

JavaScript

Simple and Effective Strategies to
learn Java Script Programming



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Simple JavaScript Strategies:

Quickly and efficiently learn how to make sure that you are writing the best code possible.

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Introduction

Congratulations on downloading this book and thank you for doing so.

The following chapters will discuss simple strategies that you can use to make your JavaScript coding go more quickly and efficiently.

There are plenty of books on this subject on the market, thanks again for choosing this one! Every effort was made to ensure it is full of as much useful information as possible, please enjoy!

Chapter 1: Make a Website

The best thing that you can do to get started with your JavaScript learning is to make a website. The website will be the place that you are going to practice your JavaScript and where you will be able to learn what you can (and cannot) do with the various things that JavaScript has to offer. It is a good idea to make a website that you will use only for practice. If you plan to make a website to offer your JavaScript services or to show what you can do to others, you may want to consider making a separate one for that or holding off on

it until you can make your “practice” website look the best.

Simple HTML

Your website should start out with just basic HTML. This is how the website will be built, and you should already know how to write simple HTML codes if you followed the instructions to be able to learn JavaScript in the best way possible. It is important that you write the simplest code possible so that you do not have to worry about trying to figure out what you wrote later on when you are writing your JavaScript.

You can make everything that you want out of HTML. This includes the

background, the way that your content appears on your page, your headings and even the titles of the website. It is a good idea to make sure that you are writing it the right way and that it is working the best way possible for you.

There are many different ways that you can make sure that your HTML is written onto your site. You can choose to use your own domain name and your own host so that you do not have to worry about *how* to write your code. If you would rather, you can use a host like WordPress to make sure that your code is written in properly.

Enhancing with Tricks

Use some of the HTML and JavaScript tricks that you have learned to make your website better.

For example, if you are writing in HTML, you can avoid back slashing on the `
` tag. So, if you wanted to write something that was in a paragraph, you would write it like this:

`
`This is a paragraph. It includes all of the information that you want to tell your website visitors. It is easy for you to see that it is a paragraph because it is separated by spaces before and after it. It should appear as a string of sentences on your website.`
`

With this code, you do not need to write a `</br>` because simply writing the new `
` line will allow you to start another paragraph and the previous one will be separated from the rest.

If you are then going to write JavaScript into it, you can use the semicolon to separate everything. You won't even need to change the way that you write it, only the fact that you write one variable for the rest of the string that you have. For example, you can write:

```
<var with the rest of your string behind it  
/script>
```

Instead of writing:

<var with /script> <var the /script> <var
rest /script> <var of /script> <var your
/script> <var string /script> <var behind
/script> <var it /script>

Doing this will help to make your JavaScript look cleaner and will help you to find out where you went wrong if you happen to find an error. It will also make it easier for you to figure out where you need to put new information in.

Learning the Code

As you continue to write more in HTML and JavaScript, you will learn the code better. You will be able to keep track of what each thing means and what strings

of characters will look like if you try to do different things with them. The more that you practice, the better you will become at trying to figure out what the code does and what it is going to do.

Make sure that you continue to practice all of the time so that the code will be something that you will remember when you are writing it out. If you are able to continue practicing, the memory that you have of each of the codes that you have written will be fresh. You will find that the more codes that you write and the more often that you write them, the more you will be able to remember them. For example, you will be more likely to remember a `<var>` tag than you would be

to remember a complicated string of characters as a tag.

Keeping Track of it All

Each step of the process is different, and you should always make sure that you are doing your best throughout the entire process. You should try hard to keep track of each thing that you do with your code. This is especially true if you are writing a new line of code or are trying out a tag that you have never tried before.

To help keep track of it, you should:

- Write down the actual code
- Write down what it did
- Record the results

- Mention whether you liked the results or not

As you try each of the new codes, keep them in a centralized location. The location could be your document of all of your coding information, or it could simply be another place where you keep your information on what you have done with the different codes. Always make sure that you are doing your best and that you keep track of all of the information. It can be hard to remember to do this after you have written the code so always write it down as you go through the codes.

Trying it Out

When you are satisfied with the HTML that you wrote as well as the JavaScript tricks that you have put into your website, take it for a test run. Publish the website and look at it as if you were looking at it for the first time. This will give you an idea of what it will look like to visitors who are coming to your site. You should make sure that you click through each of the things that are written on the site so you can see how they work.

As you are going through your new site, you should mark down any issues that you see. For example, your links may not display in the colors that you want, and they may not even stand out for people to

click on. Write that down so that you will be able to go back and fix it later. Keeping track of each of the things that you see on your site when you are looking at it will save you the time and the trouble of having to switch between looking at it and looking at the code that you wrote.

Always remember that your website is a great place to get started with all of your JavaScript. There is no right way to design the website so let it be the place where you can truly practice all of the things that you have learned with HTML and JavaScript.

As you learn more about JavaScript and

you become more comfortable, you can eventually make your practice site into your professional site or tie it into your professional site in some way. Doing this will give you the chance to make sure that your website is designed as well as possible. If you can make sure that you are doing things the right way, you will be able to have a website that is both professional and gives you a place where you can practice all of your codings.

Chapter 2: Adding JavaScript In

When you are writing the HTML code for your website, you need to make sure that there is enough room for you to add things into it. You may want to add different HTML code in or you may want to add in cool JavaScript tricks that you have learned through your time studying JavaScript. No matter what you want to add into your coding, having a place to do it will make it much easier for you.

Switching to JavaScript

If you have been writing in HTML for

the majority of the web page, you are going to need to let your code know that it should switch to JavaScript. To write it like this, you would simply need to write:

```
<html><head>  
<script language="javascript"> alert  
("Welcome to the best web page on the  
Internet!")</script>
```

Write the rest of your HTML and the content that you want to include it in the heading. You can also add extra JavaScript into it by putting a new `<script language>` tag and just make sure that you back slash the tag to end it.

</head><body>

This is where the body of your web page will go. It could include a welcome section or even an “about” section that tells your visitors what you are doing when they come to your page. This is the “meat” of your page, and it will give you the looks that you desire. You can change the text by using a tag or a tag. This is all done through HTML, but you can also add some of your JavaScript codes into it.

</body>

Making sure that you backslash the body

of the web page will ensure that it ends there and that you do not have to worry about what you are doing and whether or not your page will continue to go on for the rest of your website. Always be sure that you close your tags, even if they are something as simple as a body.

Forgetting to close the tag can cause major problems and will make your web page appear to be formatted incorrectly when your visitors come to the page.

If you are done with the page, be sure to write the `</html>`. If you want to put a footer on the page, don't write the `</html>` until after you have written the footer or else it will not show up in the way that it is supposed to with the

proper HTML coding.

Placement

While it is important that you always make sure to tag and untag the things that you have written in code, it is almost just as important to make sure that you put them in the right place. Putting your JavaScript in the wrong place can make your page take much longer to load, or it could cause it to not load at all.

In general, it is a good idea to put smaller, and more important, codes at the top of your coding document. You may want to consider only putting your HTML at the top and saving your JavaScript for the bottom of your

document. This is a good idea because your page will load as it reads each part of the code. If you have a very complicated code at the top of your page, it will take a long time for the page to load while it tries to read the code and you will not be able to see the rest of the things that are on the page. For this reason, keep your complicated codes at the bottom.

A good idea to do this is to think what you could eliminate from your page. This could be things like dancing images, spinning cursors and even popup windows that welcome your visitors. They are fun extras, but you don't really *need* them for your visitors to know that

they are on your page. Add these to the bottom of the coding.

Proper Coding

The right codes can make a world of difference when it comes to writing both HTML and JavaScript. While it may not seem like a problem to be able to do, you should make sure that you are always capitalizing it and doing it the right way.

For example:

`<var>` and `<Var>` are two completely different things. When you write `<var>`, it will create a variable on your page and will give your visitors different options that they can choose from. When

you write <Var>, it will not do anything. The code will appear on your page and will not be able to give you a look that you want.

If you want to make sure that you are doing the proper coding, the first step is to start with writing it in the proper capitalization. This is a big reason why you should use a plain text editor as opposed to a word processor. The processor will cause you to have capitalized letters that it automatically formats while the plain text editor will keep your text exactly the way that it is supposed to be and the way that you intended for it to be written into the code.

When you are looking at different reasons why things went wrong on your web page, you should always consider the capitalization and the format of the code. Doing this wrong can have very ill effects and your page will not look the way that you want it. For this reason, it is important to be very careful when you are writing code so that you will not have to go back through all of the lines of code that you wrote looking for a capital “V” that could be messing up the entire process.

Overriding

There are some instances when your code may override the things that you

have already written in HTML. This can be both an advantage and a disadvantage to the way that you write the code and to what you use it for. If you are planning on mixing JavaScript and HTML at all, you need to make sure that you are doing it the right way and that you are overriding what you want to override and keeping things the same when you want to be able to do it the right way. Always make sure that your code is not going to be detrimental to other codes that you have written in.

If you want to make your links spin around, your images dance or your background to be moving in a wave pattern, the override ability of

JavaScript can be used to your advantage. It is something that can be used so that you will be able to make your basic HTML look even better. You will absolutely need to override the typical background HTML function if you want to do any of these things and that is the way that JavaScript was intended to work for you.

The biggest problem with JavaScript overriding the code that you have already written in HTML is the fact that it may override something that you wanted to stay the same. When you are learning the JavaScript codes, always make sure that you are learning what they can do and what effect they will

have on your HTML. Even if you want to have a fun pop-up box for your visitors, you don't want to do so at the cost of losing some of the content that is written on your home page for your visitors to see.

Saving It

The most important thing that you will do while you are writing code is saving your work. Many people who have written code have come up with great websites that have everything you could ever think of but have lost it all because they didn't save the work that they were doing and the code that they were writing. It is so important that you save it so that you do not lose it but also so that

you are able to make sure that it is in one location. It is not hard to save the work that you are working on.

If you are using a plain text processor and you want to save it, you can do it right from the software. This will allow the JavaScript to be able to be shown on the website. Since you are saving it to the file that is the source of the text, it will be automatically changed as soon as you save it. While you still need to publish it on the site, you will be able to, at least, have the changes saved and the code that you just wrote saved to the place where it is coming from.

For the coders who write their code

directly on their page instead of in a document, the same thing can be done. As soon as any new code is written or added into the page, it should be saved. While you don't necessarily need to publish it at that time, it is a good idea to save it so that you do not lose it. Wait to publish it until you have fully written the code. Publishing it when you are still working on it will make it look like it is not complete and anyone who visits your web page at that time will get a big surprise in that it doesn't look the way that it is supposed to do.

Remember: you can always add JavaScript in. If it is large and complicated, put it at the bottom. If it is

small and unobtrusive, feel free to add it to the top of the page but only do so if you are sure that it will not cause your page to slow down. Save your work and watch out for capital letters that can make your code useless and something that you will not be able to enjoy.

Chapter 3: Choosing the Right JavaScript

While there is no right or wrong when it comes to your website, you need to make sure that you are choosing the JavaScript that will work well with your site. There may be things that you want to do with the JavaScript but making sure that it is compatible with what you have already written in HTML is important to making sure that your site is functional. There are many different things that you can do to your website, and JavaScript provides some of the best tools to do it with.

Simple Codes

Perhaps one of the simplest codes that you can write is the `<var>` code. This is what gives a list of variables and can change the way that your page looks if people are doing different things. One variable code:

```
<var>#if “page” is “selected” #then  
“window” will .alert</var>
```

This is not a real code and one that really cannot be used, but it is an example of the “if...then” coding ideas that can be used when you are writing different things. The variables will change depending on what your visitors

click on and what they are going to do with the pages that they have. This is important because you need to make sure that your codes are all in line and that the variables are different depending on what you want them to do.

As with everything, you need to make sure that you use a `</var>` tag. This is because you need to end your list of variables so that they will not be different from the rest of the page and so that your web page will not constantly be stuck in a variable loop. This is important if you want your page to have anything other than JavaScript on it which is necessary because it is impossible to have a full JavaScript web

page.

There are many different variables that you can use and the majority of these change depending on what your visitors click on and how they get to your page. Even if you have very complicated variables, the code is still simple for the variables so that is something that you can feel comfortable with putting at the top of your page. Doing so will allow you to make sure that your codes are in the right place and that they come up with the first part of the page when it loads.

Popups

Because it is the most common type of

variable that can be used, an alert popup is a great tool for you to have in your box of different JavaScript options. It can do anything and say anything to your visitors. For example, you can use a code that will simply welcome your visitors to your web page or you can use a code that will tell them whether or not they are on a real website with the right address and the right source which can protect them from malicious sites that are made to mimic yours.

Since the most common reason for a popup alert is to welcome people to your page, this is how you can write one:

```
<html><body>
```



```
<h1>This is the Name of the Page</h1>  
<p>This is the first paragraph of the  
page. It includes information on the  
page, the business or the website in  
general. It is generally a few sentences  
long and may be followed by more  
paragraphs, navigation or other things  
that people can see when they first come  
to your web page. You want to make  
sure that this is what grabs your visitors  
attention so that they stay on and click  
through your page</p>
```

```
<script>  
window.alert (welcome + to + the +  
page + that + I + have + created + for +  
you + . + Please + enjoy + the + website  
+ and + be + sure + to + check +
```

```
everything + out + on + the + page + !)  
</script>
```

```
</html></body>
```

This is the way that the code will look for the front of your page and it will be what everyone sees when they come to visit your page. It is important that you grab their attention with this and that they think that they are visiting a great page.

Consider trying out different welcome messages especially if you are expecting to have people come to your page multiple times. That will make the experience feel customized, and that is

something that will make them feel like they are truly a part of something that is special on your page. It will also set you apart from the rest of the web pages that have the same message over and over for their visitors.

Image Effects

Along with the traditional formatting, you can do with HTML and JavaScript, JavaScript gives you the ability to change the way that images look on the page. There are ways that you can make your images dance in a circle when people come to your page, but there are also more subtle changes that you can make to the images that are on your page. If you want to make an image black and

white, for example, you can do that easily without having to edit the actual image before you put it into the coding of your page. To make an image black and white:

```
img { - WebKit -filter  
: grayscale(100%);  
filter: grayscale(100%); }
```

Using this code will make the image completely black and white. If you want it to be only slightly black and white, you can change the percentage. Consider this when you are doing it and make sure that you always check it afterward to see what it looks like on your website.

Another thing that you can do when you are trying to make your images look different on your web page is to create a blur effect on them:

```
ing { -WebKit – filter : blur (50%);  
      filter: blur (50%); }
```

This will make it about halfway blurry and will not completely obstruct the image. If you use it at 100%, it will completely obstruct the image and your visitors will not be able to see the image at all. Using the filter at 50% is a good idea because it will make it only slightly blurry.

Changing the Code

You can always change your codes around. For example, if you were using the filters that were discussed above this, you can always change the amount that they are blurred or the amount that they have the color taken out of them. The one thing that you always want to do when you are changing it is to make sure that you change *every* part of it. For example, if you are changing

```
img { -webkit-filter : blur (50%);  
      filter: blur (50%); }
```

To 100%, you will want to make sure that you change out both of the 50%s for the 100%s. This will ensure that it works correctly on every browser and

that the changes are done the right way so that you do not have to worry about what you are going to do with them. If you do not change both of them, the code could be compromised, and it may not appear to be formatted correctly.

If you are changing any other type of code, just be sure that you are check and double checking for any errors in the new code. While your original code may have been written in the exact way that you wanted it, the new one may have some problems with it that would not work well with what you are trying to do. It is a good idea to always check it and be sure that the changes are compatible with the rest of the code that

you have written. You also want to make sure that the code is readable and that it does not override any of the HTML that you wrote previously.

Removing It

You can always remove the codes that you wrote into your string of text.

Removing code is as simple as deleting the information that you no longer want to be included in the string of code and saving it so that it will no longer appear on your web page. By doing this, you will eliminate some of the codes that you have written. One thing that you need to always be sure of when you are removing codes is that you do not remove things that could be different

parts of the HTML or CSS formatting. You want to make sure that you are doing it the right way and that you haven't deleted any of this information when you are trying to simply get rid of codes that change things.

Always save your work when you are eliminating codes. If you forget to save the work that you have done, you will not be able to actually get rid of the codes on your website. There are many times when you could make your website look better simply by saving and publishing it *after* you get rid of codes.

Choosing the right JavaScript for your web page is the difference between

having a page that looks professional and one that is completely dysfunctional. You want to make sure that you use the right code so that the things that you add to your page can enhance it instead of making it look sloppy or like you did not take your time. Always try your best to make sure that your codes are compatible with the strings that you have already written.

Chapter 4: Use Supplements

There are many tools that are available for you to use when you are learning JavaScript and when you are writing JavaScript. Each of these provides something to you to be able to help you learn the correct way to write JavaScript and the ways that it can be used.

Whether you want to take advantage of learning courses, software or information that tells you whether or not you are doing things the right way, you can truly benefit from some of the JavaScript supplements that are available for you to use.

Classes

Classes on JavaScript will be able to help you learn as much as you possibly can about it, and that will allow you the chance to make sure that you are using it the right way while you are writing different codes. By doing a class, you will be helping yourself to learn as much as you possibly can, and that is going to help you with the JavaScript that you want to learn.

One of the biggest problems that come with taking a JavaScript class is that you are subjected to what the teacher wants you to learn. He or she may not want you to learn everything you can about JavaScript because then you would have

no need to come back to the next class in a series. The reason that you may not learn as much as you can about JavaScript may also be that the teacher does not know as much as he or she thinks. The person who is giving the class may think that they are an expert, but they are actually just someone who has very trivial knowledge of JavaScript. This could cause you to waste your time because it may all be information that you can learn on your own.

Another big drawback to JavaScript classes is the cost of them. They are often very costly because they involve a lot of time and they take some time from

your daily life. It is important to note that you will likely pay a very high price to be able to take the classes because of the way that they are used. It is a good idea to consider the cost and the benefit that comes with taking each of these classes and whether or not they are truly worth it for you to be able to take them.

Books

When people are trying to learn a skill without taking a class for it or without having to worry about asking someone else to teach them, they may be more likely to lean toward books as the method of teaching that they get on the subject or skill that they are trying to learn. Books are great because they are

inexpensive, allow the learner to work at his or her own pace and give the chance to see what he or she can do on their own without the constant guidance of a teacher.

It is important, though, that when you are trying to learn JavaScript, you find a book that will be able to teach you every step of the process from the preparation to learning, to actually learning and applying it to the way that you write JavaScript. Doing this will ensure that you are getting the most out of the book. It is not uncommon for books to come in several parts of a series. If you are trying to learn JavaScript by reading books, you need to be sure that you are

reading every part of the series so that you don't miss out on each of the things that the book is teaching you.

If this sounds like something that is familiar, that is because you are reading part of a JavaScript series right now. The series was put together not to just give you cool codes that you can use for all of your JavaScript needs but to also help you prepare to use the codes and put them into action. The books in *this* series will help you to become great at JavaScript and will give you what you need to know about it before you have even made the decision to start learning it.

Professionals

Taking the easy way out is often the route that people choose when they are considering putting JavaScript on their web page. This is because learning it and trying to use it can take a long time and a lot of energy. They find that it is just easier for them to hire someone out who will be able to do it for them. They want to forget about it and leave it up to someone else to do. This is an acceptable thing to do, but it may not work for everyone.

Once you hire a professional to put JavaScript on your page, you will need to retain that professional if you want anything on the page to change or if you

want to get rid of any of the JavaScript. You will, essentially, be at the mercy of the professional and when he or she is available to handle your JavaScript for you. Make sure that you find someone who will be reliable and will make changes whenever you want them to be made.

Hiring a professional can be very expensive. It is a service that allows you to sit back and let someone else handle the problem so it will cost you a lot of money. JavaScript developers make an average of \$107,000 per year which could mean that you would be paying for a large portion of that. If you already have an established website, this may be

worth it. If you are just getting started, it may be more valuable for you to learn the skill yourself and put the web page together with your own knowledge instead of contracting it out to someone who could cost you a lot of money.

Software

It is always going to be recommended that you use different software options for your JavaScript. Whether you are using software that comes with your computer, like Notepad, to write the code or are using something that will help you put the right codes together, the software that you use needs to be able to actually help you with the JavaScript. Make sure that you know what type of

software that you need before you get started so that you will always have it at your disposal when you make the decision to start writing JavaScript.

The most important thing that you will need to be able to have is somewhere to write the JavaScript at. You should start out with writing it on a plain text processor, like Notepad. This will allow you the chance to make sure that you are doing it the right way and that the text is being put into place in the right way. There are many options that you can use with Notepad but always make sure you do not use any markup or anything else that could change the characters of the writing.

You should also have a browser and another way to write JavaScript. You don't have to find the most expensive JavaScript program out there – many of the best ones come with free versions. There are also some programs that come with software that will be able to write the code for you. While this is not necessarily teaching you a skill, it can help you if you are in a pinch and want to just get it done on your website if you need to do something different for it.

No matter what you do, make sure that the software that you use is actually able to help you with your JavaScript. You should always make sure that the

JavaScript is working well with your computer and the software that you have.

Corrections

Along with the programs that you use to write the actual JavaScript, there are also many programs available for you to check and make sure that your code is written in the correct way. These are there to show you what you have done wrong and give you suggestions for making changes. The corrections part of writing code is very important and can mean the difference between making a great website and one that does not perform the right way for your web page.

You can download software that will show you the mistakes that you have made. This software will often pay for itself after just a few uses because of the way that it shows you what you did wrong. If you were to hire someone to find all of the mistakes, it would probably cost you more than the program, and you may not even have all of the errors corrected. A person would be more likely to miss some of the errors that you made while you were writing the code and while you were making major changes to it.

There are supplements that are available to you so that they will be able to help you. Use them. They are there for that

purpose. Even if you plan to write JavaScript for yourself, take advantage of the supplements that are available. It is always a good idea to use what you can to make sure that your JavaScript is nearly perfect. Using a program to help you find mistakes or get the most out of your code does not make you any less of a coder. In fact, it makes you a better coder because you will be able to create more professional JavaScript pages with what you have helping you out.

Start out with some of the self-run options that are available for you when you are writing your JavaScript. If any of these do not work, consider hiring someone who can help you with it. This,

though, should always be the last resort you use when you are writing code and when you want to be able to actually learn it. Trying it on your own with the help of software and supplements will teach you how to do it the right way for yourself.

Chapter 5: Understand JavaScript

When you are writing JavaScript and creating a code on your web page, there are some things that you need to keep in mind to be able to do it successfully. JavaScript is a great skill to have but having it will be useless if you do not understand the way that it works and the way that it is used. While this may be better suited to people who are just starting out with JavaScript, it is a good idea to make sure that you *always* understand JavaScript and what it can do for your web page.

Global

It is important to note that all JavaScript is global. It is something that you will be able to put on a website, and it will show up no matter where the people who are visiting will come from, unless, of course, it is specifically restricted from being shown in that area. Making sure that you know what you are doing when you are writing JavaScript is an important part of it because you never know when you will be able to change it for a different country or for someone else who is hoping to get the same thing out of your web page.

Despite the fact that the JavaScript was

written in your language, it can appear to be in different languages. For example, you can use a variable:

```
<var language/ = script> </var>  
</script> <language # font style =  
times><physical language = “all”  
#define #1 – 16 </var> </font>
```

By writing this out, you will allow the web page to convert everything that you have written on it in the language that the person has their browser set to. This may not always work especially if a browser is automatically formatted to go to a certain language and if the person who is reading in that language is in a country where it is not spoken.

When you write this into your code, you are giving yourself the option to make sure that everything is written in the way that you want your visitors to read it. Whether they are in Brazil, the United States or France, they will be able to see what you have written on your web page. Using the language `<var>` is a great way to ensure that your site will be global and everyone will be able to get what you intended them to have out of it.

Properties

When you are using JavaScript, all of the objects that you have are properties. This is the way that the language is defined and it is something that you need

to make sure that you are doing each time you go out and try to write it. The objects are made up of different things, but they are all a part of properties when it comes to the way that they are written. By recognizing this, you will be able to organize them into the properties that you want and into the ways that you want them.

For example, if you write an alert code using the `<script>` alert tag, you will bring up an entirely new property for the object that you have. This will give you the chance to write exactly what you were thinking about when you were creating the code. It is always a good idea to define the object that you want to

have written into your code so that it will show up as one of the properties of your code. Making sure that you write that as your property will ensure that it is a true property.

Aside from the popular alert messages and popup boxes, the properties of a JavaScript object can also include writing code in to make embedded boxes and things that will be able to stand out from the rest of the web page that you have written and designed on your own. It is always a good idea to define your own properties instead of relying on the JavaScript coding language to do it for you. You can make sure that the properties are well defined and that the

objects are in the correct place by always writing them in plain text first.

Abstracts

An abstract is something that is not necessarily connected to the initial variable that you created, but that is able to be used in combination with that variable. It is easy for you to write an abstract when you are looking for something that is different from what you would typically have as an output. The abstract will be the result of a variable and the way that the variable is written so that you will be able to do more with it than just have it written down as a variable. It will look like this:


```
/** @constructor @ abstract */ var  
picture = function () { if (constructor  
=== picture) { throw new Error(cannot  
initiate the abstract class!");  
} // picture initialization ... }; / **  
@abstract */ picture.prototype.move =  
function () { throw new  
error("abstract!")
```

Doing this will create an abstract of a picture or an image that you have listed in your code. It will mean that each time that you click on the picture or someone who visits your site clicks on the picture, the picture will change into something else. This can be anything from being flipped upside down to having a filter over the top of it.

The way that you do abstracts is nearly limitless. You can choose to do anything that you want with your abstracts, and it can create a lot of different effects on the web page for you. By choosing to write your abstracts in a way that is different from the rest of the code, you are going to set those apart from the other things that you wrote about the codes and that you wrote about the different options that are on your web page. It will make them more than just variables in a string of other boring variables on your page.

Prototypes

A prototype is a template by which all of your JavaScript will be written. This is

something that you need to make sure that you know how to write even though you are able to download some of the other templates from different sources. Writing your own prototypes will allow you to be as independent as possible when it comes time to write your code and it will also give you the chance that you need to be able to write things in the correct way. Creating your own templates is necessary if you ever want to truly be a professional at JavaScript.

One of the easiest ways to write a prototype is to use the function ability when you are writing strings of code:

```
function Animal (name, gender, color,
```

```
age) {  
    this.name = name;  
    this.gender = gender;  
    this.color = color;  
    this.age = age;  
}
```

All of these will combine to make the prototype that you need to be able to list the function that you created when you were writing the code. Whether or not you use an actual animal or some other example, as the name of a person, you can use this as your prototype. Just change the information around.

After you have written the initial prototype, you can expand on it and

make it much better so that you will be able to include different information. You can include the mother and the father of the animal, the different properties that the animal has and everything else about the animal when you have the initial template. Make sure that, if you create one template when you are first starting out, that you use that template for everything else that you write about the object or the variable when you are coding it.

Writing

Start writing your code as soon as possible. It does not matter if you are not completely sure about what you should do or the way that things should go when

you are writing it. Just begin it and try to figure out what you need to do from there. When you have started writing the code, you will find that it is much easier to just continue with what you are doing. You can learn as you go and this is one of the most common ways that people become professional coders. Just make sure that you are always keeping track of the information that you initially wrote down.

It is not a bad idea to just start with HTML. Write all of your HTML codes down. Even though they have some major differences, writing in HTML will prepare you to write in JavaScript. It will get you in the frame of mind that you

need to be able to properly write the script and to always be cautious about the information that you are writing down. It is always a good idea to check the JavaScript and the HTML when you are writing so that you can include both of them with the code documents that you already wrote.

Whether you are just getting started with JavaScript or have already started to dive into the practice, everyone who deals with it needs to understand it. Having a good understanding of the language and how it works within the coding world will give you the chance to make sure that you can continue to do good work. You should always try your

hardest to learn as much as possible, but you must first understand what coding means and how JavaScript works.

Once you are confident with your understanding of JavaScript, you can start working on it and making sure that you are doing things the right way. It is always a good idea to understand things before you start and to get started with the process before you make the commitment to do better. Even the biggest professionals in the coding industry started somewhere and, for most of them, that meant they had to understand what JavaScript was and how it worked by the web pages and even the different browsers that they

used.

Chapter 6: Promotion

Once you have learned as much as possible about JavaScript and have learned how to do it the right way, you can start promoting the fact that you are a professional at JavaScript. You want to make sure that you know as much as possible about it before you try to let other people know that you are great but once you are confident with your skills, you will be able to show them off to everyone else who needs to have someone who can create codes on their site with JavaScript. There are a few things that you need to do to promote yourself the right way.

Have a Website

Your website is the place where you can showcase all of the things that you know how to do. You don't even necessarily need to advertise anything on your site. Just start adding JavaScript, things that you have done and a way to get into contact with you. When people visit your site, they will see that you are great at JavaScript and that you can do many different things with the codes that you know how to write. It is a great way to show yourself off.

If you have a practice website, you can change that to your actual website. Just be sure to wipe all of the things that you

did to practice and choose some of your favorite codes when you are writing it so that you know that people will not see the codes that you messed up while you were creating the site. It is a good idea to completely delete the practice site's code and rewrite a new one from scratch for your professional website. You can also keep your practice one and simply get a new domain name for the professional one that you are planning on using.

Try New Things

Don't be afraid to use new codes that you have never tried out before. You should always try new things, and new codes will be able to make a difference

in the way that you do more with your codes. Always try for more and do your best to be able to make things work. It is a good idea to do this so that you do not have to worry about doing the same thing over and over.

If visitors come to your site and see that you can do the same thing in 15 different ways, they will be less impressed than if you show them that you can do 15 different things on your web page. The page should be exciting, should be a place for you to put your new skills and should be something that you feel proud of. Your visitors will have a better idea of what you can do when they see that your site is listed in a way that is

appropriate and includes all of the information that you need to be able to do more with it.

Get Testimonials

If you do any JavaScript or coding work for anyone, you should ask them to be a testimonial for you. They can either choose to have their project featured in your portfolio, or they can write an actual testimonial about how good you are. Other people who see that will be impressed with the fact that someone you worked with is willing to give you a good word. References are the best way to get your name out there and to let people know that you are good at what you do when it comes to writing code.

One thing that you do not want to do when you are asking for a testimonial is to ask them to trade it for something. For example, you should not offer a percentage off of the cost of your services for a good testimonial. This is bad practice and something that will make you look cheap or like you are just helping them so that they can help you find more clients. Always make sure that you keep things professional. You can offer a discount, but don't do it for the wrong reasons or to get them to put a good word in for what you did.

Offer a Trial

A trial of your services is a great way to

get your name out there when you don't have anybody looking for your services. This is something that you need to be able to do and something that you should try your hardest to be able to offer to all of your potential customers. Make sure that you don't give them a full amount of coding for free. This can be a ripoff for you and can cause you to miss out on some money when it comes time for you to truly get the business started.

Let people know that they can try your work and, if they like it, you can give them a discount for trying it out. By doing this, you will ensure that you are not out a lot of time and that your potential customers are not out a lot of

money. You can just write a few simple codes or just give them an idea of what you will do to their web page so that they will be able to see what you can do. Show them instead of telling them, though, so that they will have a visual of what it will all look like when you are finished.

Stand Behind Your Work

When you are first getting started with JavaScript, the chances that you are going to mess up a code are much higher than when you were just writing it for fun or when you are more of a professional. Let people know that there is still a chance that the code can be messed up but that you will make every

effort possible to be able to fix it. Doing this will show them that you stand behind the work that you do and that you want them to know that you are confident in your skills.

If something does go wrong with the code, learn how to fix it. Stand behind every job that you do and let all of your customers know that you are working hard to make sure that their code is perfect in the way that they want it. This is a good idea because you will be able to gain more customers if you have a lot of people who are happy with the way that you handle bad situations. Anyone can perform well under ideal conditions, but it takes a true professional to be able

to perform under poor conditions.

For many, the point of learning JavaScript is so that they can become a coder and do their own work. For others, it is because they want to do a business out of it. Learning JavaScript is no easy feat, but after you have learned it, you should always promote yourself. Even if you don't want to go into business as a developer, promoting your abilities with JavaScript can help you meet some great new people and can get you some extra cash when you are writing different codes.

Always let people know that you can write JavaScript and that you are

confident with your JavaScript skills.

Conclusion

Thank for making it through to the end of this book, let's hope it was informative and able to provide you with all of the tools you need to achieve your goals whatever they may be.

The next step is to get started with your JavaScript. What are you waiting for? Start your practice website and begin writing in all of the codes that you have learned to see what they are able to do for you.

Finally, if you found this book useful in any way, a review on Amazon is always

appreciated!