

StarwarsJS

lukewoodsmu.github.io/starwarsjs

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Project Description

I create a Starwars Themed Javascript tutorial. The tutorial teaches basic aspects of javascript such as variable declaration, functions and basic arithmetic. It is available at lukewoodsmu.github.io/starwarsjs

Implementation

In this project I made great use of the eval function allowing the user to execute code on the website through a console I constructed. The console has a text input and is styled to look like a command terminal. Upon hitting enter, the user's code is run if it is a valid statement and then added to a list showing all of their code. The javascript for the website is self contained within a function so that the user's code does not interact with it.

Results and Discussion

This program taught me a great deal about scope in Javascript. For example, instead of simply running the eval function with the user's statement as such:

```
eval(usersinput);
```

Instead I needed to write the code as such:

```
(1,eval)(usersinput);
```

This effectively forces the method to run in the global scope allowing the user to save and reuse any variables they previously defined. By doing this, there is a feeling of continuity between each of the steps in the tutorial.

Concluding Remarks

While this program does not do anything groundbreaking, it is an interesting visualization of the progression of some basic machine learning.