUDENT RESULT CALCULATOR

JOHN

- Exam: 74.5%

- Coursework: 52%

SALLY

-Exam: 93.5%

-Coursework: 66%

BILL

-Exam: 44.2%

-Coursework: 45%

Use the same weights as previously

CW - 30 Exam - 70

# SCENARIO 3 ADVANCED STUDENT RESULT CALCULATOR

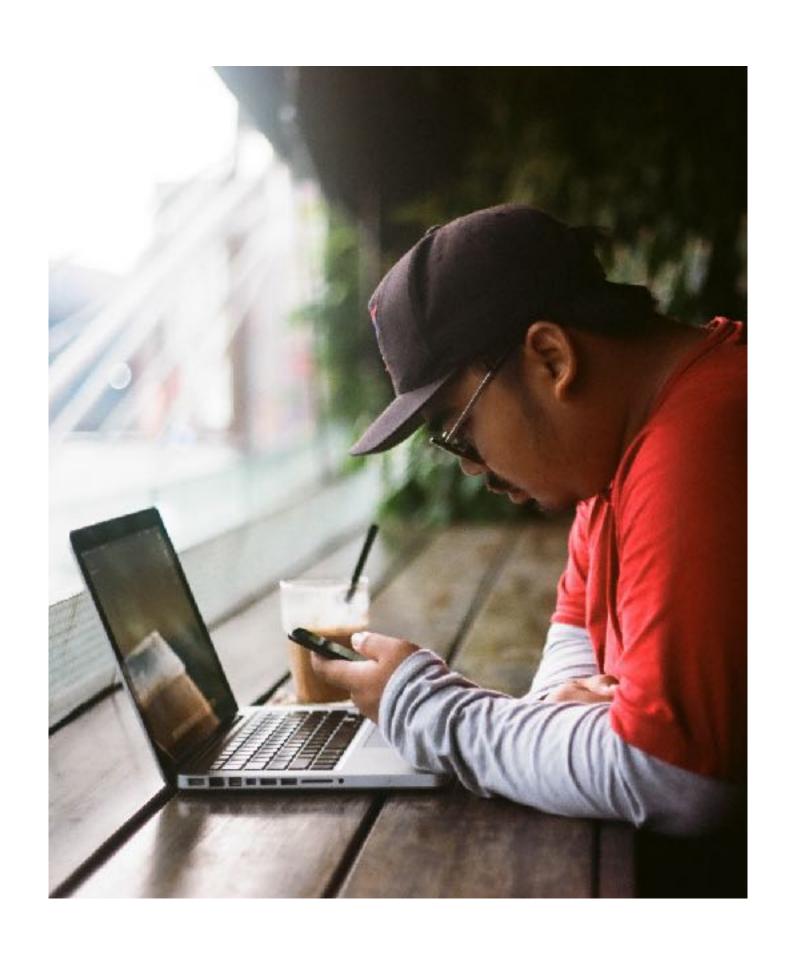
## ARRAYS, CLASSES AND LOOPS

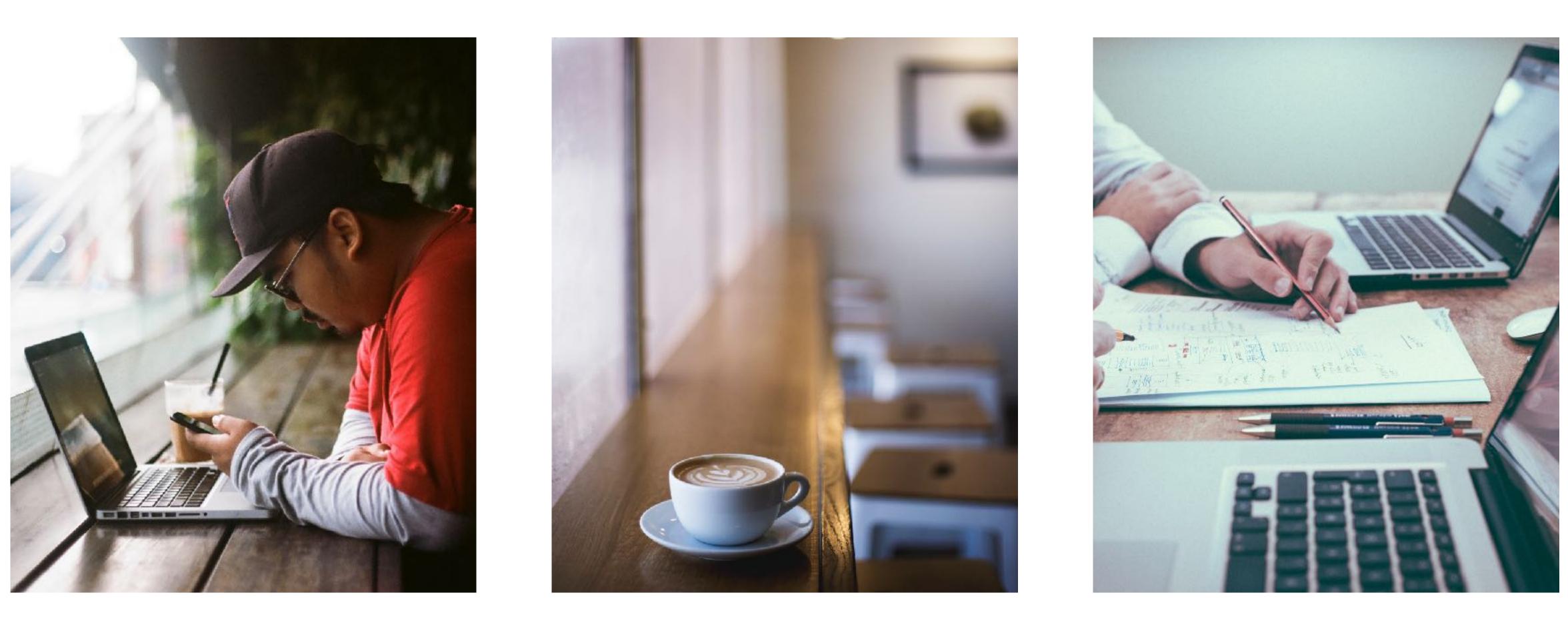
- -Array of students
- -Loop over array
- -Function for getting result

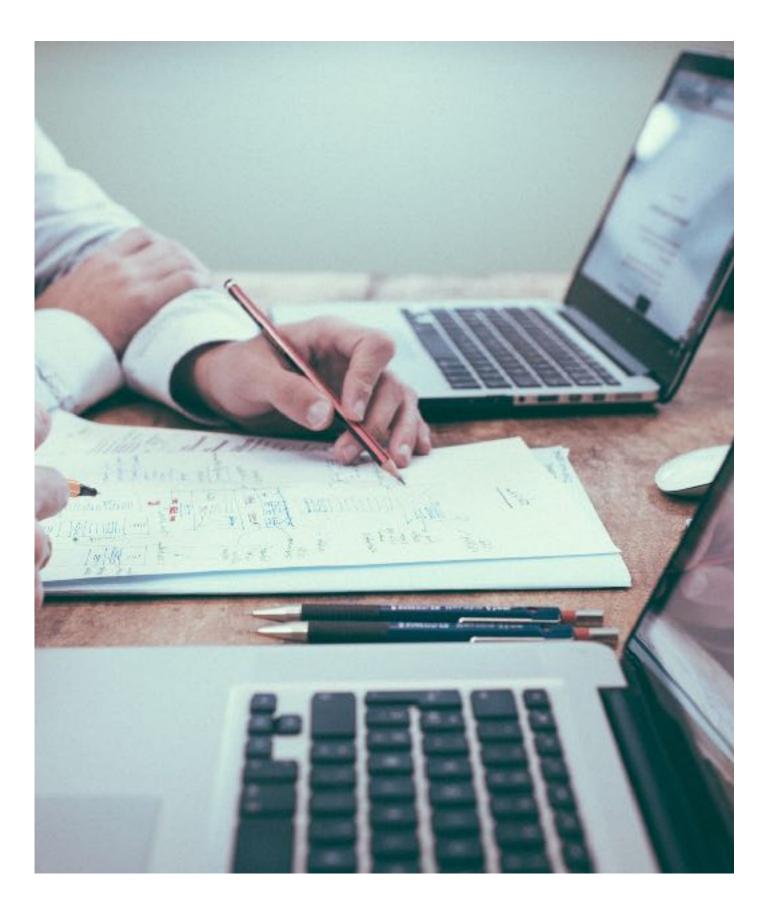
## REVIEW + PERSONAL LEARNING

Problems to solve will be in the same place as the demo code:

https://goo.gl/zysx8v







#### GIRLS WHO CAN

## "Learning to code is useful no matter what your career ambitions are."

Adapt and overcome your challenges



## GET IN TOUCH WITH ME

