



**MISSION READY**

# DARE TO **DEVELOP**

Week 2 Recap

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# What we've learned

- Version control
  - Git
  - GitHub
- Mission 1 – Show & Tell
- JavaScript
  - Variables
  - Strings
  - Numbers





Time



Your  
Project



VCS



10/7/2013



Add headline  
to index page

index.html

modified

```
<h1>Headline</h1>
...
```



10/9/2013



Create "about" page

about.html

created

```
<html>
  <head>
  ...
```

photo.png

created



10/12/2013



Change page layout

about.html

modified

```
<div>new content</div>
...
```



Working Directory



Staging Directory



Commit



# Git workflow

```
git log [optional]
```

```
git status [optional]
```

```
git add index.html style.css
```

```
git commit -m "commit message"
```

```
git push
```





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# Where the world builds software

Millions of developers and companies build, ship, and maintain their software on GitHub—the largest and most advanced development platform in the world.

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65+ million

Developers

3+ million

Organizations

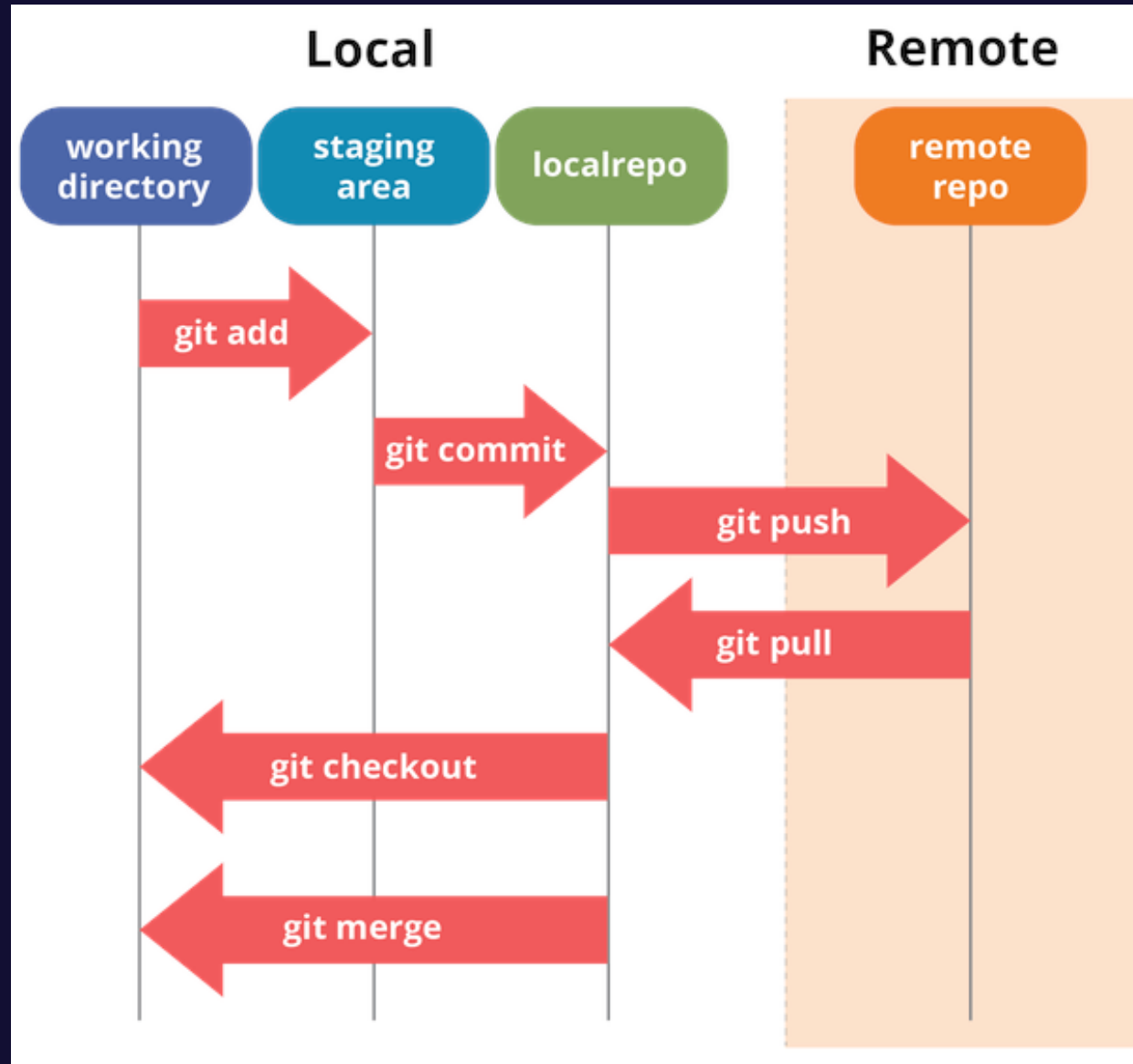
200+ million

Repositories

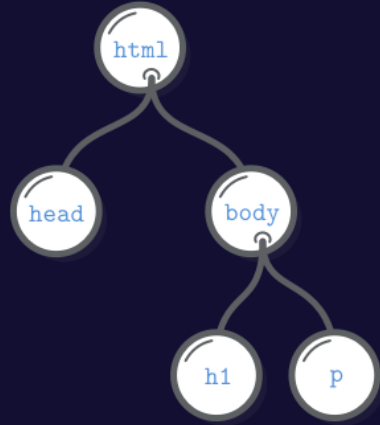
72%

Fortune 50





# Technologies in the web



HTML



CSS



JAVASCRIPT

- **HTML** is for adding meaning to raw content by marking it up.
- **CSS** is for formatting that marked up content.
- **JavaScript** is for making that content and formatting interactive.



## Programming, scripting, and markup languages

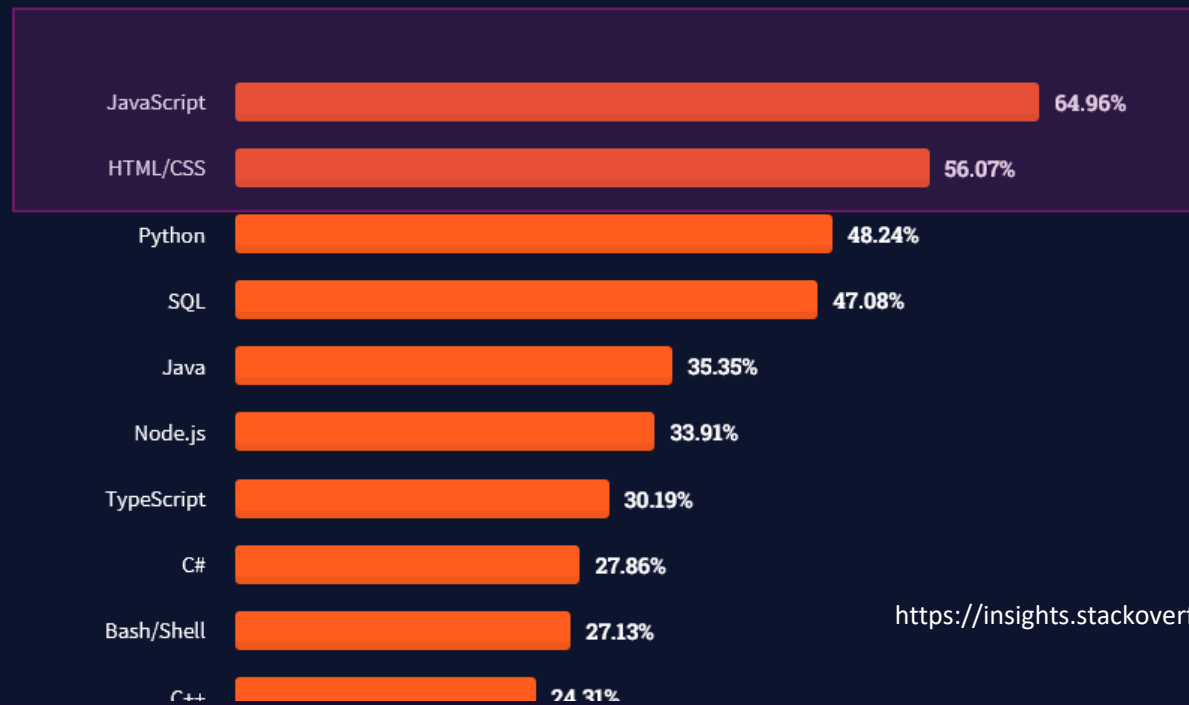


JavaScript completes its ninth year in a row as the most commonly used programming language. For most developers, programming is web programming. Python traded places with SQL to become the third most popular language.

All Respondents

Professional Developers

83,052 responses



<https://insights.stackoverflow.com/survey/2021#technology-most-popular-technologies>



# Running JavaScript in a browser

**<script>** HTML element is used to embed JavaScript code in a web page.

- Two main ways to use script tag include

1. Internal JavaScript/Inline script

```
<script>  
    // JavaScript goes here  
</script>
```

2. Importing external script – ***(Recommended for now)***

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



# Comments

- Comments is used so that other people can understand your code easier
- For a single line comment use `//`

```
const x= 5; // this is a comment
```

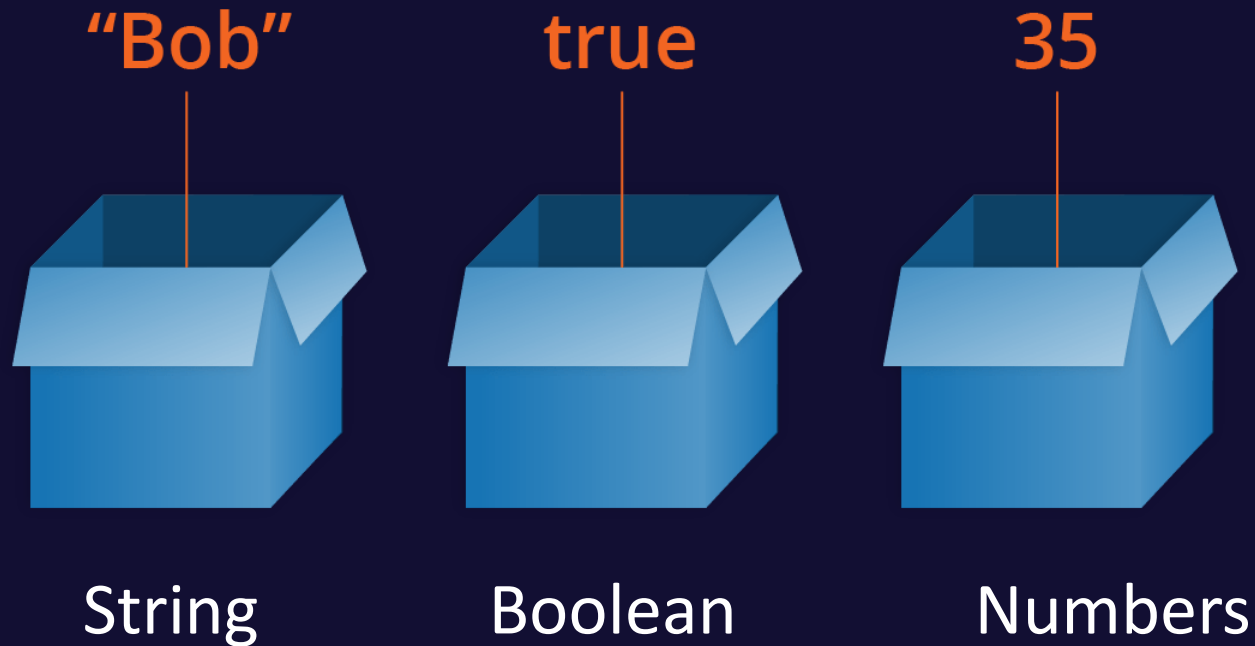
- For block comments use `/*` and `*/`

```
/*  
this comment will NOT be executed  
it is used to make the code easier to read  
*/
```



# Variable & types

A variable is a container for a value, like a number we might use in a sum, or a string that we might use as part of a sentence.



# Declaring variables

- Declaring - To use a variable, you've first got to create it.

```
let myFavColor;  
const myFavFood;
```

**Note:** In JavaScript, all code instructions should end with a semi-colon ( ; ) — your code may work correctly for single lines, but probably won't when you are writing multiple lines of code together. Try to get into the habit of including it.



# Initializing a variable

To initialize, type the variable name, followed by an equals sign (=), followed by the value you want to give it.

```
myName = 'Chris';  
myAge = 37;
```



### Good name examples:

```
age  
myAge  
init  
initialColor  
finalOutputValue  
audio1  
audio2
```

### Bad name examples:

```
1  
a  
_12  
myage  
MYAGE  
var  
Document  
skjfndskjfnbdskjfb  
thisisareallylongstupidvariablenameman
```





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# DARE TO DEVELOP

Thank you

Reuben Simpson