



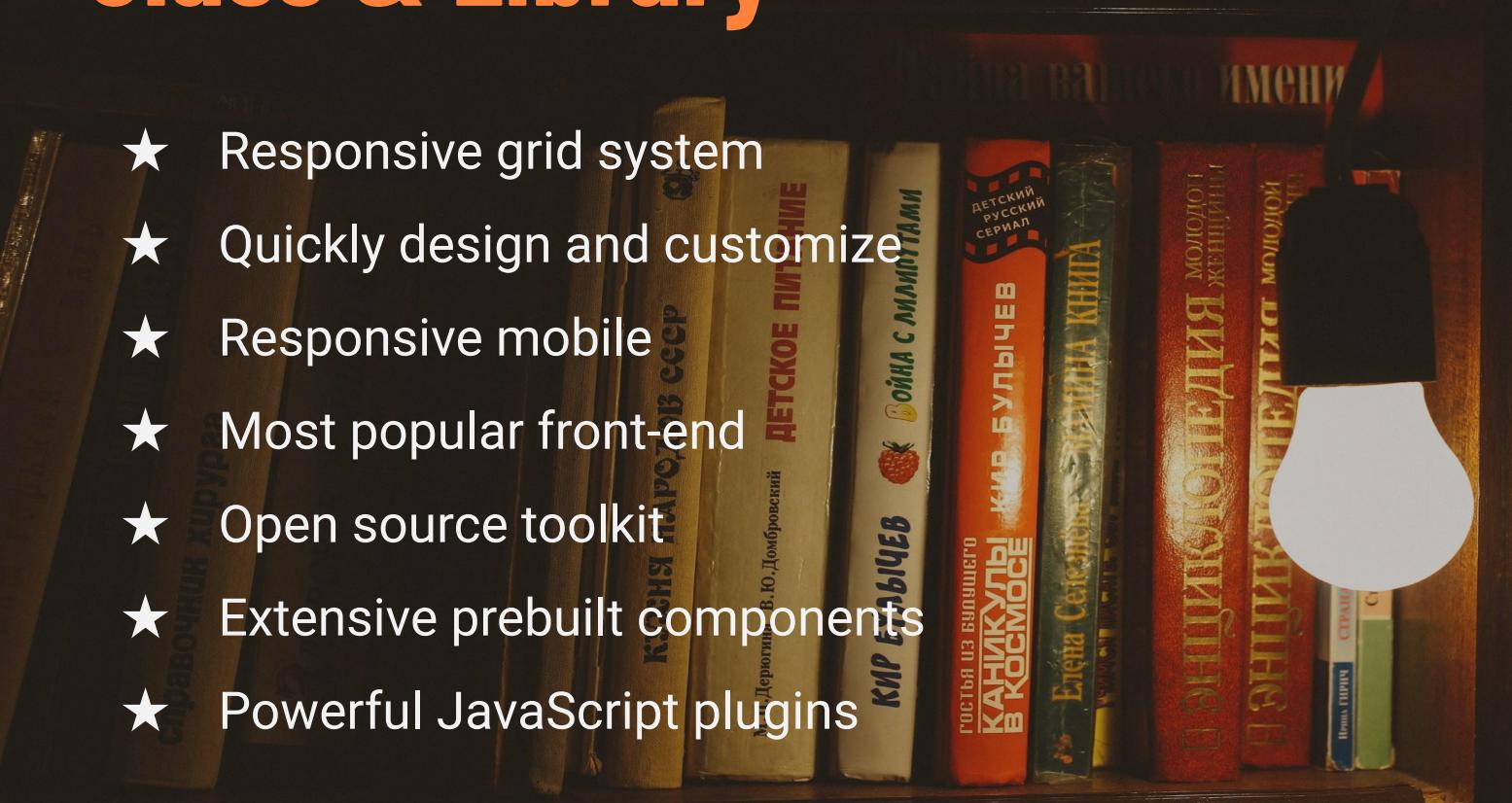
# Bootstrap



# Class & Library



- ★ Responsive grid system
- ★ Quickly design and customize
- ★ Responsive mobile
- ★ Most popular front-end
- ★ Open source toolkit
- ★ Extensive prebuilt components
- ★ Powerful JavaScript plugins



.bg-primary

.bg-secondary

.bg-success

.bg-danger

.bg-warning

.bg-info

.bg-light

.bg-dark

.bg-white

# Background color



# Buttons



Default `.btn-default`

Primary `.btn-primary`

Success `.btn-success`

Info `.btn-info`

Warning `.btn-warning`

Danger `.btn-danger`

Link `.btn-link`

Secondary `.btn-outline-Secondary`

Primary `.btn-outline-primary`

Success `.btn-outline-success`

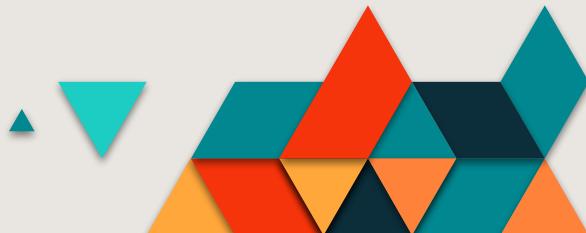
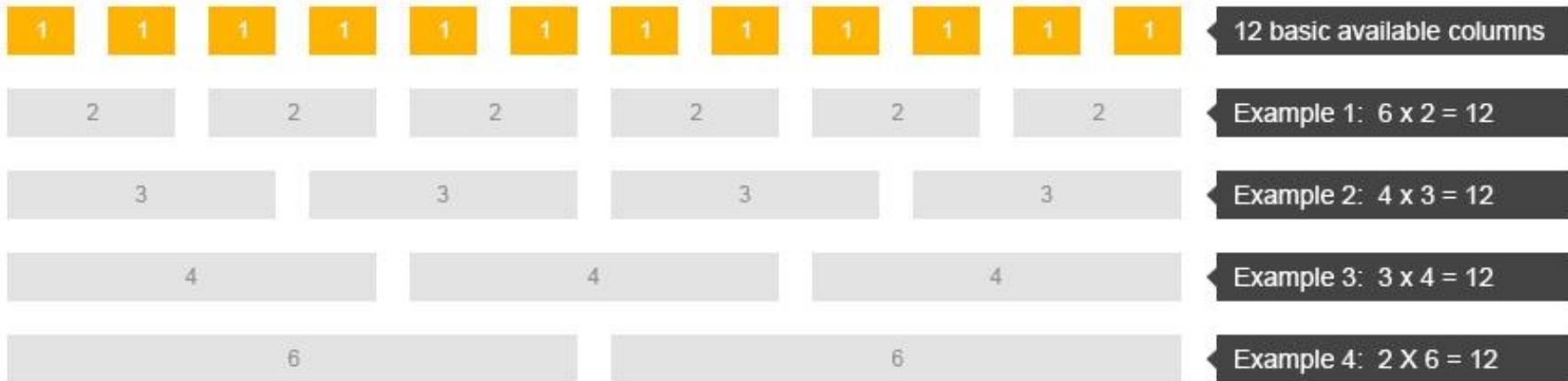
Info Hover Info `.btn-outline-info`

Warning `.btn-outline-warning`

Danger `.btn-outline-Danger`

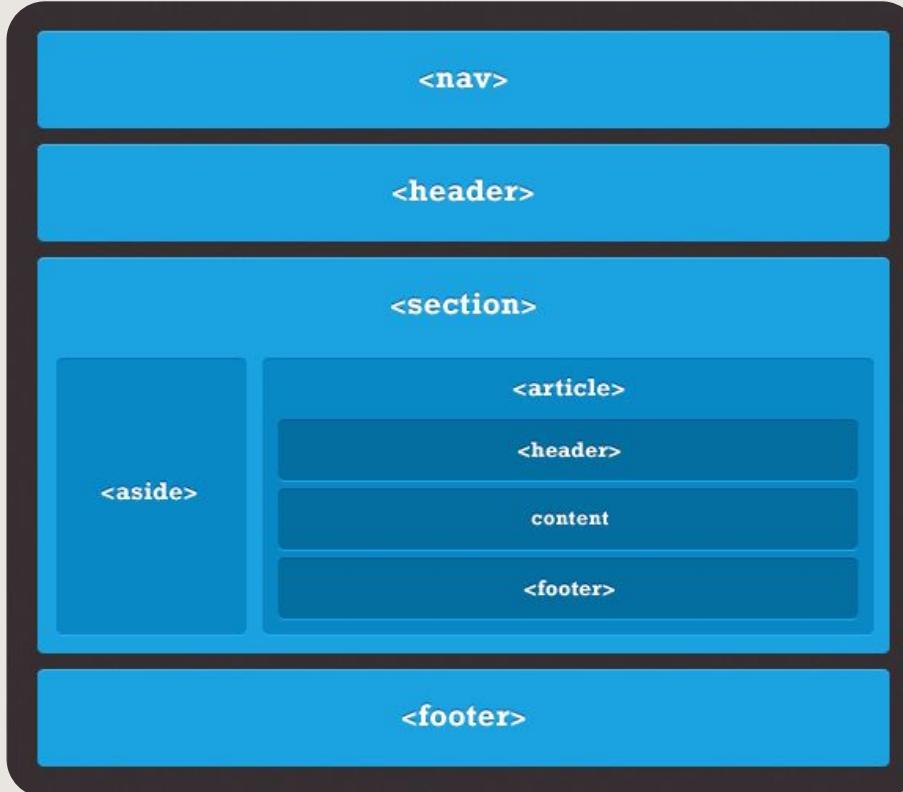


# Grid system





# Generic Structure of **HTML5**





# Let's make a form!

THINK TWICE  
**CODE ONCE!**

```
3 require File.expand_path("../..", __FILE__)
4 # Prevent database truncation if the test fails
5 abort("The Rails environment is running in production mode")
6 require 'spec_helper'
7 require 'rspec/rails'

8
9 require 'capybara/rspec'
10 require 'capybara/rails'

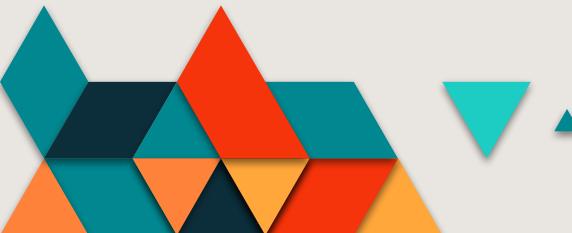
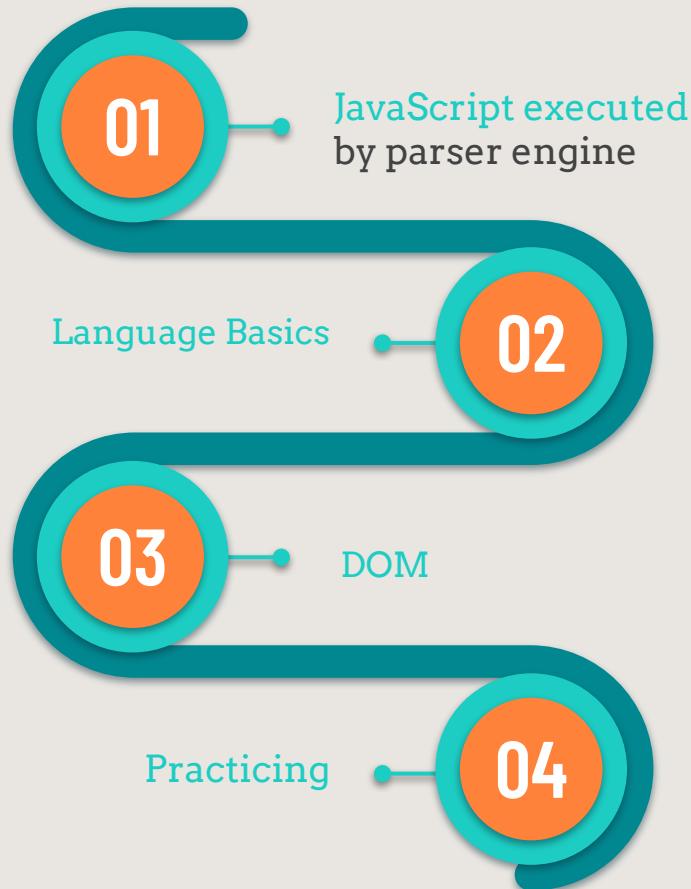
11 Capybara.javascript_driver = :webkit
12 Category.delete_all; Category.create!
13 Shoulda::Matchers.configure do |config|
14   config.integrate do |with|
15     with.test_framework :rspec
16     with.matchers_should_be_clean
17   end
18 end
19
20 # Add more configuration to Test::Unit::TestSuite if required
21
22 # Requirements
23 # spec/support/test_helpers.rb
24 # run as spec files by default
25 # in _spec.rb will both be required
26 # run twice. It is recommended that you
27 # end with _spec.rb. You can configure
28 # option on the command line.
29 # option on the command line.
30
31 # No results found for 'mongoid'
32
33 mongoid
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```



# Java*Script*



# JS Agenda





- Programing language.
- Don't use compiler .
- using parser.
- Esy syntax.
- Large community.
- Make page Dynamic.
- use in client and server site.

# What is JavaScript

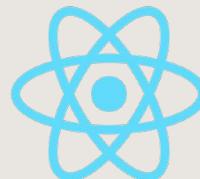
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# JavaScript usage

Dynamic web site &  
Interactive



Mobile App  
Android & IOS



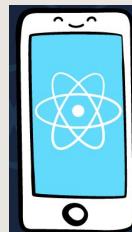
02



04



Liberaris and  
Frameworks



Back-end server



# Let's Start first JS Code!

```
3 require File.expand_path("../..", __FILE__)
4 # Prevent database truncation if the environment is test or
5 # abort("The Rails environment is running in production mode!
6 require 'spec_helper'
7 require 'rspec/rails'

8
9 require 'capybara/rspec'
10 require 'capybara/rails'

11 Capybara.javascript_driver = :webkit
12 Category.delete_all; Category.create!
13 Shoulda::Matchers.configure do |config|
14   config.integrate do |with|
15     with.test_framework :rspec
16     with.library :rails
17   end
18 end
19

20 # Add additional required support files to be
21 # required by all files within the支援文件夹
22 # Requires supporting ruby files with the suffix _support
23 # run as spec files by default. You can
24 # in _spec.rb will both be required and
25 # run twice. It is recommended that you
26 # end with _spec.rb. You can configure
27 # option on the command line.
28 # option on the command line.
29 # option on the command line.

No results found for 'mongoid'
mongoid
mongoid + buffer
```

# JS Syntax => Variables

```
var name      = "mohamed";  
var age       = 20;  
var student   = true;  
var groud    = 'a';
```

```
var name      = "mohamed",  
    age       = 20,  
    student   = true,  
    groud    = 'a';
```



# JavaScript simple Input



```
var myName = prompt("Enter your name");
```





# JavaScript "Hello World"!



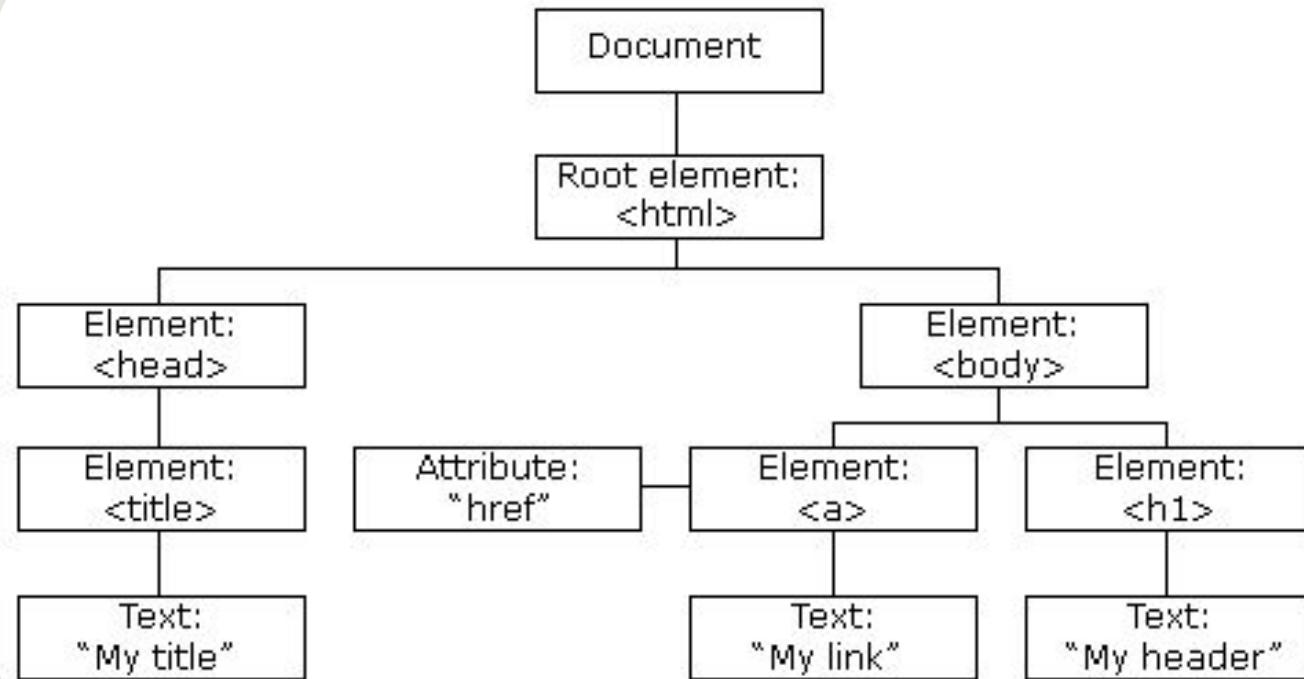
```
alert("Hello World");
```

```
console.log("Hello World");
```

```
document.write("Hello World");
```

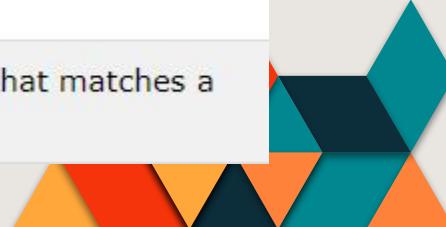


# DOM (Document Object Model)



# Element Selectors

<code>getElementById()</code>	Returns the element that has the ID attribute with the specified value
<code>getElementsByClassName()</code>	Returns a HTMLCollection containing all elements with the specified class name
<code>getElementsByName()</code>	Returns a HTMLCollection containing all elements with a specified name
<code>getElementsByTagName()</code>	Returns a HTMLCollection containing all elements with the specified tag name
<code>querySelector()</code>	Returns the first element that matches a specified CSS selector(s) in the document
<code>querySelectorAll()</code>	Returns a static NodeList containing all elements that matches a specified CSS selector(s) in the document



# Document objects Change Element

Property	Description
<code>element.innerHTML = new html content</code>	Change the inner HTML of an element
<code>element.attribute = new value</code>	Change the attribute value of an HTML element
<code>element.style.property = new style</code>	Change the style of an HTML element
Method	Description
<code>element.setAttribute(attribute, value)</code>	Change the attribute value of an HTML element



# Document objects **Create Element**

createAttribute()	Creates an attribute node
createComment()	Creates a Comment node with the specified text
createDocumentFragment()	Creates an empty DocumentFragment node
createElement()	Creates an Element node
createEvent()	Creates a new event
createTextNode()	Creates a Text node



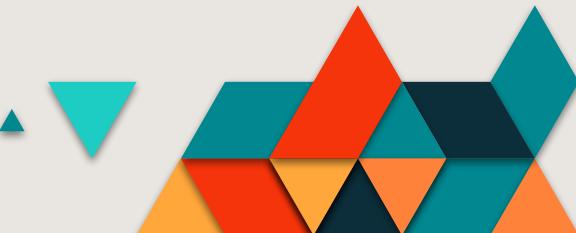
# Arrays



```
var userNames = [  
    "abdelsamie",  
    "ahmed",  
    "omar",  
    "shrouk",  
    "elsehetry",  
    "assmas",  
];
```



```
userNames.map(function(user, index){  
    console.log(index+" "+user);  
})
```



# Arrays

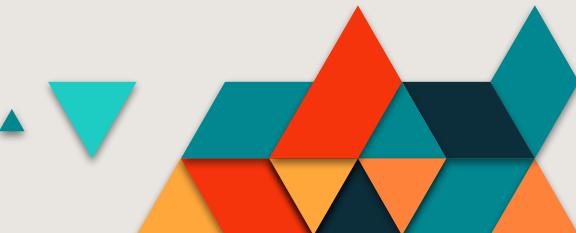
```
var userNamesDetails = [  
  {  
    name:"abdelsamie",  
    city:"Giza",  
    nameLength:10,  
    favSeries:[  
      "la casa",  
      "wowo",  
      "koko",  
    ]  
  }  
]
```

```
userNamesDetails.map((user,index) => {  
  document.write(`user ID ${index}`);  
  document.write(user.name);  
  document.write(user.city);  
  document.write(user.nameLength);  
  user.favSeries.map((favSerie)=>{  
    document.write(favSerie);  
  })  
});
```



# Arrays Property

Property	Description
constructor	Returns the function that created the Array object's prototype
length	Sets or returns the number of elements in an array
prototype	Allows you to add properties and methods to an Array object



# Arrays methods

`map()` Creates a new array with the result of calling a function for each array element

`pop()` Removes the last element of an array, and returns that element

`push()` Adds new elements to the end of an array, and returns the new length

`filter()` Creates a new array with every element in an array that pass a test

`slice()` Selects a part of an array, and returns the new array



# Comparison Operators

Operator	Description	Comparing
<code>==</code>	equal to	<code>x == 8</code>
<code>====</code>	equal value and equal type	<code>x === 5</code>
<code>!=</code>	not equal	<code>x != 8</code>
<code>!==</code>	not equal value or not equal type	<code>x !== 5</code>

<code>&gt;</code>	greater than	<code>x &gt; 8</code>
<code>&lt;</code>	less than	<code>x &lt; 8</code>
<code>&gt;=</code>	greater than or equal to	<code>x &gt;= 8</code>
<code>&lt;=</code>	less than or equal to	<code>x &lt;= 8</code>



# Conditions



```
if(brithday == 30) {  
    console.log("it is the same value");  
} else if (brithday === 30) {  
    console.log("not the same data type!");  
} else {  
    console.log("not same value, data type");  
}
```



# Fast Conditions ES6



```
/* fast condition */
a = (a == undefined)? 0 : a;
```



# Loops

```
for(var i=0 ; i<10 ; i++) {  
    document.write("title " + i);  
}
```

```
var i = 0;  
while(i<10) {  
    document.write("title "+i);  
    i++;  
}
```



```
do{  
    var res = prompt("write your name","");
}while(!res)
```



# Built-in Function

<code>isFinite()</code>	Determines whether a value is a finite, legal number
<code>isNaN()</code>	Determines whether a value is an illegal number
<code>Number()</code>	Converts an object's value to a number
<code>parseFloat()</code>	Parses a string and returns a floating point number
<code>parseInt()</code>	Parses a string and returns an integer
<code>String()</code>	Converts an object's value to a string



```
function functionName( ){
    /* code statements */
    var x=2, y=3, z;
    z = x + y;
    console.log("result="+z);
}
```

```
functionName();
```

# Built Function

---





```
function sumNumbers(a = 0,b = 0) {  
    // a = (a == undefined)? 0 : a;  
    // b = (b == undefined)? 0 : b;  
    var z = a + b;  
    return z;  
}
```

# Function with parameter





# Global Scope VS Local Scope

# Task



## TASK Bootstrap And JS

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Doloremque, animi!

Click Me

Add Product to the table

product name

number

item price

Submit

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section Data

#	Product Name	Numbers	Item price	Tolat Price	Action
0	Mobile	1	250	250	<button>Delete</button>

Copy Right Reseved © ❤ Mohamed Abdel-Samie

## Add Product to the table

Item lab added successfully

product name

number

item price

Submit

rest

## Add Product to the table

This input empty!

product name

number

item price

Submit

rest

#	Product Name	Numbers	Item price	Tolat Price	Action
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0	Mobile	1	250	250	<button>Delete</button>
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1	lab	5	50	250	<button>Delete</button>
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#	Product Name	Numbers	Item price	Tolat Price	Action
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No Product Added

# THANKS!

