**Silly Stories Generator Notes**

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**In this note, I will write down:**

+ New knowledge about JavaScript that I have learn during coding the “ Silly stories generator”.

+ My own exploration about JavaScript- related matters through “Mozilla developer” website and other websites.

+ My questions and not- clear points.

**Silly Stories Generator coding studies:**

**Step 1:**

* Creating file “index.html”
* Adding <script> element: After doing some examples on Mozilla website, I found out there are 2 ways of adding <script> element:

+ Adding <script> in <head> or <body>. For example:

*<!DOCTYPE html>  
<html>*

*<head>  
<script>  
// My script goes there*

*</script>  
</head>*

*<body>*

*<h1>A Web Page</h1>  
<p id="demo">A Paragraph</p>  
<button type="button" onclick="myFunction()">Try it</button>*

*</body>  
</html>*

+ External JavaScript: Creating a separate “main.js” file in the same folder with html file, then put the reference to this file in <body> or <head>. For example:

*<script src="scripts/main.js"></script>*

**Step 2:**

* Creating variables: A variable is a container for a value: name, age, locations, etc. In this example, we use variables to change some value in the “silly stories” that will be generated.
* Creating strings: Strings are useful for holding data that can be represented in text form.

*But, how to create strings? @@*