

# JAVASCRIPT 101

Brett Haymaker

Web Developer, c|change inc

# GREETINGS + THE GA EXEPERIENCE

## **JAVASCRIPT 101**

# **LEARNING OBJECTIVES**

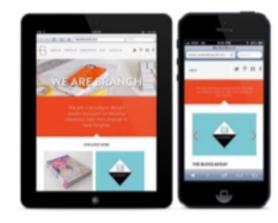
- Gain an overview of the JavaScript landscape and its placement in the web ecosystem.
- Practice programmatic thinking by writing pseudo-code.
- Write expressions that both assign and evaluate variables.
- Explain the difference between jQuery and vanilla JS.
- Register and trigger event handlers for jQuery events.

# WEB PRODUCTION WORKFLOW

### **WEB PRODUCTION WORKFLOW**



- Take the design and turn it into code and assets
- Uses HTML/CSS to create the structure for a page and add styles
- Add interactions with JavaScript
- Other responsibilities: accessibility, performance, cross-browser and cross-device functionality



### WHAT DOES FRONT END EVEN MEAN?

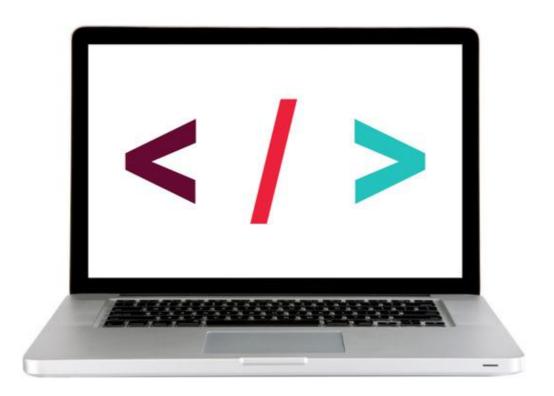
"A mix of programming and layout that powers the <u>visuals</u> and <u>interactions</u> of the web."

# FRONT END IS MADE UP OF...

# CSS HTML JavaScript



## **LET'S TAKE A LOOK**



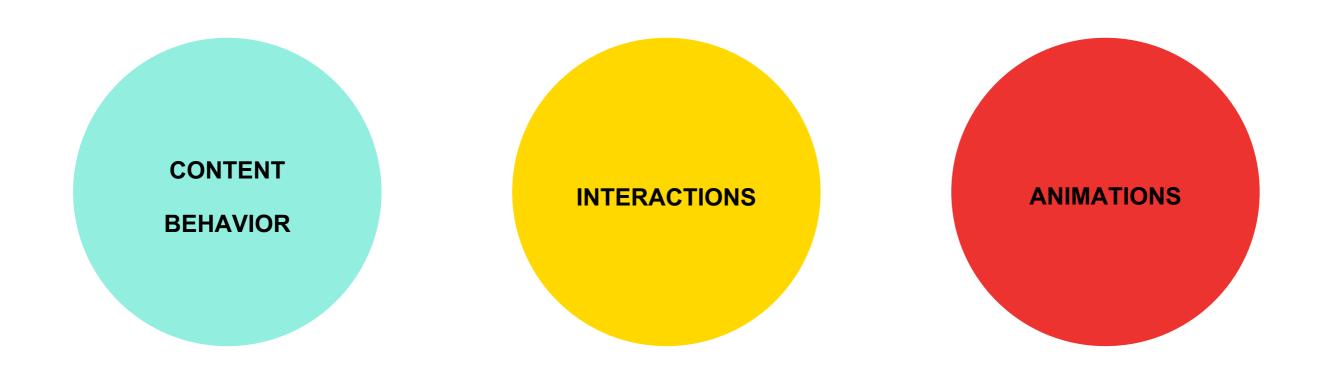
http://egwineco.com/

### **IN SUMMARY**

- The Front End is what the user sees.
- •It powers the visuals and interactions of the web.
- •It is meant to be pretty, but doesn't always happen that way.
- Made up of HTML, CSS and Javascript.

# WHATIS JAVASCRIPT?

# JAVASCRIPT IS RESPONSIBLE FOR...



### WITH JAVASCRIPT YOU CAN...

Access Content 2 Modify Content

3
Program
Rules

React to Events

# MANIPULATE THE DOM

### PRACTICE READING JAVASCRIPT

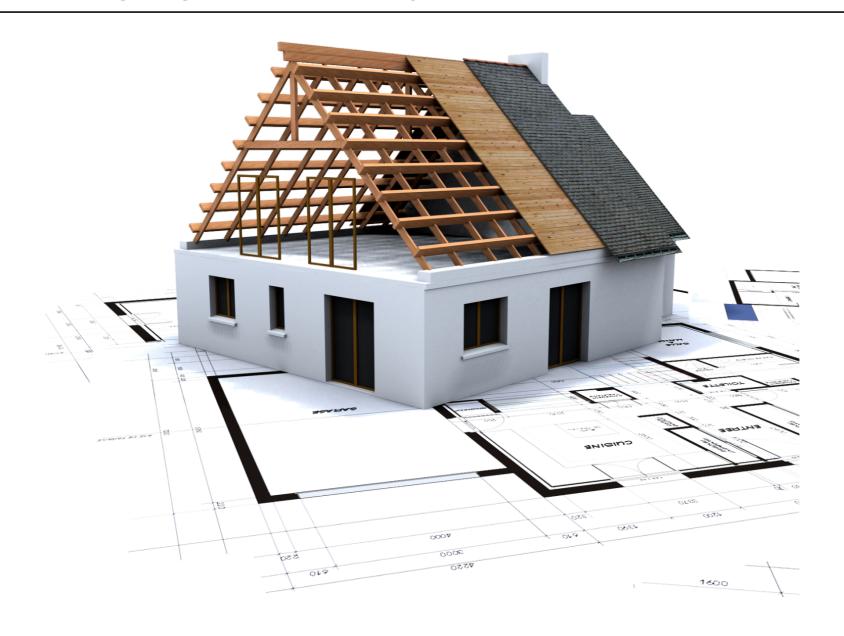


### **DIRECTIONS**

- 1. Let's visit this <u>codepen</u> together
- 2. Turn to someone next to you and as a team try to figure out on a high level what is happening
- 3. With your partner try to make it so that the slow button changes the bulb to yellow
- 4. With your partner try to make it so that the go button works
- 5. This exercise is simply to help introduce you to what JavaScript looks like, do not get caught up in all the details just yet

# INTRO TO PSEUDO CODE

# THE IMPORTANCE OF PLANNING



### **PSEUDO CODE IS...**

- A way to 'plan out' your program before coding it.
- A detailed yet readable description of what a computer program must do.
- Expressed in plain english.

### PSEUDO CODE — EXAMPLE

A program that lets a player know whether he or she has passed the current level.

```
passingScore = 50 points
get playerScore

if playerScore >= passingScore
    display message "Current level: Passed"
otherwise
    display message "Current level: Failed"
```

### **PSEUDO CODE — THERMOSTAT**

### **DIRECTIONS**

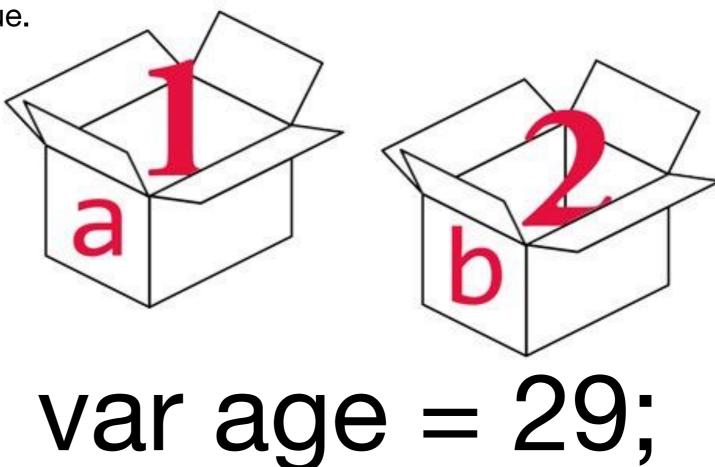


1. Write pseudo code for an application that would monitor the room temperature and adjust it so the room remains at a certain temperature.

# VARIABLES + DATA TYPES

### WHAT ARE VARIABLES?

- · We can tell our program to remember (store) values for us to use later on.
- The 'container' we use to store the value is called a variable.
- A variable has a name and a value.
- The value can change.



### **VARIABLES**

- Reassigning a variable means you are changing the value you set initially
- How is this done?:

## **USING THE CONSOLE**



### **DIRECTIONS**

- We'll be using the console to practice creating variables. It's where JavaScript is interpreted and run. You can use it to practice writing JavaScript!
- 2. Open up Google Chrome
- 3. Right click and go to "inspect"
- 4. Select "console"
- 5. Follow along!

## WHAT CAN BE STORED IN VARIABLES?

### **DATA TYPES:**

**STRINGS** 

"Today is Monday"

Letters and other characters enclosed in quotes

**NUMBERS** 

10

22.75

- Positive numbers
- Negative numbers
- Decimals

**BOOLEANS** 

true

false

Can have one of two values:

- True
- False

## **ARITHMETIC OPERATORS**

		OPERATOR:	EXAMPLE:	RESULT:
	ADDITION	+	2 + 4	6
	SUBTRACTION	-	8 - 1	7
	MULTIPLICATION	*	2 * 3	6
	DIVISION	/	4/2	2

# **ASSIGNMENT OPERATORS**

	INITIAL VALUE:	OPERATOR:	EXAMPLE:	RESULT:
ASSIGN VALUE TO VARIABLE	var num = 8	=	num = 6	6
ADD VALUE TO VARIABLE	var num = 8	+=	num += 6	14
SUBTRACT VALUE FROM VARIABLE	var num = 8	-=	num -= 6	2

## **GUIDED/INDEPENDENT PRACTICE: VARIABLES**

### **DIRECTIONS**



- Open up the project called "variables-code-along" in Sublime Text. I will walk you through how to do this
- 2. Go to the file called main.js
- 3. We will do Part 1 together
- 4. You will do Part 2 on your own

# JAVASCRIPT IN ACTION

### METHODS AND PROPERTIES OF STRINGS

### **MAKE STRING LOWERCASE:**

```
var str = "Hello World";
var res = str.toLowerCase();
// the result of res will be:
// hello world
```

# LENGTH OF A STRING (PROPERTY):

```
var str = "Hello World";
var n = str.length;
// the result of n will be 11
```

### **MAKE STRING UPPERCASE:**

```
var str = "Hello World";
var res = str.toUpperCase();
// the result of res will be:
// HELLO WORLD
```

\*\*Find a whole list of methods and properties for strings <a href="here">here</a>

### STRING CONCATENATION

- ► To take two strings and stick them together, use the + operator.
- This is called string concatenation.

```
var book = "Happy";
var summary = "Best book ever.";
var review = book + ": " + summary;
// Result will be: Happy: Best book ever.
```

# JQUERY: AJSLIBRARY

### WHAT IS JQUERY?

- jQuery is an open-source project that was released in 2006, and it's currently the most widely used JavaScript library on the web.
- · jQuery is a JavaScript file you include in your pages.
- Makes it faster and easier to write cross-browser JavaScript.
- Allows us to find elements using CSS-style selectors and then do something to them using jQuery methods.



### **JQUERY VS. JAVASCRIPT**

JS:

document.getElementById('heading').innerHTML = "Your Name";

JQUERY:

\$('#heading').html('Your Name');

Vanilla JavaScript (or plain JavaScript) is like driving a car with a manual transmission.

Using a library such as jQuery, that is comprised of plain JavaScript, gives us syntactic shortcuts. It's the equivalent of driving a car with an automatic transmission. We don't have to worry about as many things, and we can do more with less.

<sup>\*\*</sup>Personal anecdote about driving a manual transmission car. Mi scusi.

### **JQUERY VS. JAVASCRIPT**

jQuery allows us to use the CSS-style selectors that we know and love!



### **LOADING JQUERY**

- jQuery is a javascript file, but before you start using jQuery, you'll need to include it in our html page. Here are two ways to get jQuery.
- 1. Download the compressed version [online](https://jquery.com/download/).
- 2. Alternatively, you can link to the jQuery file in the <script> tag in your HTML like so:

```
<head>
<script src="https://code.jquery.com/jquery-3.1.0.min.js"</script>
</head>
```

# HOW DOES jQUERY WORK?

# **USING JQUERY TO MANIPULATE THE DOM**

Select an element/elements

**2**Work with those elements

#### JQUERY — SELECTING ELEMENTS

# \$('II').addClass('selected'); ¡Query Function

#### jQuery Function:

- Lets us find one or more elements in the page
- Creates a jQuery object which holds references to those elements

#### JQUERY OBJECTS — FINDING ELEMENTS: SOME

#### **EXAMPLES**

You can use your CSS-style selectors!!!

		CSS:	JQUERY:
SELECTOR:	CLASS	.className	\$('.className')
	ID	#idName	\$('#idName')
	MULTIPLE SELECTORS	h1, h2, h3	\$('h1, h2, h3')
	DESCENDANT	li a	\$('li a')

& tons more!!!

#### **USING JQUERY TO MANIPULATE THE DOM**

Select an element/elements

**2**Work with those elements

#### JQUERY — WORKING WITH THOSE ELEMENTS

Parameter(s)

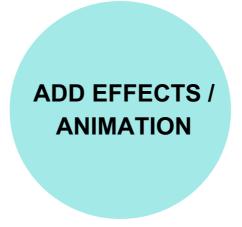
# \$('li').addClass('selected');

Method

#### JQUERY METHODS — WORKING WITH THOSE ELEMENTS

After we've selected elements, we can use jQuery methods to:









#### JQUERY METHODS — GETTING/SETTING CONTENT

Get/change content of elements, attributes, text nodes

Some methods available to us:

- .html()
- .attr()
- .css()
- .addClass()
- .removeClass()
- .toggleClass()

What goes in the parentheses? The html, styles, classes you want to add/change

Examples of adding/changing content:

```
$('h1').html('Content to insert goes here');
$('img').attr('src', 'images/bike.png');
$('#box1').css('color', 'red');
$('p').addClass('success');
$('p').removeClass('my-class-here');
```

#### **JQUERY CODEALONG PART 1**



#### KEY OBJECTIVE

Utilize jQuery to access and manipulate DOM elements.

#### TYPE OF EXERCISE

Individual/Partner

#### AS A CLASS

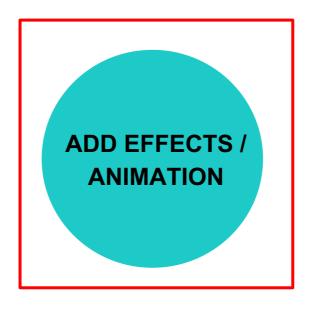
Exercise is in starter\_code > jquery\_code\_along

1. Follow the instructions under part 1 in main.js

#### JQUERY METHODS — WORKING WITH THOSE ELEMENTS

After we've selected elements, we can use jQuery methods to:







#### JQUERY METHODS — EFFECTS/ANIMATION

Add effects and animation to parts of the page

Some methods available to us:

- .show()
- .hide()
- .fadeIn()
- .fadeOut()
- .slideUp()
- .slideDown()
- .slideToggle()

What goes in the parenthesis? An animation speed

#### Examples:

```
$('h1').fadeOut(200);
$('#box1').slideDown('slow');
$('h1').fadeIn();
```

#### JQUERY METHODS — WORKING WITH THOSE ELEMENTS

After we've selected elements, we can use jQuery methods to:



ADD EFFECTS / ANIMATION



#### JQUERY METHODS — EVENTS!

The .on() method is used to handle all events.

Syntax: \$('selector').on('event', code\_that\_should\_run);

Example:

```
$('li').on('click', function() {
  // your code here
});
```

#### JQUERY METHODS — EVENTS!

Some events that .on() deals with:

- UI: focus, blur, change
- Keyboard: keydown, keyup
- Mouse: click, mouseup, mousedown, mouseover
- Form: submit
- Browser: resize, scroll

```
$('li').on('eventGoesHere', function() {
  // your code here
});
```

#### **JQUERY CODEALONG PART 2**



#### KEY OBJECTIVE

Utilize jQuery to access and manipulate DOM elements.

#### TYPE OF EXERCISE

Individual/Partner

#### AS A CLASS

Exercise is in starter\_code > jquery\_code\_along

1. Follow the instructions under Part 2 in main.js

# CONDITIONALS

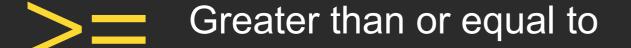
#### **CONDITIONAL LOGIC**

If something is true, do one thing. If it is not, do something else. This type of logic or statement is a condition.

In JavaScript (and coding in general) you'll need to make comparisons all the time:

- Is a user logged in?
- Has the user chosen three or more colors?
- Is the password correct?
- Does a user have enough money in their bank account?
- etc.

#### JAVASCRIPT — COMPARISON OPERATORS



Equal to \_\_\_\_\_

Less than or equal to

Not equal to



Greater than

Less than

#### ASSIGNMENT VS. COMPARISON — DON'T GET THEM CONFUSED!

#### **ASSIGNMENT**



var number = 7;

#### **COMPARISON**



or



```
if (number === 8) {
  // Do something
}
```

#### **IF STATEMENTS**

```
if (age > 65) {
   $('h1').html("Senior Discount Applied");
}
```

#### IF STATEMENTS

```
if (age > 65) {
    $('h1').html("Senior Discount Applied");
} else {
    $('h1').html("Sorry, you do not qualify for a discount.");
}
```

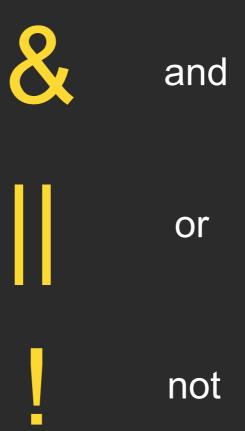
#### JAVASCRIPT — IF/ELSE IF/ELSE

```
if (answer === 38)
  // Do something if first condition is true
\} else if (answer === 30) {
  // Do something second condition is true
} else {
  // Do something if all above conditions
are false
```

#### IF STATEMENTS

```
if (age > 65) {
  $('h1').html("Senior Discount Applied");
} else if (age < 18) {
  $('h1').html("Student Discount Applied");
} else {
        $('h1').html("Sorry, you don't qualify for a discount");
```

#### JAVASCRIPT — LOGICAL OPERATORS



#### **MULTIPLE CONDITIONS**

```
if (name == "GA" && password == "YellowPencil"){
   //Allow access to internet
}
```

# WRAP-UP

# SO, WHO NEEDS TO KNOW ABOUT THIS STUFF?

### **WRAP UP**











## **HOW TO LEARN THIS AT GA?**







PART-TIME: JS/FEWD ONLINE:

FULL-TIME: WDI / WDIR

# **REFERENCE PAGES:**

- Mozilla Developer Network
- W3Schools
- CSS Tricks
- Web Field Manual
- Free IT Books
- JSDB.io
- Site Point
- Codrops

## STAYING CURRENT

- Smashing Magazine
- Sidebar.io
- Codrops
- Medium
- A List Apart
- Web Designer Weekly
- Creative Bloq
- CSS Tricks
- Codepen.io

# SITE INSPIRATION

- Awwwards
- Site Inspire
- Mediaqueri.es
- One Page Love
- Little Big Details
- The Best Designs
- CSS Design Awards
- Web Design File
- Behance
- Dribbble
- Responsive Patterns

# A COUPLE OF LAST THINGS

You are going to get lots of errors...

Google first, ask questions later (but don't be afraid to ask)

Stack Overflow is great for this stuff!

Get immersed! Coding is hard if you don't get really involved.

#### **AFTER CLASS YOU CAN...**

#### **DIRECTIONS**



- 1. Go to dash.ga.co
- 2. The last two projects cover what we went over tonight

Q&A

#### THANKS!

# **Brett Haymaker**

- Contact Information:
- brett.haymaker@gmail.com
- brett-haymaker.com
- @BrettHaymaker