HECK YEA, IT'S CLAB!

TODAY'S PROGRAM

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- Admin: Attendance
- Presentation of Assignments
- Terminal + Git
- LocalStorage
- JavaScript Libraries

ASSIGNMENTS

SHELL YEAH!

GIT =

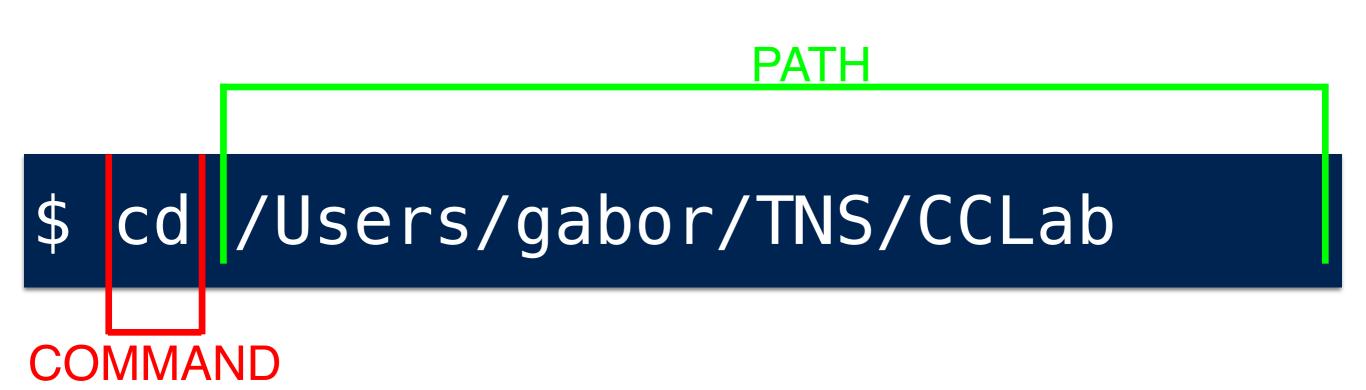
- a distributed version control system
- a full-fledged repository
- history + version-tracking

Main Expressions

- cd, ls, mkdir, rmdir, pwd
- git init
- git remote add
- git pull

type cd and space

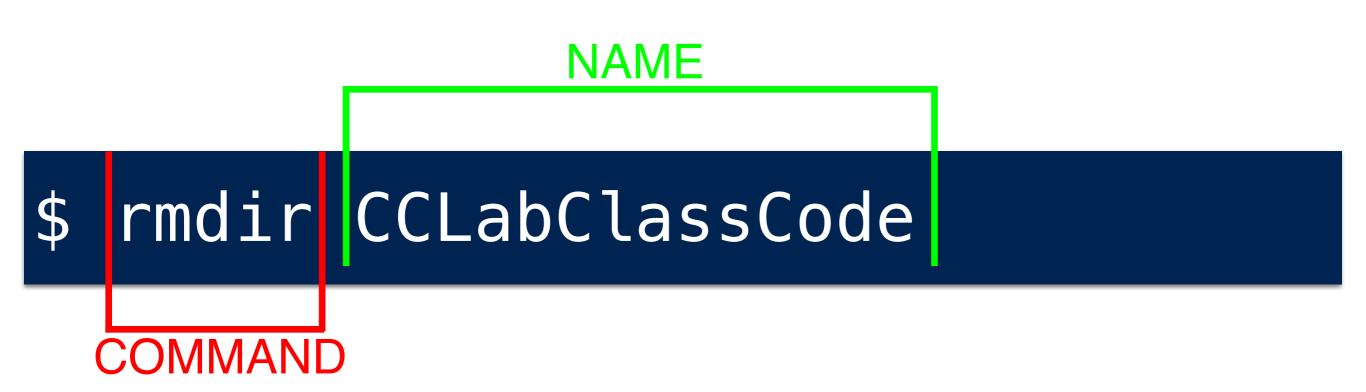
drag your CCLab folder to the terminal window



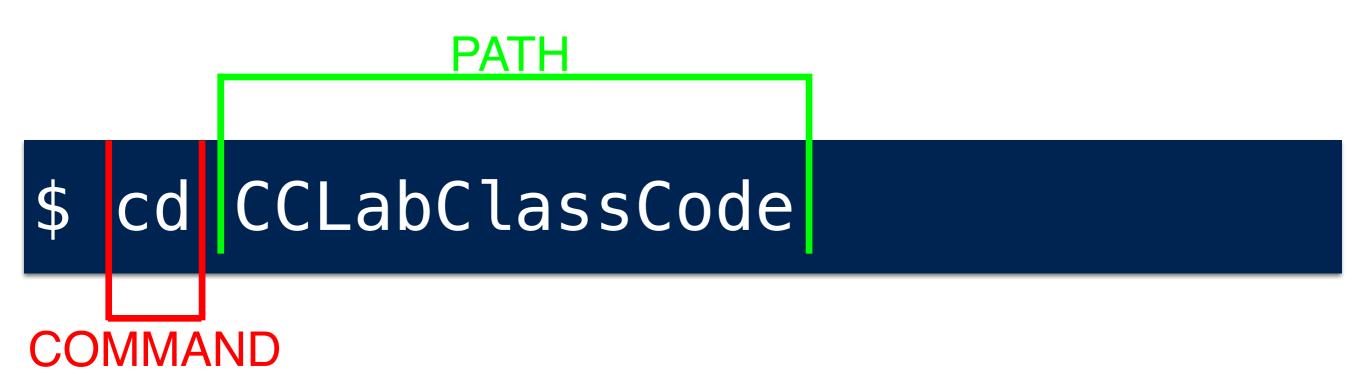
cd means "change directory"



mkdir means "make directory"



rmdir means "remove directory"



\$ pwd

pwd means "print working directory"

you should see something like...

\$ /Users/gabor/TNS/CCLab/ CCLabClassCode

git --version

\$ git version 1.8.2.1

\$ git init

```
$ git remote add classcode https://github.com/gaborparsons/CCLAB-Fall2015
```

BRANCH



check the folder



With local storage, web applications can store data locally within the user's browser.

With local storage, web applications can <u>store data locally</u> within the <u>user's browser</u>.

- Replaces cookies
- More secure
- Large amounts of data
- Info never transformed to server

Main Expressions

- localStorage.setItem()
- localStorage.getItem()
- JSON data format (attribute/value)
- JSON.parse()
- JSON.stringify()

LOCAL STORAGE IN 11 LINES

```
after var taskArray = [ ];
```

```
//update local storage
var updateLocalStorage = function(){
    //stringify the task array and save it as 'taskList' in local storage
    var taskListString = JSON.stringify(taskArray);
    localStorage.setItem('taskList', taskListString);
};
```

```
displayTasks( )
```

```
//check if there is a taskList in localStorage
var taskListString = localStorage.getItem('taskList');
if(taskListString){
    taskArray = JSON.parse(taskListString);
};
```

saveTask()

```
//add the value to the taskArray
taskArray.push(newTask);

//update local storage
updateLocalStorage();

//update your task view
```

```
deleteTask( )
```

```
//go to the taskNumber positiong of taskArray and remove one object
taskArray.splice(taskNumber, 1);

//fire update local storage
updateLocalStorage();

//update tasks to show new array
```

```
init()
add displayTasks()
```

JAVASCRIPT LIBRARIES

LIBRARIES

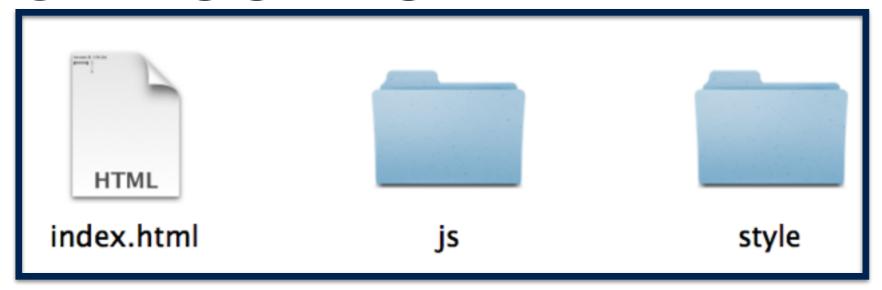
A JavaScript library is a bunch of pre-written JavaScript files that make it easier to do cool stuff.

Libraries contain objects + functions that you can reference the same way you would reference objects + functions that you wrote.

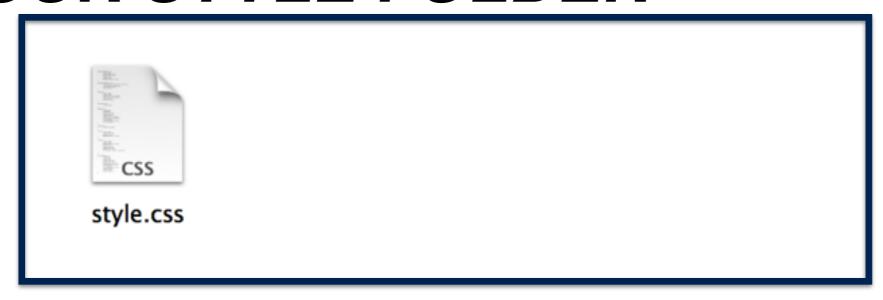
Libraries contain **objects + functions** that you can **reference** the same way you would reference objects + functions that you wrote.

Libraries contain objects + functions that you can reference ALMOST the same way you would reference objects + functions that you wrote.

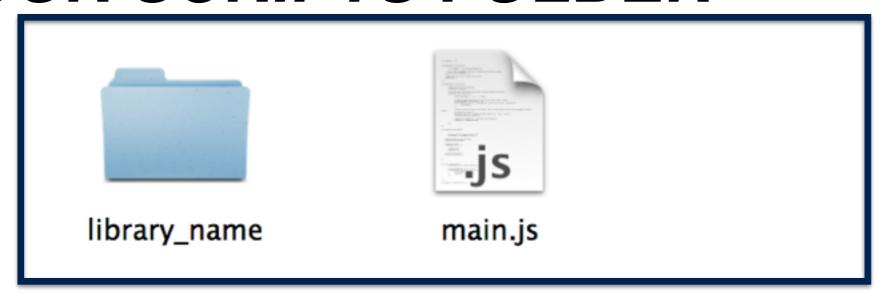
YOUR ROOT FOLDER



YOUR STYLE FOLDER



YOUR SCRIPTS FOLDER



YOUR HTML FILE

```
<!doctype html>
<html lang="en">
<head>
    <meta charset="UTF-8" />
    <title>My Awesome Web App</title>
    <link rel="stylesheet" type="text/css" href="style/style.css">
    <script src="js/library_name/main_library_file.js"></script>
</head>
<body>
    <div id="myAwesomeWebApp">
        <!-- Your Site Content -->
    </div>
    <script src="js/main.js"></script>
</body>
</html>
```

LET'S TRY IT!

jQuery

https://jquery.org/

jQuery Expressions

- jQuery handler: \$()
- \$(document).ready
- \$('element')
- \$('#id')
- \$('.class')
- val(), empty(), click()

Many libraries can be found at jsdb.io

ASSIGNMENT

- 1. GET YOUR CODE UP AND RUNNING
- 2. GO TO JSDB.IO + CHOOSE A LIBRARY
 - 3. MAKE A NEW APP THAT USES JQUERY + YOUR NEW LIBRARY