

JavaScript (JS)

**HTML**



**JS**



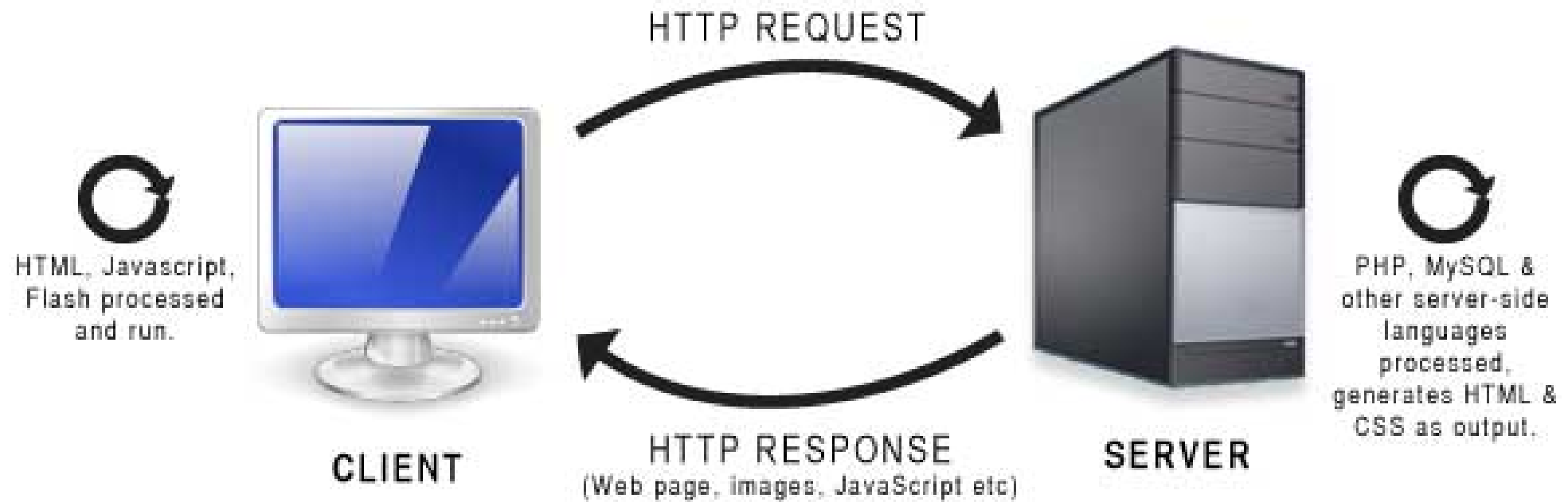
**CSS**



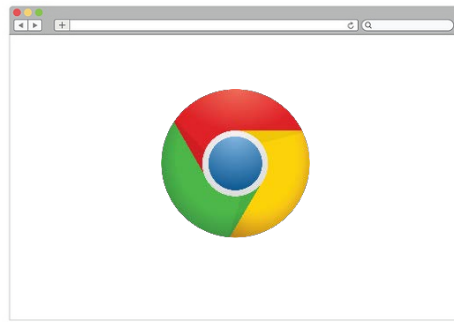
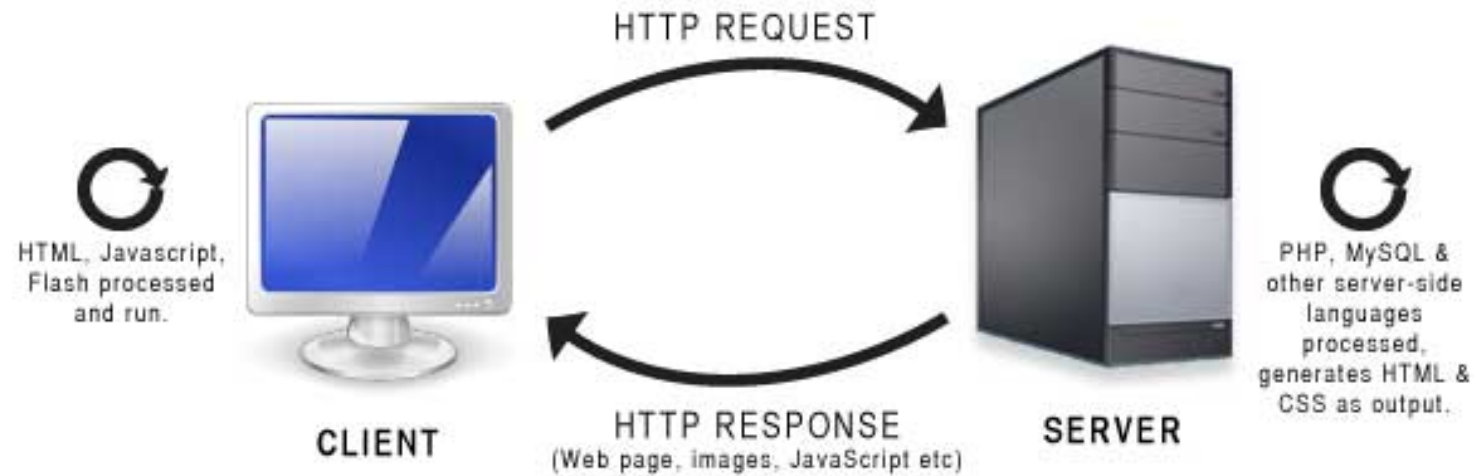
# What is JavaScript?

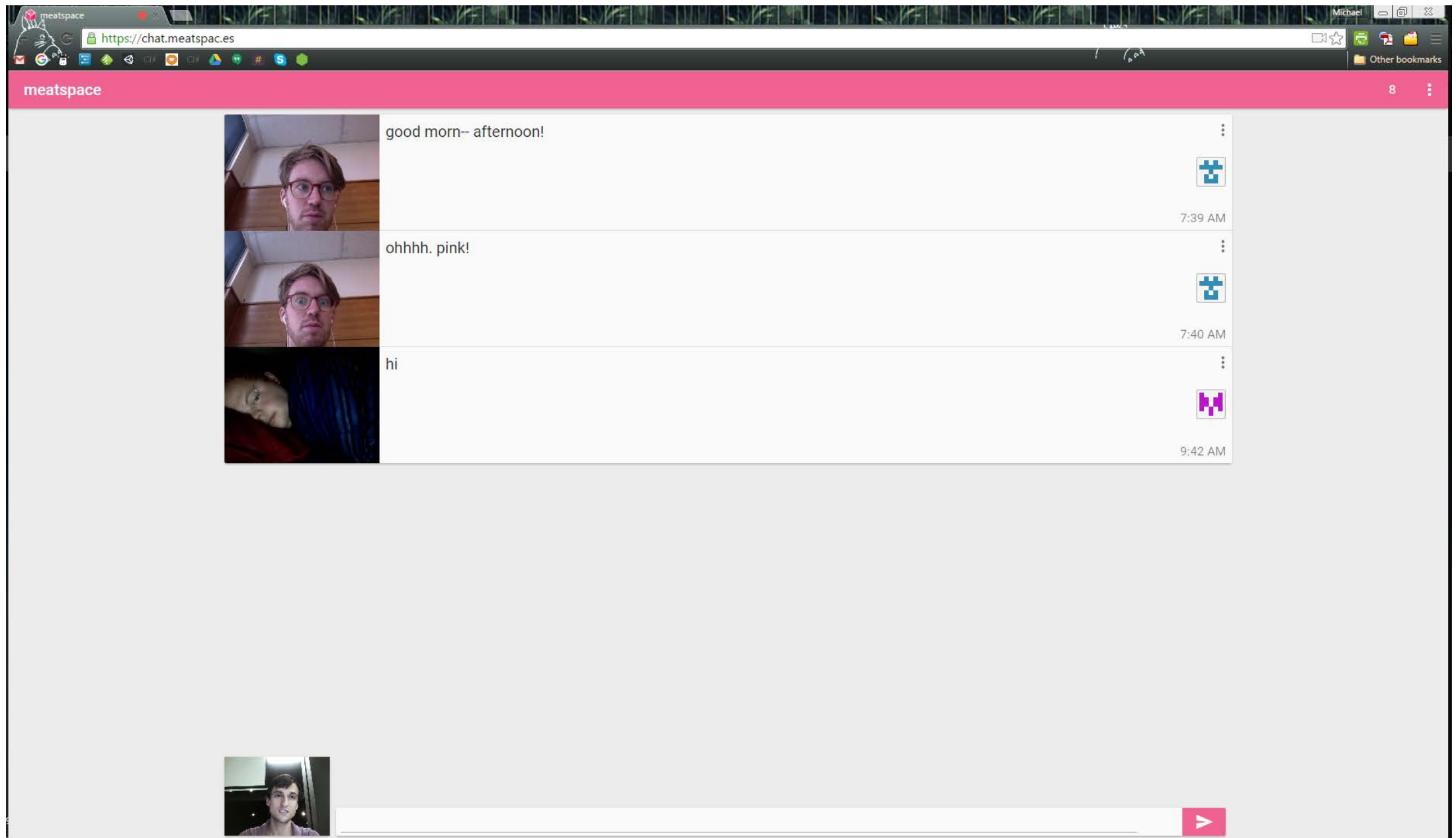
- AJAX
  - [Twitter](#)
  - [Google](#)
- UI
  - [WOW.js](#)
- Games/Art/Experiments
  - Alexei Shulgin's [Form Art](#)
  - [Form Renderer](#)
  - [Google Gravity](#)
  - [Emoji Booth](#)
  - [GoreScript](#)
- Data Visualization
  - [Urban Jungle](#)
  - [Pacman Maps](#)
  - [Distance to Mars](#)

# Client vs Server

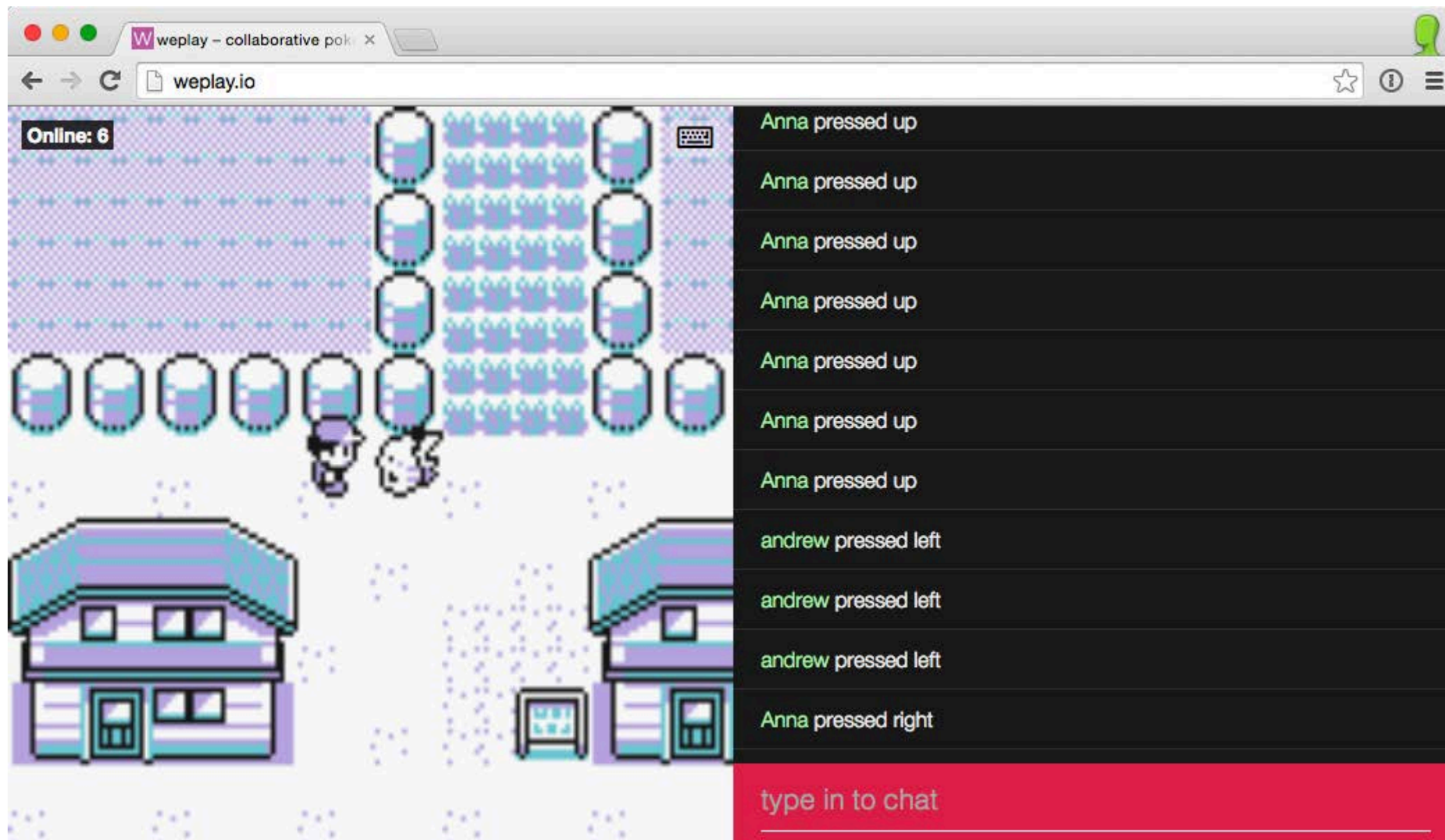


# Client vs Server





<https://chat.meatspac.es/>



<http://weplay.io/>



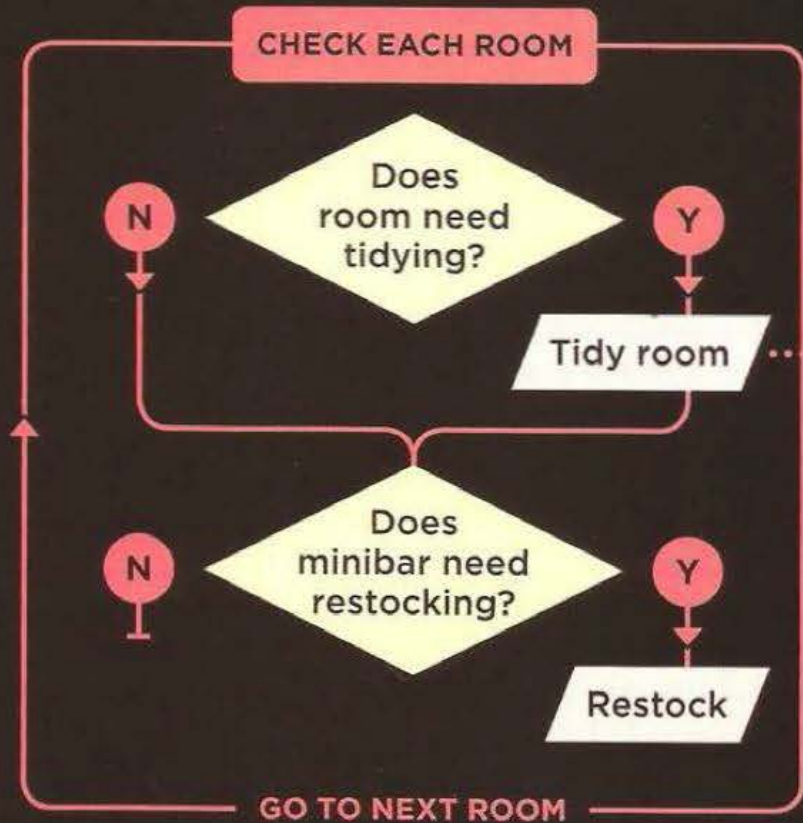
Programming?



00110001	00000000	00000000
00110001	00000001	00000001
00110011	00000001	00000010
01010001	00001011	00000010
00100010	00000010	00001000
01000011	00000001	00000000
01000001	00000001	00000001
00010000	00000010	00000000
01100010	00000000	00000000

```
var sum = 0;
var count = 0;
while (count <= 10) {
    sum += count;
    count += 1;
}
alert(count);
```

## FLOWCHART: TASKS OF A HOTEL CLEANER



## LIST: STEPS REQUIRED TO TIDY A ROOM

- STEP 1** Remove used bedding
- STEP 2** Wipe all surfaces
- STEP 3** Vacuum floors
- STEP 4** Fit new bedding
- STEP 5** Remove used towels and soaps
- STEP 6** Clean toilet, bath, sink, surfaces
- STEP 7** Place new towels and soaps
- STEP 8** Wipe bathroom floor

# Variables

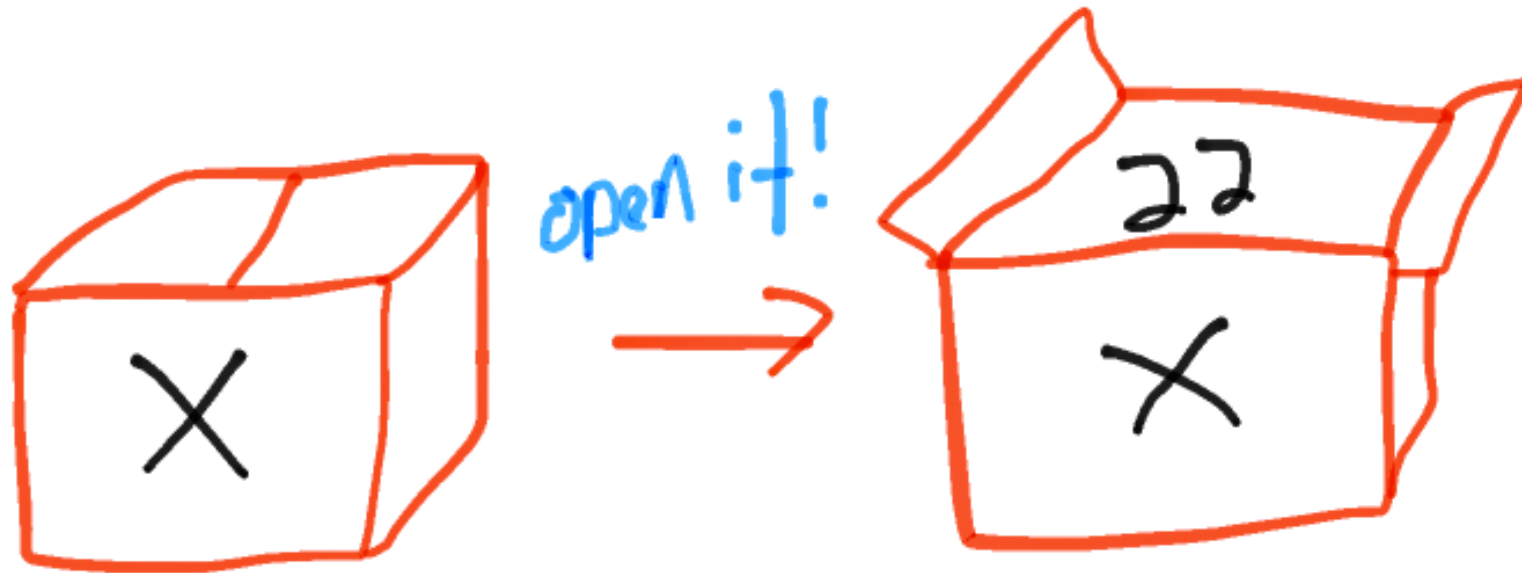
Numbers & Strings



```
console.log("Hi :)");
```

A diagram illustrating the components of the JavaScript code `console.log("Hi :)");`. A white curly brace under the `console.log` part is labeled **FUNCTION**. Another white curly brace under the `"Hi :)"` string is labeled **ARGUMENT**. A vertical line under the semicolon `;` is labeled **END**.

# Named Boxes





VARIABLE NAME



END

I

*var* message = "Hello sir or madam.";



CREATE

VALUE

# Variable Naming



Here are six rules you must always follow when giving a variable a name:

1

The name must begin with a letter, dollar sign (\$), or an underscore (\_). It must **not** start with a number.

2

The name can contain letters, numbers, dollar sign (\$), or an underscore (\_). Note that you must not use a dash (-) or a period (.) in a variable name.

3

You cannot use **keywords** or **reserved** words. Keywords are special words that tell the interpreter to do something. For example, `var` is a keyword used to declare a variable. Reserved words are ones that may be used in a *future* version of JavaScript.

ONLINE EXTRA

View a full list of keywords and reserved words in JavaScript.

4

All variables are case sensitive, so `score` and `Score` would be different variable names, but it is bad practice to create two variables that have the same name using different cases.

5

Use a name that describes the kind of information that the variable stores. For example, `firstName` might be used to store a person's first name, `lastName` for their last name, and `age` for their age.

6

If your variable name is made up of more than one word, use a capital letter for the first letter of every word *after* the first word. For example, `firstName` rather than `firstname` (this is referred to as camel case). You can also use an underscore between each word (you cannot use a dash).

# JavaScript Reserved Keywords

do

if

in

for

let

new

try

*var*

case

else

*enum*

eval

null

this

true

*void*

with

await

break

catch

*class*

const

false

super

throw

while

yield

delete

export

import

public

return

static

switch

typeof

default

extends

finally

package

private

continue

debugger

# Built-in Variables

<i>undefined</i>	unescape	<i>document</i>	eval
external	isFinite	isNaN	parseFloat
parseInt	escape	<i>NaN</i>	top
location	<i>window</i>	caches	localStorage
sessionStorage	URL	defaultStatus	screenTop
screenLeft	clientInformation	console	devicePixelRatio
outerHeight	outerWidth	screenY	screenX
pageYOffset	scrollY	pageXOffset	scrollX
innerHeight	innerWidth	<i>screen</i>	<i>navigator</i>
frameElement	parent	opener	frames
closed	status	toolbar	statusbar
scrollbars	personalbar	menubar	locationbar
history	name	self	

# Literals vs Variables

```
console.log("The answer is");
```

```
var message = "The answer is";
```

```
console.log(message); // Outputs "The answer is"
```

```
console.log("message"); // Outputs "message"
```

## STRING LITERAL

```
console.log("The answer is");
```

## STRING LITERAL

```
var message = "The answer is";
```

## STRING VARIABLE

```
console.log(message); // Outputs "The answer is"
```

## STRING VARIABLE

```
console.log("message"); // Outputs "message"
```

## STRING LITERAL

**NUMBER LITERAL**

|

```
console.log(42);
```

**NUMBER LITERAL**

|

```
var num = 42;
```

|

**NUMBER VARIABLE**

```
console.log(num); // Outputs "42"
```

|

**NUMBER VARIABLE**

```
console.log("num"); // Outputs "num"
```

|

**STRING LITERAL**