JS Catch Up!

Today's Plan

1. We will go over any lingering questions.

2. I will outline the most important topics through today.

3. Break into groups for a heavily supported coding session.

Recap of Subjects

The Important Stuff…

HTML / CSS:

1. Basic Parts of an HTML Document (<html>, <doctype>, <p>, <h1>, so on).

2. Using in-line, internal and external CSS stylesheets.

3. Using relative pathways to link CSS and other assets.

4. Using html ids (#), classes (.), and element names to attach CSS styles.

Git:

5. The advantages of using Git and source control management.

6. Using Git Bash or Terminal to perform basic Git commands.

7. Understanding how to use Git clone, add/commit, push.

8. Understanding branching via Git branch, checkout and pull-requests

The Important Stuff…

Bootstrap / Mobile Responsiveness

1. The concept of using a pre-built CSS library.

2. The steps to include Bootstrap CSS in your existing website.

3. The process of dissecting a layout in the Bootstrap grid system.

4. A general understanding of how to use Bootstrap components (e.g. panels, Jumbotron, navigation bars, and so on).

5. A general understanding of @media queries and mobile responsiveness.
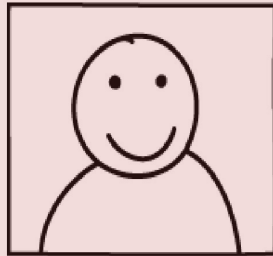
Bootstrap Layouts!

Bootstrap Layouts

Bootstrap Grid

```html
<!-- Creates the Overall Grid -->
<div class="container">

    <!-- First Row -->
    <div class="row">
        <!-- First (and only column) -->
        <div class="col-lg-12">
            <h1>I'm in Column 1 of 1. I stretch the entire width. And keep going.</h1>
        </div>
    </div>

    <!-- Second Row -->
    <div class="row">
        <!-- First of two columns -->
        <div class="col-lg-6">
            <h1>I'm in Column 1 of 2</h1>
        </div>
        <!-- Second of two columns -->
        <div class="col-lg-6">
            <h1>I'm in Column 2 of 2</h1>
        </div>
    </div>

</div>
```

Note the rows, columns (col-lg-6) and containers

The Important Stuff…

Javascript

1. Understand what purpose Javascript serves in relation to HTML and CSS.

2. Understand both the uses and syntax for creating the below:

   1. Variables

   2. Arrays

   3. Console.log, Alerts, Confirms and Prompts

   4. If-Then Statements

   5. For Loops

   6. Functions

   7. Objects

   8. Scope

   9. Methods

The Important Stuff…

JavaScript continued…

3. Understand how to organize a Javascript program with regards to global variables, functions and function calls.

4. Be able to use vanilla JavaScript code to capture key clicks.

5. Be able to use vanilla JavaScript code to generate random numbers.

jQuery

6. Be able to explain why we might use a Javascript library like jQuery.

7. Be able to explain what the jQuery $(_) syntax means.

8. Be able to use jQuery to capture button clicks.

9. Be able to provide a few examples of jQuery methods for changing HTML.

10. Be able to use jQuery and Javascript to change HTML in response to code.

<h1> Your Turn!!! </h1>

Spend a few moments ***seriously*** looking over the important topics we've covered.

Then write down any of the following:

· What still seems fuzzy or challenging to you?

· What specific questions do you have about these topics?

· What conceptual topics do you have about these topics?

Once you've written them down:

· Turn to the members of your group and ask if they know the answers to your questions or if they could explain a topic:

· Write down any questions or topics that are still left unanswered (or weren't answered well).

Group Work!

Where to Start…

Can you and each person in your group…

1. <u>Comfortably build the Hangman Game (HW 3) from scratch?</u>

   · No? Then start with Hangman.

2. <u>Explain conceptually how "Captain Planet The Game" works?</u>

   · No? Then start by dissecting Captain Planet the Game.

3. <u>Comfortably use jQuery to modify HTML based on clicks?</u>

   · No? Then start with Lottery Generator.

4. <u>Comfortably create a grid-based design with Twitter Bootstrap?</u>

   · No? Then start with the Bootstrap Portfolio Assignment.