Introduction to JavaScript you will study foundational programming concepts at a deeper level. While it may feel redundant to what you learned in weeks two and three, this additional practice will solidify your understanding so you can integrate more complex concepts in weeks to come.

This week, you will learn how and when to utilize primitive data types and objects to perform specific operations.

Learning Outcomes

Course Learning Outcomes Addressed

- Explain the key web programming concepts
- Build web applications using JavaScript, HTML, and CSS
- Design and code user interactions on web pages

By the end of this week, you will be able to:

1. Manipulate arrays using array methods
2. Use parameters in functions
3. Code logic to loop through items in an array
4. Schedule execution based on events on a web page
5. Describe challenges you faced when programming and identify solutions
6. Use the switch operator to write code with multiple conditions
7. Create a README file for a GitHub repository
8. Explain the key web programming tools and concepts

Activities

Key activities

- Knowledge Checks 3.1 and 3.2
- Discussions
    - Style Guides: The What, the Why, the How
    - Explain a Basic Looping Function Discussion
    - Technical Challenge Reflection - PacMan Exercise
- Coding Activities
    - First Array in Memory Activity
    - Passing Arguments to Functions Activity
    - Loop on an Array Activity
- Coding Assignments
    - Pac-Man Coding Assignment
- GitHub Portfolio Project
    - Building Your Portfolio

Self-study activities

Pac-Man Exercise