



WELCOME TO FRONT-END WEB DEVELOPMENT

Please sit next to a different classmate and write your name on your name tag.

Wi-fi: GA-Guest pw: yellowpencil





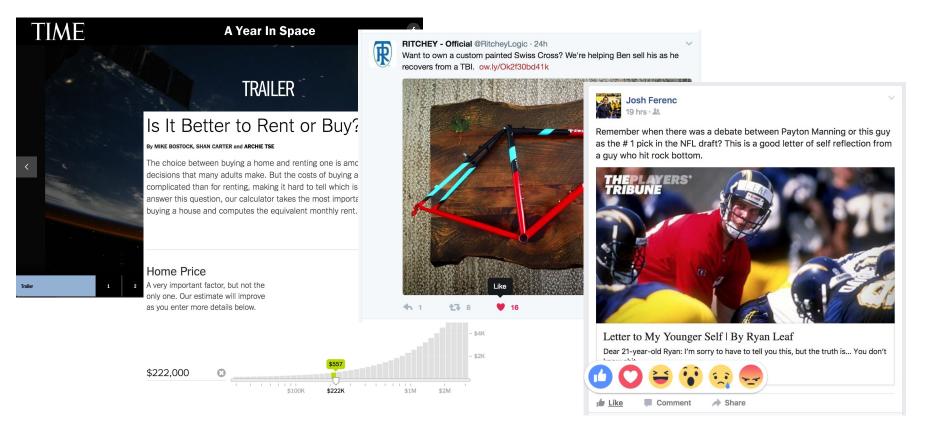
Three basic layers of web-development



Behavior?

Think **interaction**

Some examples of interactivity



Programming basics

Computer programs are constructed using:

- **input data**: hardcoded in the program or provided by the user (e.g. "Date of birth?")
- **output data**: normally the result of processed input data (e.g. "You are over 21.")
- **variables**: markers that store values (e.g. dateOfBirth)
- **basic arithmetic**: addition, subtraction, multiplication, division (e.g. currentDate dateOfBirth)
- simple comparisons: boolean logic (e.g. userAge >= ageLimit)
 - Equals =, Greater than >, Less than <, Greater than or equal to >=, Less than or equal to <=,
 Does not equal <>, And &&, Or ||, Not!
- logical operations
 - **if** condition true **then** output **else** alternative output
 - **while** condition true **do** operation

Programming in pseudo-code

Pseudo-code is:

- not a programming language
- a simple way of describing a set of instructions that solve a specific problem
- the perfect way of planning the development of a computer program
- varied in style: it can be very close to real programming language or look like prose

```
Put water into kettle;
Turn kettle on;
Wait for water to boil;
Put teabag in cup;
Add water to cup;
Remove teabag;
Serve;

IF X > Y
PRINT "X is greater than Y"
ELSE
PRINT "Y is greater than X"
END
```

Applying JavaScript

There are two ways to apply JS to HTML

Why jQuery?

"it is a fast and concise **JavaScript Library** that simplifies HTML/DOM manipulation, event handling, effects and animation for rapid web development across all modern web-browsers"