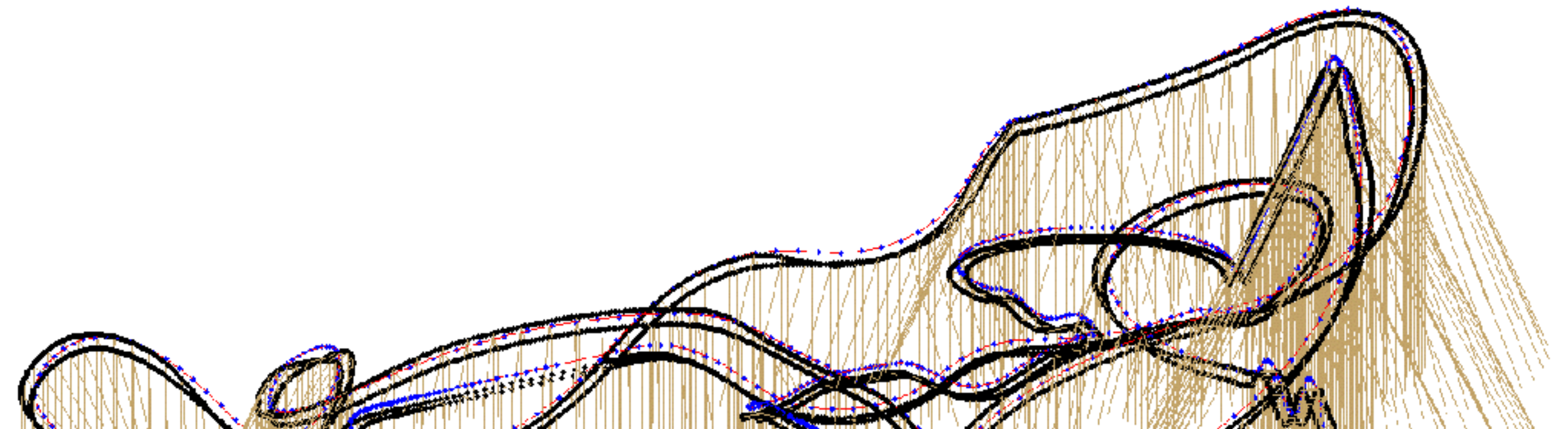


Einführung in JavaScript



Repetition





Browser

Canvas



Given the complexity of data, using it to provide a meaningful solution requires insights from diverse fields: statistics, data mining, graphic design, and information visualization. However, each field has evolved in isolation from the others. Thus, visual design – the field of mapping data to a visual form – typically does not address how to handle the massive volume of thousands of items of data. Data mining techniques have such capabilities, but they are disconnected from the means to interact with the data. Software-based information visualization adds building blocks for interacting with and representing various kinds of abstract data, but typically these methods undervalue the aesthetic principles of visual design rather than embrace their strength as a necessary aid to effective communication. Someone approaching a data representation problem (such as a scientist trying to visualize the results of a study involving a few thousand pieces of genetic data) often finds it difficult to choose a representation and wouldn't even know where to look for tools to use or how to begin to build.

Restliche
HTML Seite

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Sie kennen bereits p5.js...



Browser

Canvas



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...und HTML und CSS



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Browser

Canvas



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Was fehlt noch?

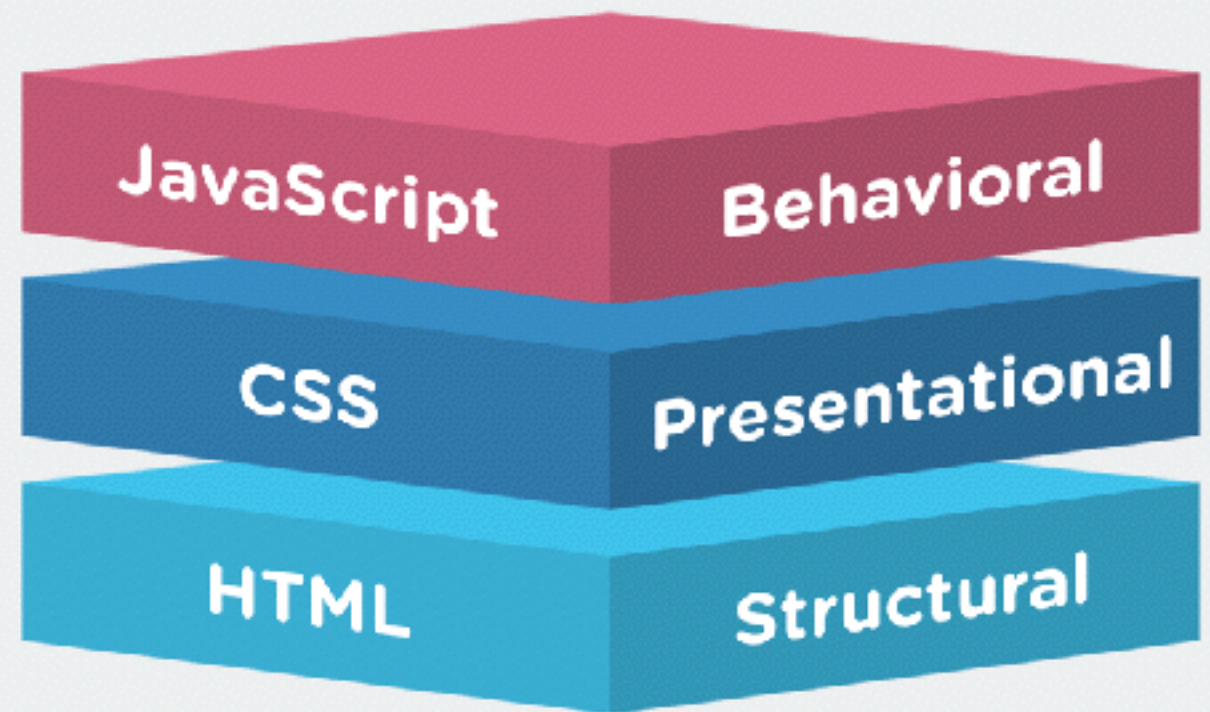
Interaktivität im HTML!



Was ist JavaScript?

JavaScript ist...

...neben **HTML** und **CSS**
die dritte, die interaktive,
Technologie im Web



JavaScript ist...

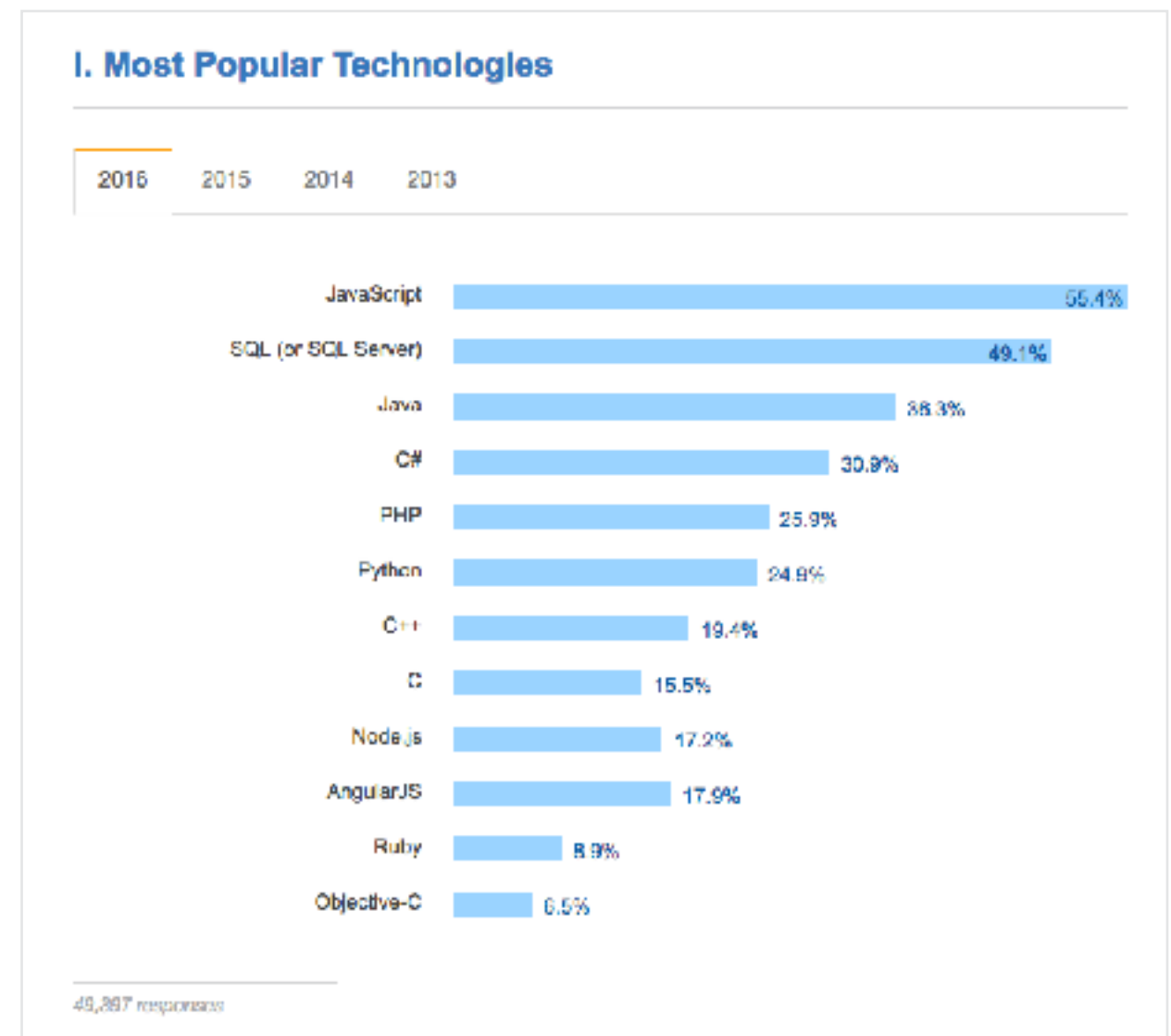
...im Mai 1995 von
Brendan Eich in 10 Tagen
entwickelt worden



JavaScript ist...

...die meistbenutzte
Programmiersprache
der Welt*

* Stack Overflow 2016 Developer Survey
<https://stackoverflow.com/research/developer-survey-2016>



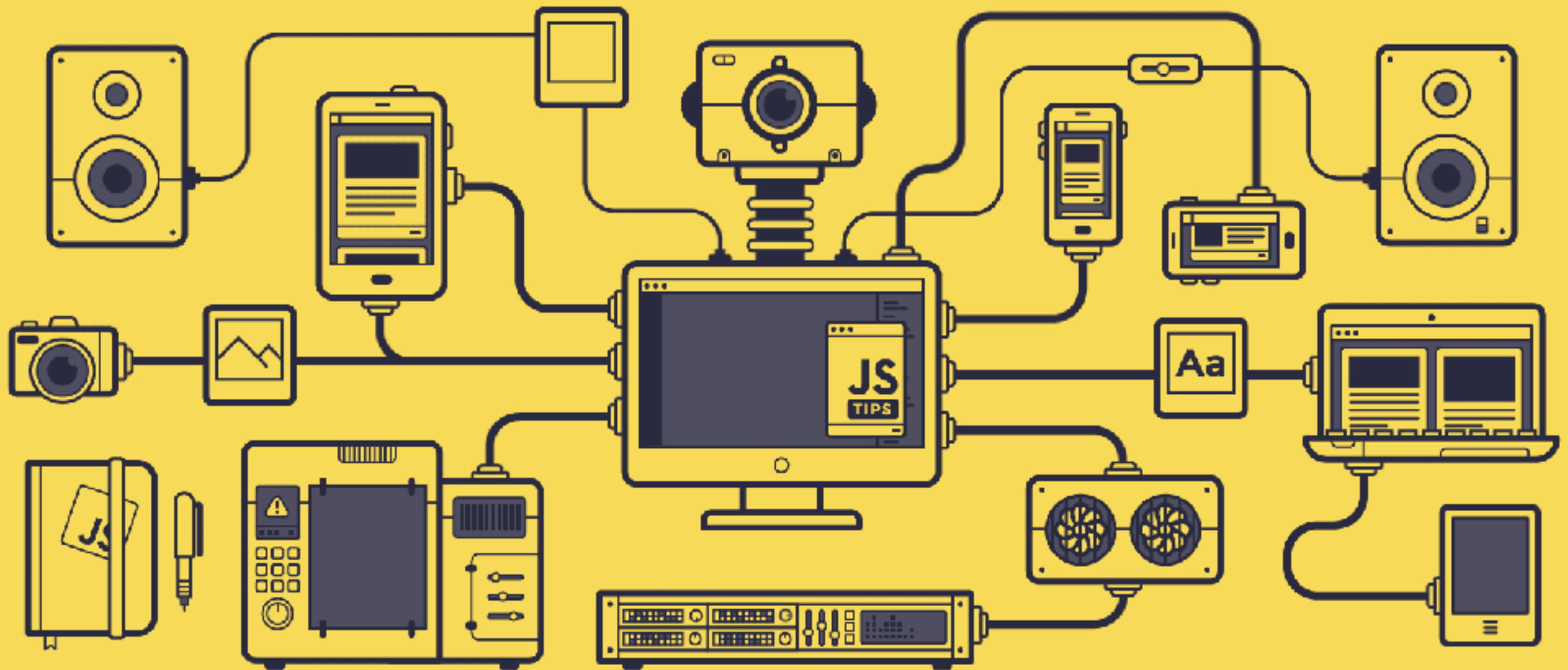
JavaScript ist...

...nicht zu verwechseln
mit [Java](#)!



Wo wird JavaScript eingesetzt?

Fast überall



Fast überall

- Im Web (PCs, Mobilegeräte, ...)
- Auf Servern (node.js)
- In IoT Geräten (Kühlschränke, Kaffeemaschinen...)
- Und sogar in Satelliten!

Beispiel Google



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Was unterscheidet «normales» JavaScript von p5.js?

JavaScript...

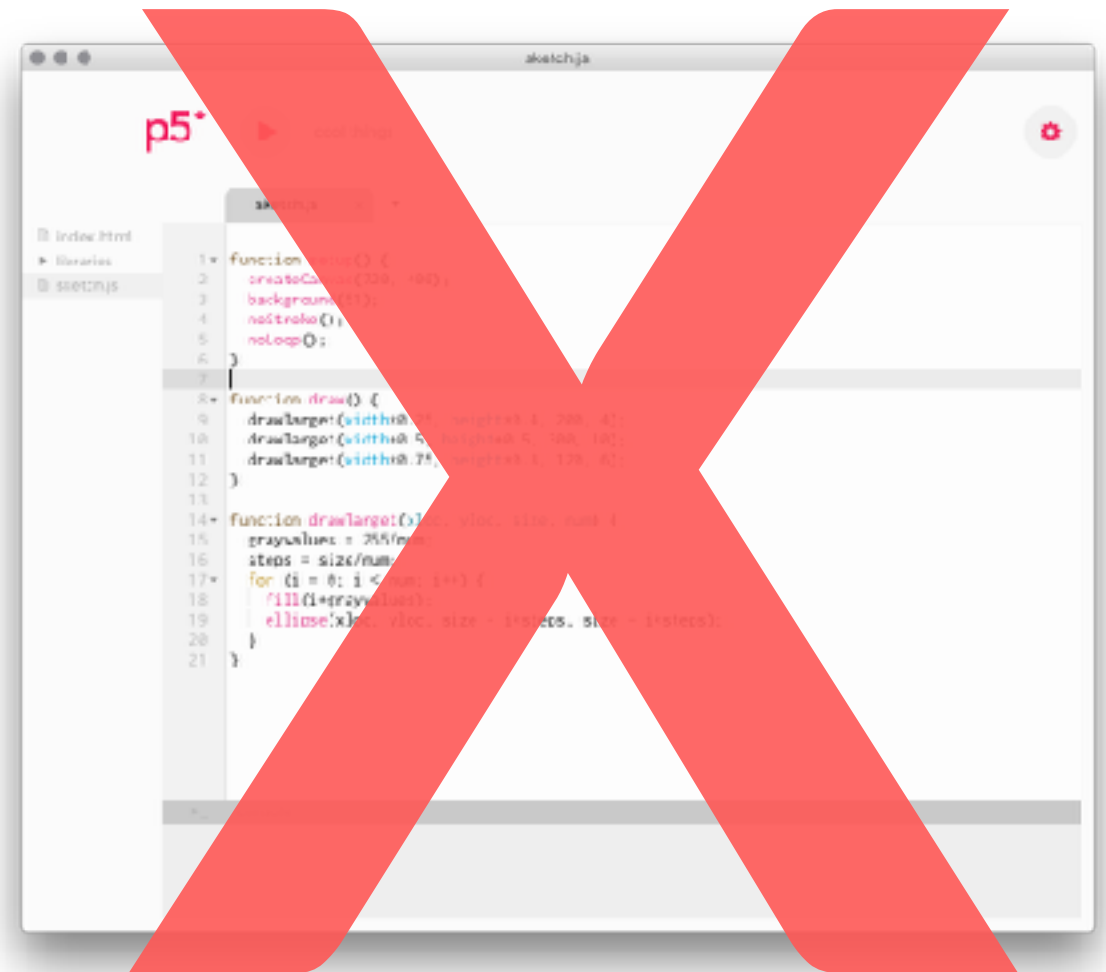
...verwendet die gleichen
logischen Strukturen:
if, else, for, while, ...

```
var a = 1;  
if (a === 1) {  
    console.log('true');  
} else {  
    console.log('false');  
}
```

```
while (a < 2) {  
    console.log('smaller than  
2');  
    a = a + 1;  
}
```

JavaScript...

...wird nicht im p5 Editor,
sondern in einem
normalen Code Editor
geschrieben
(Dreamweaver, Atom, ...)



JavaScript...

...hat von Haus aus keine `setup` und `draw` Methoden:
Es beginnt mit einem leeren Dokument

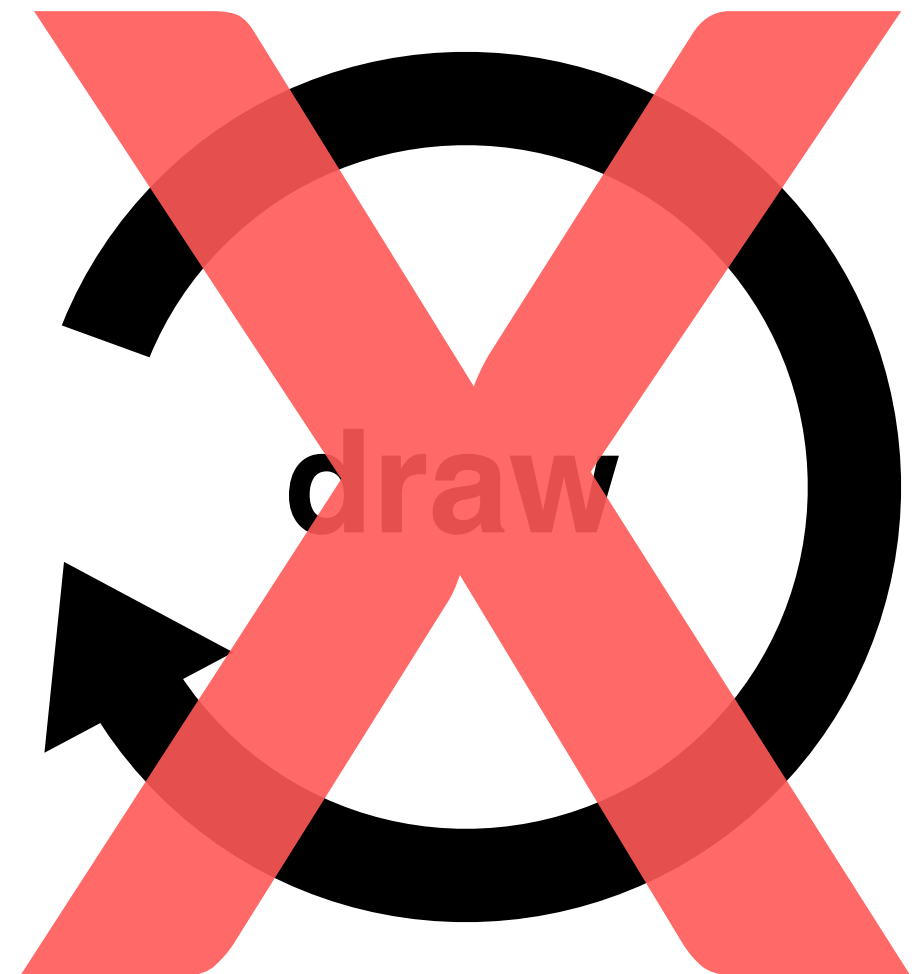


```
function setup() {  
  createCanvas(720, 400);  
  background(51);  
  noStroke();  
  noLoop();  
}  
  
function draw() {  
  drawTarget(width*0.25, height*0.4, 200, 4);  
  drawTarget(width*0.5, height*0.5, 300, 10);  
  drawTarget(width*0.75, height*0.3, 120, 6);  
}
```


JavaScript...

...läuft im Gegensatz zur `draw` Methode von `p5.js` nur einmal durch

`draw` bei `p5.js` wird ja ca. 60 Mal pro Sekunde ausgeführt



JavaScript...

...ist nicht sehr
anfängerfreundlich, um
HTML und CSS zu
verändern

Beginner friendly



Aber keine Angst, es gibt eine Lösung...



jQuery ist wie p5.js eine JavaScript Bibliothek

Mit jQuery können wir einfach
HTML und CSS verändern



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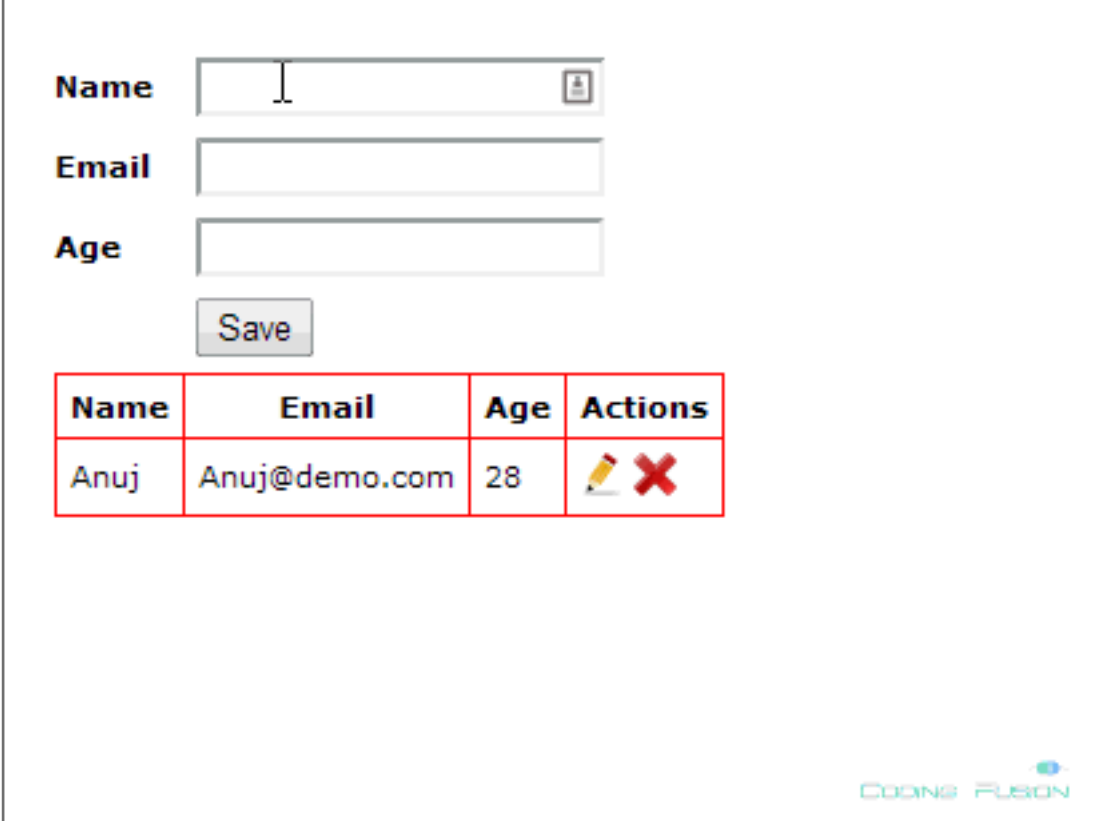
Mit jQuery können wir einfach
HTML und CSS verändern

Mit **jQuery** können wir einfach
HTML und **CSS** verändern



Mit **p5.js** können wir einfach
den **Canvas** verändern

Mit jQuery kann man...

...HTML Elemente
hinzufügen, ändern und
löschen



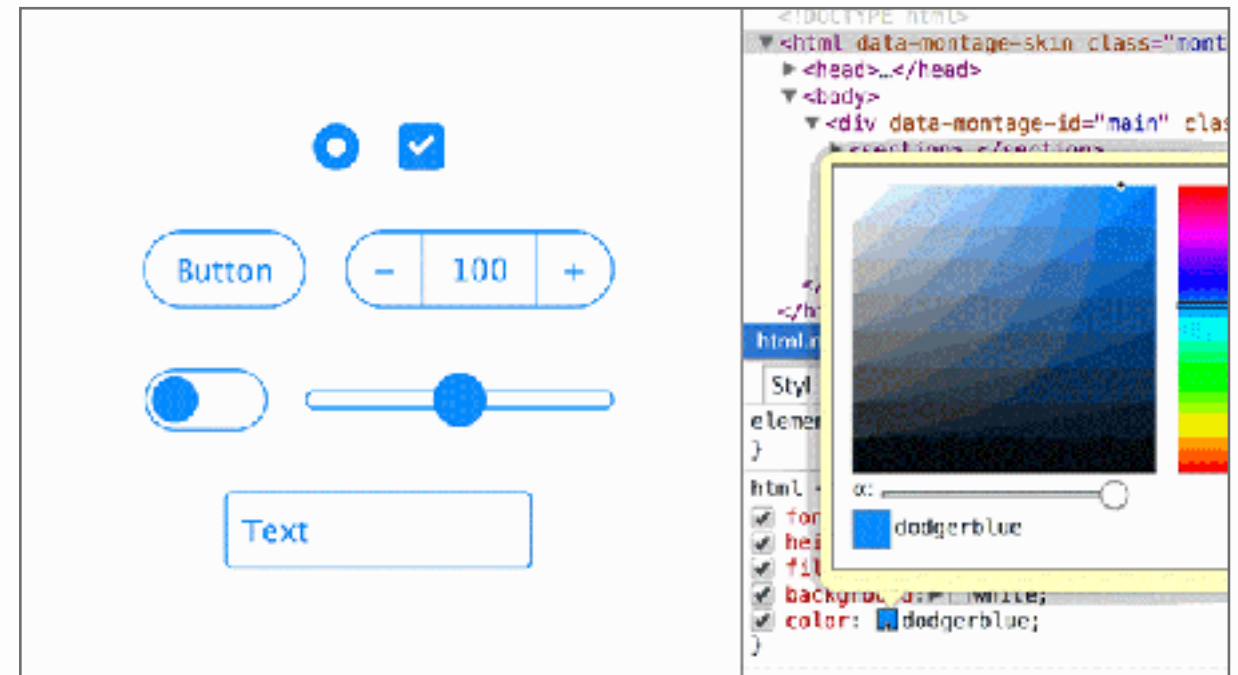
The screenshot shows a web form with three input fields labeled "Name", "Email", and "Age". The "Name" field contains the letter "I". Below the fields is a "Save" button. Under the form is a table with four columns: "Name", "Email", "Age", and "Actions". The table contains one data row for "Anuj" with email "Anuj@demo.com" and age "28". The "Actions" column for this row contains a pencil icon (edit) and a red X icon (delete). The entire interface is enclosed in a thin black border.

Name	Email	Age	Actions
Anuj	Anuj@demo.com	28	 

CODING FUSION

Mit jQuery kann man...

...CSS Eigenschaften
verändern



Mit jQuery kann man...

...HTML Elemente und
CSS animieren





Zwischenfragen?

Wie sieht jQuery Code aus?

Das Basismodul

jQuery bietet alle seine Funktionen über die Variable «\$» an



Ein Element auswählen

Um mit **HTML** Elementen zu arbeiten, müssen wir Sie zuerst auswählen

Dazu verwenden wir **jQuery** als Funktion:
`$('...');`

```
// Gleich wie CSS!  
// Via Element-Selektor  
$('body');
```

```
// Via Klassen-Selektor  
$('.button');
```

```
// Via Id-Selektor  
$('#submit');
```

Ein Element auswählen

Sie können sich das so vorstellen, wie wenn Sie ein Puzzleteil aus einem Puzzle nehmen:

```
$(':puzzleteil');
```

Das können Sie nun mit **JavaScript** verändern (anders Platzieren, umfärben etc.)



Den (Text)inhalt ändern

Ist das **HTML** Element ausgewählt, können wir zum Beispiel seinen Inhalt ändern.

Um den Text zu ändern verwenden wir:

```
$('...').text('neuer Text');
```

```
// Den aktuellen Text von  
// .article überschreiben  
$('.article').text('ah ja');
```

```
// Hier funktionieren auch  
// Umlaute und co  
$('.article').text('schön');
```



Zwischenfragen?

Zeit zum Ausprobieren

Übung 1: Text zu Emoji

Schreiben Sie den folgenden Code ins HTML Feld. Ersetzen Sie anschliessend die Textsmilies mit Emoji.

```
<article class="smilies">  
;) (: :D  
</article>
```

Kopieren Sie die Emoji direkt hier aus dem Script:



Schauen wir uns das zusammen an

Das CSS verändern

Ähnlich wie im
eentlichen **CSS** können
wir bei **jQuery** auch die
Eigenschaften definieren.

Dazu verwenden wir:
`$('...').css('Eigenschaft', 'Wert');`

```
// Die Schriftfarbe ändern  
$('body').css('color', 'red');
```

```
// Den Abstand anpassen  
$('.news').css('margin', '30px');
```


Übung 2: CSS verändern

Wir bleiben bei unserem Emoji-HTML. Vergrössern Sie nun die Schriftgrösse auf 50px, um die Emoji grösser anzuzeigen.

```
<article class="smilies">  
😊😐😄  
</article>
```

Schauen wir uns das zusammen an

Animation

Ähnlich wie im
eigentlichen **CSS** können
wir bei **jQuery** auch die
Eigenschaften definieren.

Dazu verwenden wir:

```
$('...').animate({  
    Eigenschaften...  
}, Dauer);
```

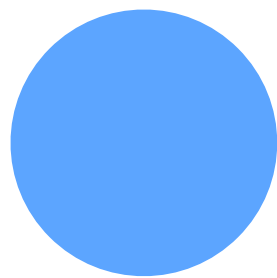
```
// Die Schriftfarbe zu rot animieren  
$('body').animate({  
    'color': 'red'  
}, 400);
```

```
// Den Abstand animieren  
$('.news').animate({  
    'margin', '30px'  
}, 1000);
```

Animation 🎉

Mit der **CSS** Eigenschaft **margin** können wir zum Beispiel die horizontale Position verändern.

```
// Die Position ändern:  
// Die Dauer ist in Millisekunden  
$('.circle').animate({  
    'margin-left': '200px'  
}, 1500);
```



Übung 3: Animieren

Verschieben Sie die vergrößerten Emoji von oben nach unten.

```
<article class="smilies">
```



```
</article>
```

Schauen wir uns das zusammen an

Arbeiten in realen Projekten



Wie speichert man JavaScript?

In realen Projekten wird das JavaScript in eigene Dateien mit der Endung «.js» ausgelagert

Diese werden mittels einem `<script>` Tag ins HTML eingebunden

```
<script src="js/script.js">  
</script>
```


Wohin gehört das JavaScript im HTML?

- An den Anfang des `<head>`?
- Ans Ende des `<head>`?
- An den Anfang des `<body>`?
- An das Ende des `<body>`?

JavaScript gehört ans Ende des `<body>`

Warum?

Der Browser lädt die Seite von oben nach unten. Wir können nicht auf HTML Elemente zugreifen, bevor sie geladen sind.

```
<html>
  <body>
    ...
    <script src="js/jquery.js">
    </script>
    <script src="js/script.js">
    </script>
  </body>
</html>
```

Codebeispiel



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Wir beginnen mit dem HTML

index.html

```
<html>
  <body>
    <article class="news">
      News
    </article>
    <script src="js/jquery.js">
    </script>
    <script src="js/script.js">
    </script>
  </body>
</html>
```



http://www.htwchur.ch



News



script.js

```
// Die Hintergrundfarbe ändern
$('body').css('background', 'red');

// Den Text anpassen
$('.news').text('JavaScript rockt');
```

index.html

```
<html>
  <body>
    <article class="news">
      News
    </article>
    <script src="js/jquery.js">
    </script>
    <script src="js/script.js">
    </script>
  </body>
</html>
```

...ergibt in etwa...



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<http://www.htwchur.ch>

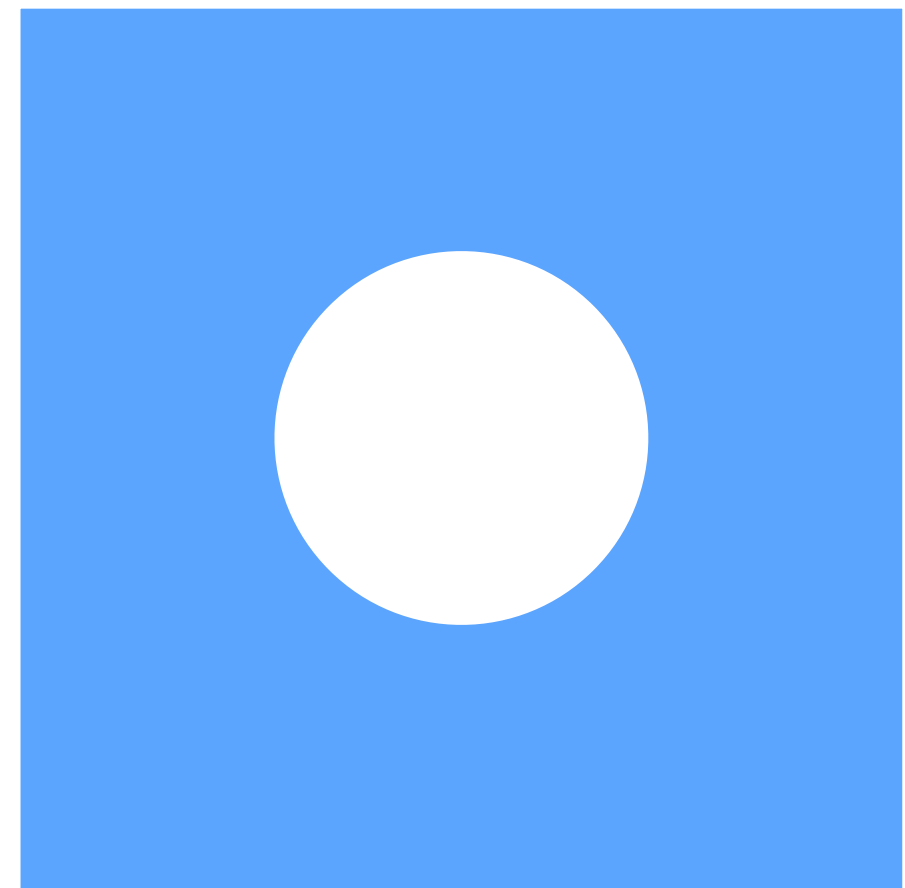


JavaScript rocks

Übung 4: Von p5 zu JS

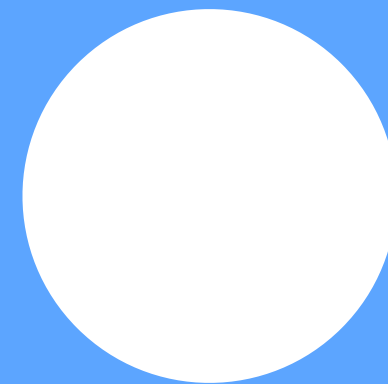
Kreieren Sie in `p5.js` einen `Canvas` mit blauem Hintergrund und einem weissen Kreis darin.

Öffnen Sie anschliessend die `HTML` Datei von p5 im `Dreamweaver`.



Übung 4: Von p5 zu JS

Verwenden Sie nun jQuery, um den Hintergrund der ganzen Website ebenfalls blau einzufärben.



Schauen wir uns das zusammen an

Zusammenfassung



Was haben wir heute gelernt?

- JavaScript bringt Interaktivität in HTML/CSS
- Am einfachsten geht das mit der Bibliothek jQuery
- Was wir heute gesehen haben, ist nur die Basis.
Nächstes Semester gehen wir tiefer in die Materie.

Ressourcen

- W3Schools [JavaScript](https://www.w3schools.com/js): [w3schools.com/js](https://www.w3schools.com/js)
- Dokumentation [jQuery](https://api.jquery.com): api.jquery.com
- W3Schools [jQuery](https://www.w3schools.com/jquery): [w3schools.com/jquery](https://www.w3schools.com/jquery)

Danke!





Fragen zum Schluss?