

# The Joys of JavaScript

Web Development  
Lesson 3.1



# Admin Items

# Homework #2: Questions?

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01

## Media Queries and Viewport

Take existing portfolio and apply media queries and viewport to make it mobile-responsive.

02

## Bootstrap CSS

Use Bootstrap CSS to re-create the portfolio you built in HW1. Your solution should minimize the use of media queries.

# Today's Class

# Class Objectives

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In today's class, we will introduce:



JavaScript Definitions



JavaScript Basics:



Variables



Logging, alerting, prompting



Arrays



If/else statements

# JavaScript

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Prepare to become  
true coders!



# How to Learn JavaScript

# Your Brain on JavaScript







**Time to Take Notes!**



And Stay Organized!

# Learning JavaScript

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Follow these general tips:



Review classwork immediately.



Redo class activities at home.



Come to office hours and keep asking questions.



Do not fear—you will get this!



## Partner Activity: Code Dissection

A big part of being a developer is learning on the fly!

**Instructions sent via Slack**

**Suggested Time:**  
**7 minutes**



# Partner Activity: Code Dissection

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01

Download the file sent to you via Slack.

02

Open it in Chrome and observe what happens.

03

With a partner, try to explain how the code connects to the events that happen on the page.



When downloading code from Slack, make sure you choose **Download**.  
If you copy and paste directly from Slack, your code will not work!

**Suggested Time:** 7 minutes






# What Is JavaScript?

# JavaScript Definition

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JavaScript is one of the three fundamental programming languages of the modern web (the others are HTML and CSS).

HTML	CSS	JavaScript
Used to write content.	Used to format content.	Used to create dynamic web applications that take in user inputs, change what's displayed to users, animate elements, and much more.
<b>HTML</b> 	<b>CSS</b> 	<b>JS</b> 

# Variables



# Variables

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The *nouns* of programming



Numbers, strings, Booleans, etc.



Made up of a **name** and a **value**

```
var name = "Snow White";  
var dwarfCount = 7;  
var isSleeping = true;
```

# Variable Basics: Syntax

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Var keyword	Variable name	Assignment	Value	Termination
<i>var</i>	name	=	"Snow White"	;

# Variable Basics: Syntax

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Var Keyword	Variable name	Assignment	Value	Termination
<i>var</i>	name	=	"Snow White"	;

Be sure to notice the quotes (""),  
which convey that Snow White is a string.



# Instructor Demonstration

## Variables



## **Activity:** Variables

In this activity, you will fill in the missing JavaScript code to create variables.

**Instructions sent via Slack**

**Suggested Time:**  
10 minutes



# Activity: Variables

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01

Using the instructions in the file sent to you, fill in the missing JavaScript code to create variables.

02

When you are done, open the file in Chrome and check the output.

03

If you successfully complete the activity, you will see a series of pop-up windows with text inside.

04

Finally, look at the rest of the code and try to figure out why the text displayed the way it did.

**Suggested Time:** 10 minutes





**Time's Up!** Let's Review.

# Console Log





# Instructor Demonstration

## Console Log

# Console.log

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`console.log` is a quick expression that prints content to the debugger—very useful during development and debugging!

```
var quick = "Fox";
var slow = "Turtle";
var numbers = 121;

// The console.log() method is used to display data in the the browser's console.
// We can log strings, variables, and even equations.

console.log("Teacher");
console.log(quick);
console.log(slow);
console.log(numbers + 15);
```

# How do you comfort a **JavaScript bug**?



How do you comfort a **JavaScript bug**?  
**You "console" it!**





## **Activity:** Console Log

**Instructions sent via Slack**

**Suggested Time:**  
7 minutes



# Activity: Console Log

01

Using the file sent to you as a guide, modify the code so that it uses `console.log` instead of `alert` to display messages.

02

Then open the file in the browser and open up Chrome Developer Tools -> Console to confirm that the changes worked.

03

With a partner, discuss the difference between `console.log` and `alert`.

```
alert("Welcome: " + name);  
alert("Pizzas cost $5 each");  
alert("Your total is: $" + totalCost);  
alert("Still Hungry: " + isHungry);
```

Suggested Time: 7 minutes



# Take a Break!

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# Alerts, Prompts, Confirms





# Instructor Demonstration

Alerts, Prompts, Confirms

# Alerts, Prompts, Confirms

Alerts, prompts, and confirms create a popup in the browser when run. These are also useful for development and debugging.

```
// Alert
alert("We definitely rock!");

// Confirm
var doYouRock = confirm("The question is, do *you* rock?");

// Prompt
var howMuchRock = prompt("How much do you rock?");
```

This page says:  
We definitely rock!

OK

This page says:  
The question is, do "you" rock?

☐ Prevent this page from creating additional dialogs.

OK

Cancel

This page says:  
How much do you rock?

☐ Prevent this page from creating additional dialogs.

OK

Cancel



## **Activity:** Alerts

**Instructions sent via Slack**

**Suggested Time:**  
15 minutes



# Activity: Alerts

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Write JavaScript code that does the following:

01

Using a `confirm`, ask the user “Do you like \_\_\_\_?” and store their response in a variable.

02

Using a `prompt`, ask the user: “What kind of \_\_\_\_ do you like?” and store their response in a variable.

03

`alert` both variables to the screen.

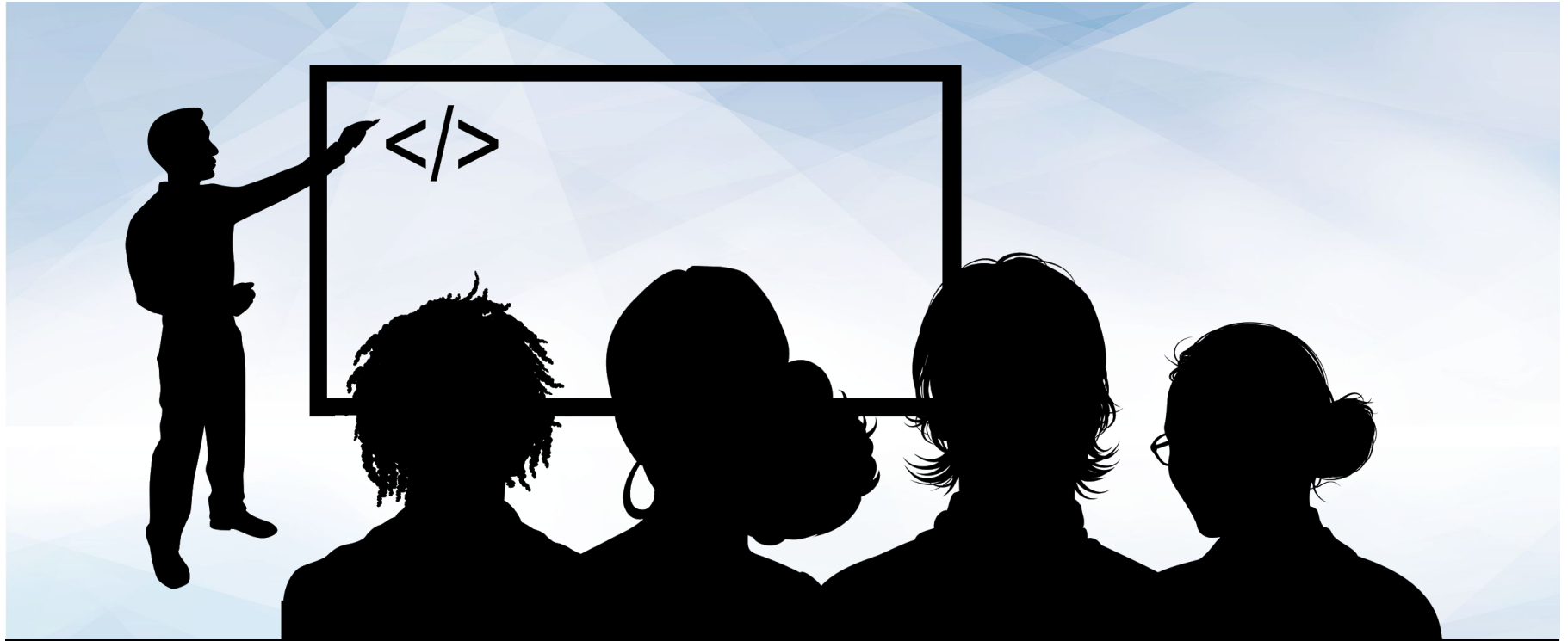
**Suggested Time:** 15 minutes





**Time's Up!** Let's Review.

# If/Else Statements



# Instructor Demonstration

## Conditionals

# If/Else Statements Are Critical

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Each statement is composed of an if, else-if, or else (keyword), a condition, and the resulting code in curly brackets {}.

```
// If the user likes sushi (confirmSushi === true), we run the following block of code.
if (confirmSushi) {
    alert("You like " + sushiType + "!");
}
// If the user likes ginger tea (confirmGingerTea === true), we run the following block of code.
else if (confirmGingerTea) {
    alert("You like ginger tea!!");
}
// If neither of the previous condition were true, we run the following block of code.
else {
    alert("You don't like sushi or ginger tea.");
}
```





## Partner Activity: If/Else Part 1

With a partner you will create a website (from scratch) that asks users if they eat steak.

**Suggested Time:**  
15 minutes



# Partner Activity: If/Else Part 1

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01

With a partner, create a website (from scratch) that asks users if they eat steak.

02

If they respond with yes, alert the following to the page: *"Here's a Steak Sandwich!"*.

03

If they respond with no alert the following to the page: *"Here's a Tofu Stir-Fry!"*.



**Bonus:** Ask what the user's birth year is. If they are under 21, alert the following:  
*"No sake for you!"*

**Suggested Time:** 15 minutes





**Time's Up!** Let's Review.



## Activity: If/Else Part 2

As a class, we will go through and predict what the result of a conditional statement will be.

**Instructions sent via Slack.**

**Suggested Time:**  
10 minutes



# Activity: If/Else Part 2

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Do this activity as a class.



Open the file sent to you in your code editor.



As a class, go through and predict what the result of each conditional statement will be (i.e., will the “if” or the “else” be triggered).



Then run the program to check if you are right. Note any that you got wrong and ask about it in class.

**Suggested Time:** 10 minutes



# Arrays

# The Zoo Pen

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**Array Name:** zooAnimals

**Zebra**

**Index 0**

**Rhino**

**Index 1**

**Giraffe**

**Index 2**

**Owl**

**Index 3**

# The Zoo Pen: Coded

---

**Array Name:** zooAnimals

Zebra

Index 0

Rhino

Index 1

Giraffe

Index 2

Owl

Index 3

Coded in JavaScript using an array:

```
// Our array of zoo animals.  
var zooAnimals = ["Zebra", "Rhino", "Giraffe", "Owl"];
```



# Arrays

---



Arrays are a type of variable that are *collections*.



These collections can be made up of strings, numbers, Booleans, other arrays, objects ... anything.



Each element of the array is marked by an index. Indexes always start with 0.

```
var nickCharacters = ["Tommy", "Doug", "Oblina"];
```

```
var diceNumbers = [1, 2, 3, 4, 5, 6,];
```

```
var mixedArray = ["Zoo", 12, "Carrot", 3];
```

# Arrays: Indices

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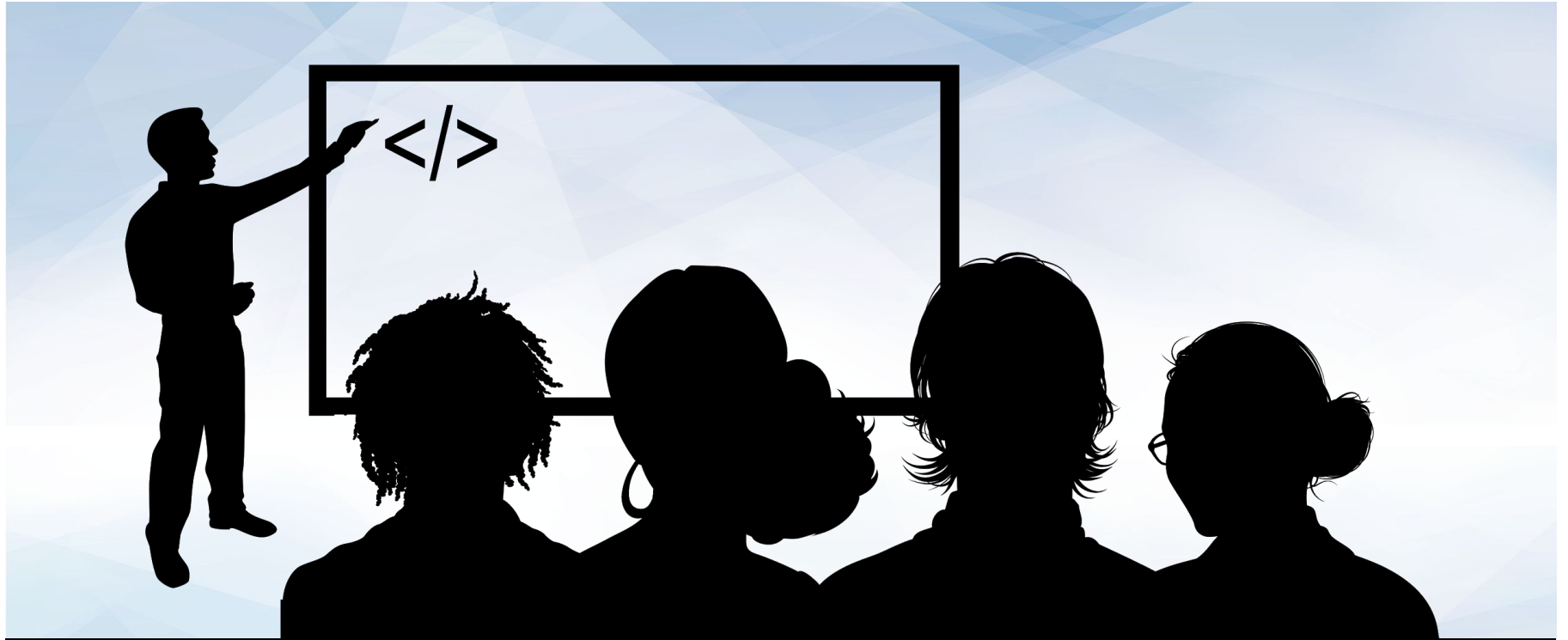


To recover the value at any specific index, include the name of the array with a square bracket `[]` and inside the bracket is the element's index.



You can easily grab the number of elements in the array using the method `array.length`.

```
// Our array of zoo animals.  
var zooAnimals = ["Zebra", "Rhino", "Giraffe", "Owl"];  
  
// Prints 4 to the console because there are 4 items in our zooAnimals array.  
console.log(zooAnimals.length);  
  
// Prints Rhino to the console. Remember, the first item in an array has an index position of 0!  
console.log(zooAnimals[1]);  
  
// Prints undefined...because the last index ("Owl") is 3.  
console.log(zooAnimals[4]);
```



# Instructor Demonstration

## Arrays

## Partner Activity: Code Dissection

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With a partner, take a few moments to look over the following code (sent via Slack).

Above each `console.log()`, write a comment predicting what you think the output will be.

**Suggested Time:** 7 minutes





Questions?

# Homework #3



## **Challenge:** Favorite Band Array

In this challenge, you will create an array of your favorite bands.

**Suggested Time:**  
15 minutes



# Challenge: Favorite Band Array

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Create a website that accomplishes the following:

01

Create an array of your favorite bands.

02

With a prompt, ask the user's favorite band.

03

If it's one of your favorites, alert: *"YEAH, I LOVE THEM!"*

04

If it's not, alert: *"Nah. They're pretty lame."*




**Hint:** You will need to research how to use `.indexOf()`

**Hint:** You will also need to research how to use `.toLowerCase()`

**Suggested Time:** 15 minutes





A black silhouette of a person standing on a jagged mountain peak, holding a flag high in the air. A dashed white line on the mountain slope indicates a path or trail. The background is a light blue geometric pattern.

## **Challenge:** Code Dissection (Re-examined)

Re-examine the file sent to you at the start of class.  
See if you can better understand how it works after  
having completed today's class.

**Suggested Time:**  
12 minutes

