HTML

uses <tags>

**elements**

<h1>Highest Headings </h1>

<h6>Lowest Headings </h6>

<p> paragraph elements </p>

<**body**>body element <body> // this element covers the entire screen/background, can be styled in CSS

//if you give your body element font styles or colour, then they will be **inherited** by your other elements unless over-rided

<!-- Comment

-->

<ul>

<li>unordered list 1</li>

<li>unordered list 2</li>

</ul>

<od>

<li>ordered list 1</li>

<li>ordered list 2</li>

</od>

<input type=”text”> //**text field**

<input type=”text” placeholder=”placeholder text”>

<**form** action=”/URL-where-you-send-form-data”></form>

<form action=”/URL”><input type=”text” **required** placeholder=”text”></form> // this blocks from submitting until form is filled out

**buttons**

<button type=”submit”>submit</button> //submit button used with form

<**label**><input type=”**radio**” name=”name of radio buttons”>button1</label>

<**label**><input type=”**checkbox**” name=”name of checkboxes” **checked**> checkbox1 </label> //checked is checked by default

adding **properties**

<h1 **style**=”color:red”>inline style</h1>

<h2 **class**=”blue-class”>

<h2 **id** = “element id”> // can be used as handles

<h3 style = “**border-color**:red**”**>element</h3>

<h3 style = “**border-style**:solid**”**>element</h3>

<h3 style = “**border-width**:5px**”**>element</h3>

<h3 style = “**border-radius**:10px”>element</h3>

<h3 style = “**border-radius**:50%”>element</h3>

**importing font-families**

//place at top of page

<link href=”<https://fonts.googleapis.com/css?family=Lobster>” rel=”stylesheet” type=”text/css”>

**images**

<img src=”https://www.imagesource.com/image.jpg”>

resizing images <img src=”URL” style:500px> //can be done in CSS

<figcaption>text underneath image</figcaptionj>

**anchoring**

<a href=”URL”>link’s text</a>

<a href=”URL”><img src=”https://www.can\_embed\_image.com/image.jpg”>

resizing images <img src=”URL” style:500px></a>

<a href=”#”>dead link</a>

can do linking to other sections of the page if set href to $#id\_of\_page

**div element containers**

<div>elements</div> // can use this to add properties to group of elements

**margin**

margin: 20px //amount of space between element border and surrounding elements

margin-bottom: -2px;

margin-top:

margin-left:

margin-right:

**padding**

padding: 10px; // amount of space between element and border

padding-top: 5px;

padding-right: 5px;

padding-bottom: 5px;

padding-left: 5px;

padding: 10px 20px 10px 20px; //top right bottom left

**Over-rides**

ids will always override styles

inline styles will override ids

!important in CSS will override all else

**Colors**

colours can be in Hex #000000;

there is abbreviated Hex code

rgb(0,0,0)

**Bootstrap – Responsive Design**

<link rel="stylesheet" href="//maxcdn.bootstrapcdn.com/bootstrap/3.3.1/css/bootstrap.min.css"/> // add to top of page

<div class=”container-fluid”> all other stuff so that browser can resize page to fit screen</div>

<img class=”img-responsive” [image source and other stuff]>

<h2 class=”text-center”> // centres text

<button class=”**btn**”>some text</button>

<button class=”btn **btn-block**”>fill entire screen</button>

<button class=”btn btn-block **btn-primary**”>gives it a great colour</button>

<button class=”btn btn-block **btn-info**”> gives a different secondary “info” colour</button>

<button class=”btn btn-block **btn-danger**”>gives a danger colour </button>

**Bootstrap Grid**

This grid helps organise the horizontal length of the screen into 12 units. You can assign elements size elements.

<div class=”col-xs-4”> //gives 4 size elements for extra small pages

<div class=”col-md-4”> // givesd 4 size elements for medium sized pages

<p>This helps change properties within<**span** class=”text-danger”>elements</span></p>

<link rel="stylesheet" href="//maxcdn.bootstrapcdn.com/font-awesome/4.5.0/css/font-awesome.min.css"/> //to include for font-awesome

**text input**’s can be given **form-control** classes which give it 100% width.

**icons**

<i class=”fa fa-info-circle”></i>

**row and wells**

<div class=”**row**”> //this creates columns

<div class=”col-xs-6”>

<div class=”**well**”>

//elements

</div>

</div>

<div class=”col-xs-6”>

<div class=”**well**” **id**=right-well> // can give ids to wells so that you can handle them

//elements

</div>

</div>

</div>

CSS Cascading Style Sheets

// place above HTML

<style>

h2 (color:red);

.blue-class {

color: blue;

**font-size**: 30px;

**font-family**: Sans-serif, Helvetica; //changes to Helvetica if Sans-serif is not present

}

.image-class{ // remember can put more than one style in element

border-color:red;

border-width:5px;

border-style:solid;

}

#image-id{

background-color:green;

}

</style>

jQuery and JavaScript

this gives functionality to webpages and allows you to run JavaScript

give elements class=”**target**”

<script>

$(document).ready(function(){

// code here runs as soon as page is open

$("button").addClass("animated bounce"); // can target all **elements** of a type

$(".well").addClass("animated shake"); // can target elements by **class**

$("#target3").addClass("animated fadeOut"); // can target elements by **id**

$("#target1").addClass("btn-primary"); // can target same element by different handle

$("#target1")f("color", "red"); // can change **CSS** of an element

$("#target1").**prop**("disabled", true); // can access property of element

$("#target4").**html**("<em>#target4</em>"); // can affect text in html, here *emphasis*

$("#target4").**remove**(); // can **remove** element completely

$("#target2").**appendTo**("#right-well"); // can move elements to different wells

$("#target5").**clone().appendTo**("#left-well"); // can **copy** element to different wells

$("#target1").**parent**().css("background-color", "red"); // cantarget element of **parent**

$("#right-well").**children**().css("color","orange"); // can target **children** of element

$(".target:nth-child(2)").addClass("animated bounce"); // target **specific children** of element

$(".target:even").addClass("animated shake"); // can target **odd** or **even** elements

$("body").addClass("animated hinge"); // can handle entire page

});

$(“body”).attr(“attribute”, “attributeValue”);

</script>

JavaScript

comments: // or /\* stuff \*/

data types:

*undefined, null, boolean, string, symbol, number,* and *object.*

Declaring variable requires *var* keyword:

var ourName; // have variable *undefined* if not given initial variable.

Let type:

only defined in scope to the block it was created in.

temporal dead zones

block scoping

const type:

defined once, never redefined.

Variables and functions are case sensitive and variables are typically in camelCase.

*Numbers*

operations are same as other languages.

I++ = i+1;

numbers can be decimal points, no need to do anything different.

% remainder operator is not modulus, it does not work with negative numbers.

MyVar += is myVar = myVar + num;

myVar -= is myVar = myVar – num;

myVar \*= is myVar = myVar \* num;

myVar /= is myVar/num;

*Strings Literals*

“Strings can be added together.”

if you want to include “ or ‘ inside your string, you can put a backslash before like this \”.

*Escape Sequences in JS*

| Code | Output |
| --- | --- |
| \' | single quote |
| \" | double quote |
| \\ | backslash |
| \n | newline |
| \r | carriage return |
| \t | tab |
| \b | backspace |
| \f | form feed |

.length will get the length of string literal.

Indexing of string is through [x]; // starts from 0

strings are *immutable* meaning that once defined, they cannot be changed.

Deep copy string.slice();

*Arrays*

var name = [“stuff”, “stuff” ] // can contain different types of variables. // also has zero-based indexing.

Nested arrays var name=[[“dog”, 1],[2,4]];

arrays are *mutable*.

**Push()** = Adding value to end of array

**Pop()** = removing value from end of an array;

**Shift()** = removing first value from array;

**unShift()** = adding first value to array**s**

local vs global:

global variables are just variables defined outside functions.

Local variables are just variables defined inside functions. Local variables with the same name as global variables will override the global variable.

Typeof: type of data structure or of variable.

*functions*

function functionName(input variables){

return variables;

}

*arguments object*

you can get the arguments input into a function by going arguments[x].

*if statements*

if (condition){

statements;

}

wasThatTrue and isItTrue are boolean conditions uses in if statements.

*== Equality operator*

JavaScript can compare over two different data types such as 1 or ‘1’.

=== *Strict Equality Operator*

JavaScript has an operator that compares data types as well.

*!= inequality operator.*

*!== strict inequality operator.*

&& AND

|| OR

remember to string your if and else if statements from smallest to biggest to capture the best resolution!

*splice()*

var deletedElements = array.splice(start, deleteCount, item1, item2...)

returns modified array, deleteCount is number of elements you want to remove, and item1, etc are elements that you want to add to the array.

Slice()

returns a new array from items that you selected.

*Switch statements*

switch (num){

case value1:

statement1;

break;

case value2:

statement2;

break;

…

case valueN:

statementN;

break;

default:

statement;

}

a cool trick using switch statements:

switch(val) {  
case 1:  
case 2:  
case 3:  
result = "1, 2, or 3";  
break;  
case 4:  
result = "4 alone";  
}

refactoring trick!

don’t need if or else statements if return [equality statement] does the same.

*Objects*

similar to arrays but instead of using indexes to access and modify data, you access data through *properties*.

*object layout*

var objectName ={

“prop1”: “stuff”,

“prop2”: 2,

“prop3”: 1,

“prop4”: [“Water”, “Dogs”]

};

accessing properties: *objectName.prop1*;

or *objectName[“prop1”]*;

Here is an example of using a variable to access a property:

var someProp = "propName";  
var myObj = {  
propName: "Some Value"  
}  
myObj[someProp]; // "Some Value"

Here is one more:

var myDog = "Hunter";  
var dogs = {  
Fido: "Mutt", Hunter: "Doberman", Snoopie: "Beagle"  
}  
var breed = dogs[myDog];  
console.log(breed);// "Doberman"

can **overwrite properties** by going *objectName.prop1 = “NEW THING”;*

can **add properties** by going *objectName.newprop = “NEW Thing!”*;

can **delete properties** by going *delete objectName.prop1*;

can **check if property exist** by.hasOwnProperty() returns true or false.

You can also **nest objects** together

creating objects using **constructor** functions:

var Car = function() {  
  this.wheels = 4;  
  this.engines = 1;  
  this.seats = 5;  
};

making **instances** of objects with constructor function:

var myCar = new Car();

another cool example:

// Setup

function phoneticLookup(val) {

var result = "";

// Only change code below this line

var lookup ={

alpha: "Adams",

bravo: "Boston",

charlie: "Chicago",

delta: "Denver",

echo: "Easy",

foxtrot: "Frank"

}

result = lookup[val];

// Only change code above this line

return result;

}

// Change this value to test

phoneticLookup("charlie");

[JavaScript Object Notation](http://www.json.org/) or JSON is a related data interchange format used to store data.

{  
"artist": "Daft Punk",  
"title": "Homework",  
"release\_year": 1997,  
"formats": [   
"CD",  
"Cassette",  
"LP"  
],  
"gold": true  
}

**Unique Objects**

var Car = function(wheels, seats, engines) {  
  this.wheels = wheels;  
  this.seats = seats;  
  this.engines = engines;  
};

Objects can have their ownfunctions called **methods**.

var Car = function() {

// this is a **private** variable

var speed = 10;

// these are **public** methods

this.accelerate = function(change) {

speed += change;

};

this.decelerate = function() {

speed -= 5;

};

this.getSpeed = function() {

return speed;

};

};

**map method**  is used to iterate through an array using multiple processes simultaneously.

OldArray.map(function(val)){ //multiplies all values in array by 4

return val\*4;

}

**reduce method** is used to operate cumulatively on each value of array.

var singleVal = array.reduce(function(previousVal, currentVal) {  
  return previousVal - currentVal;  
}, 0);

**filter method** is used to filter out unwanted variables.

array = array.filter(function(val) {  
  return val !== 5;  
});

**sort method** is used to sort array, it changes the original array and typically you should do a compare function inside of it too so that it knows how you want to sort it.

var array = [1, 12, 21, 2];  
array.sort(function(a, b) {  
  return a - b;  
});

**reverse method** is a method that just reverses an array, it alters the original array.

var myArray = [1, 2, 3];  
myArray.reverse();

**concat method** is a method that joins an array to the end of the first array.

newArray = oldArray.concat(otherArray);

**split method** is a method to split strings into many strings and put them into an array.

Var array=string.split(‘s’);

**join method** is a method that takes an array of strings and then joins them together to form one string. You can place an argument between each string.

Var salad = veggies.join(“ and “);

*for loops*

for([initialization];[condition]; [final-expression]){

statements;

}

*while* loops

while(condition){

statements;

}

**Math**

Random Numbers Generator 0 to 1: *Math.random()*

floor fractions using: *Math.floor()*

console.log("Hi World"); // prints to console

**Finding Occurrences of Words in Strings**

REGEX

Regular expressions are used to find certain words or patterns inside of strings.

For example, if we wanted to find the word the in the string The dog chased the cat, we could use the following regular expression: /the/gi

Let's break this down a bit:

/ is the start of the regular expression.

the is the pattern we want to match.

/ is the end of the regular expression.

g means global, which causes the pattern to return all matches in the string, not just the first one.

i means that we want to ignore the case (uppercase or lowercase) when searching for the pattern.

andCount = testString.match(expression).length;

for **numbers** use expression: var expression = /\d+/g; // the + symbol means look for more than one.

For **whitespace** use expression: var expression = /\s+/g;

For any **non-whitespace** use expression: var expression = /\S/g;

Closures:

Closures are functions that refer to independent (free) variables (variables used locally, but defined in an enclosing scope). These variables remember the environment in which they were created.

JSON APIs and Ajax

APIs mean Applicaiton Programming Interfaces

Ajax is a technology that updates HTML with data

// code for getMessage button

$(“#getMessage”).on(“click”, function(){

$.getJSON("/json/cats.json", function(json){

$(".message").html(JSON.stringify(json));

});

#(“.message”).html(“message”); // changes the html message in .message

});

JSON is a data format for transferring API data.

{key :value, key:value}

adding JSON data to html variable.

json.forEach(function(){

var keys = Object.keys(val);

html += "<div class = 'cat'>";

keys.forEach(function(key){

html+= "<strong>" + key + "</strong>: " + val[key] + "<br>";

});

html += "</div><br>"

});

rednering images from JSON

html += "<img src = '" + val.imageLink + "' " + "alt='" + val.altText + "'>";

getting location:

if (navigator.geolocation){

navigator.geolocation.getCurrentPosition(function(position){

$("#data").html("latitude: " + position.coords.latitude + "<br>longitude: " + position.coords.longitude);

});

}

**Calling an api**

url = “something.com”

$.ajax({

Type: “GET”,

[url:url](../../../../../C:/Users/JackyRecelis/AppData/Roaming/Microsoft/Word/url),

success:function(data){

//do press

}

**NodeJS**

This is a package that allows you to turn your computer into a server and access server side data using Javascript, rather than using PHP or any server side language.

NodeJS has a set of built-in modules, similar to javascript libraries that you can just use.

In windows, use the command node filename.js to run any nodeJS file.

In linux/ubuntu, use the command nodejs to run the files.

**Require(‘modulename’)**  keyword: To use a module

**Creating a module**

Use the **exports**  keyword to make properties and methods available outside of module file. Kind of like public keyword in java amd C++.

e.g.

exports.myDateTime = function(){

return Date();

};

var http = require('http');  
http.createServer(function (req, res) {  
    res.writeHead(200, {'Content-Type': 'text/html'});  
    res.write(req.url);  
    res.end();  
}).listen(8080);

To log into server as client, go to browser and type in [http://localhost:8080/](http://localhost:8080/summer).

the module **http** allows Node.js to transfer data using the hyper-text transfer protocol, and can create servers to do this bys using the createServer() function in the http module.

Http.createServer(function(req, res){

// can do things on server creation

});

The res argument is the response you get from the server. So when you’re building your own server, you can write strings or do stuff with your response.

you can write to the screen using the function: res.**write()**.

you can add a HTTP header using the function:

res.**writeHead(200, {response headers})**;

the first argument is the status code, and the second is the response headers

The end of your response is given using the res**.end()** function.

The **listen** method at the end of createServer tells the server to listen to port 8080.

The **req** argument is the request from the client and is an object.

You can get the input **url** of the client logging into your server. This is the url that follows the localhost.

NodeJS as a file server. **Require(‘fs’)** so that you can access files on your computer.

You can read files. create files, update files, and delete files using nodeJS.

e.g.

inside the createServer function →

fs.**readFile(‘fileinsamedirectory’, function(err,data){**

**// do stuff**

**// data is the data, if in html, you can specify in writeHead what content it is using**

res.writeHead(200, {'Content-Type': 'text/html'});

**})**;

Other functions for file system

fs.appendFile()

appends to end of file. If file does not exist, creates that file.

Etc.

fs.open()

fs.writeFile()

to delete files use: fs.unlink()

**learn you node**

process.argv gives an array of all of the arguments sent into module. With first one as ‘node’, second arg as ‘[path]’, rest as actual input arguments.

FS Module

[file:///home/bigcomputer/.nvm/versions/node/v8.4.0/lib/node\_modules/learnyounode/node\_apidoc/fs.html#fs\_fs\_readfile\_filename\_options\_callback](../../../../bigcomputer/.nvm/versions/node/v8.4.0/lib/node_modules/learnyounode/node_apidoc/fs.html" \l "fs_fs_readfile_filename_options_callback)

Buffer Module

[file:///home/bigcomputer/.nvm/versions/node/v8.4.0/lib/node\_modules/learnyounode/node\_apidoc/buffer.html](../../../../bigcomputer/.nvm/versions/node/v8.4.0/lib/node_modules/learnyounode/node_apidoc/buffer.html)

Path Module

[file:///home/bigcomputer/.nvm/versions/node/v8.4.0/lib/node\_modules/learnyounode/node\_apidoc/path.html](../../../../bigcomputer/.nvm/versions/node/v8.4.0/lib/node_modules/learnyounode/node_apidoc/path.html)

HTTP Module

[file:///home/bigcomputer/.nvm/versions/node/v8.4.0/lib/node\_modules/learnyounode/node\_apidoc/http.html](../../../../bigcomputer/.nvm/versions/node/v8.4.0/lib/node_modules/learnyounode/node_apidoc/http.html)

URL Module

[file:///home/bigcomputer/.nvm/versions/node/v8.4.0/lib/node\_modules/learnyounode/node\_apidoc/url.html](../../../../bigcomputer/.nvm/versions/node/v8.4.0/lib/node_modules/learnyounode/node_apidoc/url.html)

Modules from Node Core Library:

* fs fileserver
  + all synchronous (or blocking) filesystem methods in fs module end with Sync
  + readFileSync returns a Buffer object, which can be converted to string readable characters using toString()
  + readFile(path, function callback(err,data){}) is asynchronous, and you are given a callback to use when it is successful.
  + Readdir()
* path
  + can get extension name using path.extname(“filename”)
* Buffer
* HTTP
* Net

External Libraries:

* bl – for combining multiple Node Buffers when they come in as a stream. Can use pipe to get it all into one Buffer List.
* Concat-stream – put all Node buffers together.
* Async – counting callbacks
* after – invoke callback after n calls
* through2-map – able to map chunks of data and deal with it in simultaneously.

pipe vs on

on deals with things chunk by chunk, whereas pipe must have a pointer that links things to the destination.

Express

Javascript Browser Object Model (BOM)

not all same in difference browsers

window.innerHeight

window.innerWidth

[doesn’t incluse scrollbars]

window.open()

window.close()

window.moveTo()

window.resizeTo()

Window.Screen Object

information on user’s screen, don’t need to use window. Prefix.

Props

screen.width

* screen.height
* screen.availWidth, in pixels minus things like Windows Taskbar
* screen.availHeight
* screen.colorDepth, amount of different colours computer resolution, based on hardware
* screen.pixelDepth, same as colorDepth for modern computers

Window.location object

can be written without window prefix

* window.location.href returns the href (URL) of the current page
* window.location.hostname returns the domain name of the web host
* window.location.pathname returns the path and filename of the current page
* window.location.protocol returns the web protocol used (http: or https:)
* window.location.assign(“URL”) loads a new document
* window.location.port returns port number of page, if default 80 for http and 443 for https, browsers will display 0 or nothing.

Window.history

can be written without window prefix.

* history.back returns previous URL
* history.forward loads next URL on history list

Window Navigator

can be written without window prefix

* navigator.cookieEnabled returns true if cookies enabled, else false
* navigator.appName returns application name of browser, Netscape is application name of IE11, Chrome, Firefox and Safari. So doesn’t give that much info.
* Navigator.appCodeName returns app code name which apparently is Mozilla for pretty much everything.
* Navigator.product returns produce name of browser engine. For Mozilla this is Gecko.
* Navigator.appVersion returns version of browser
* Navigator.userAgent returns browser type, OS and 32bit or 64bit.

Warning, don’t use this navigator object to get browser type because people can change it.

* Navigator.platform returns operating system.
* Navigator.language returns browser’s language.
* Navigator.onLine returns true is browser is online.
* Navigator.javaEnabled() returns true if Java is enabled.

Javascript Popup Boxes

all can be written without window prefix

* window.alert(“string”) can be written without window prefix
* window.confirm(“sometext”) will have OK returns true and Cancel returns false,
* window.prompt(“sometext”, “defaultText”) gives a box with some text and a form.
* Line breaks are done using \n characters.

Timing Events

all can be written without window prefix

* window.setTimeout(function, milliseconds) runs function after waiting for milliseconds
* window.clearTimeout(setTimeoutHandle) stops setTimeout if function has not begin running yet.
* Window.setInterval(function,milliseconds) function is executed between time intervals set by second argument.
* Window.clearInterval(setIntervalHandle) stops setInterval

Cookies

* cookies saved in name-value pairs e.g. username = someone someone
* document.cookie property
* create cookie: document.cookie= “username=John Smith”;
* expiry date of cookie: document.cookie = "username=John Doe; expires=Thu, 18 Dec 2013 12:00:00 UTC";
* can tell browser which path cookie belongs to. document.cookie = "username=John Doe; expires=Thu, 18 Dec 2013 12:00:00 UTC; path=/";
* reading cookie by: var x= document.cookie
* change cookie same way as creating it.
* Delete cookie by setting expires parameter to passed date.

**Redux**

there is state, reducers, and actions. State is where all of your variables are held. Actions are what changes you want to make on your state, and the reducers are functions that call the action.

**3 Principles behind Redux**

Single Source of Truth → everything is stored in object tree within single store.

State is read-only → only way to change it is by calling action.

Changes made of pure functions → must, must use pure functions. Never mutate.

**Actions**

look like this:

{

type: ADD\_TODO,

text: 'Build my first Redux app'

}

with a type and some value. Good to define their type as a const so that you can import or export then easily.

Const ADD\_TODO = ‘ADD\_TODO’

otherwise, type is a direct string

Sent to store using the store.dispatch() method.

**Action Creators**

functions that simply refer an action. Easy to confuse but specific difference.

function addTodo(text) {

return {

type: ADD\_TODO,

text

}

}

You put the action creator into a dispatch function to make the change.

Store.dispatch(addTodo(text))

Otherwise, you can create **bound action creator** that automatically dispatches everytime you call it.

Const boundAddToDo = (text)=> dispatch(addTodo(text))

**Reducers**

A pure function that takes previous state and action, and returns next state.

(previousState, action) => newState

Some things you must never do inside reducer.

* Mutate its arguments
* Perform side effects like API calls and routing transitions
* call non-pure functions

Try to keep data separate from UI state.

e.g. function todoApp(state, action){

if(typeof state === ‘undefined’){

return initialState

}

}

which can be neaten up using ES6 default arguments syntax.

Function todoApp(state=initialState, action){

return state

}

for full scale reducer:

function todoApp(state= initialState, action){

switch(action.type){

case DO\_SOMETHING:

return Object.assign({}, state, {

doSomething: action.something

})

default:

return state

}

}

Learning PHP, MySQL, and Javascript

PHP:

<?php

tag

?>

//comments