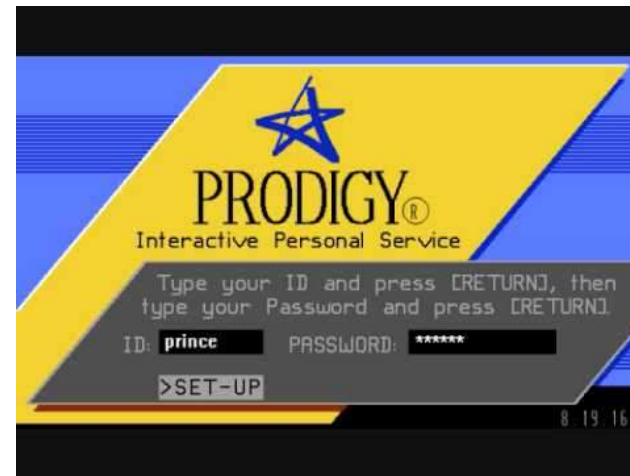


MODULE 3: FRONT END

JavaScript Essentials Part 1



Days of Dial-Up



Static is booooring

- Client side scripting
 - Executes code on the user's browser
 - Allows us to interact with the HTML rendered and the CSS sent by the server
 - Creates less stress on the server
 - More interactive engaging experiences for users



Uses for client side scripting

Responding to events (click, keypress, scroll, resize)

Can interact with other web services / APIs to dynamically update the page

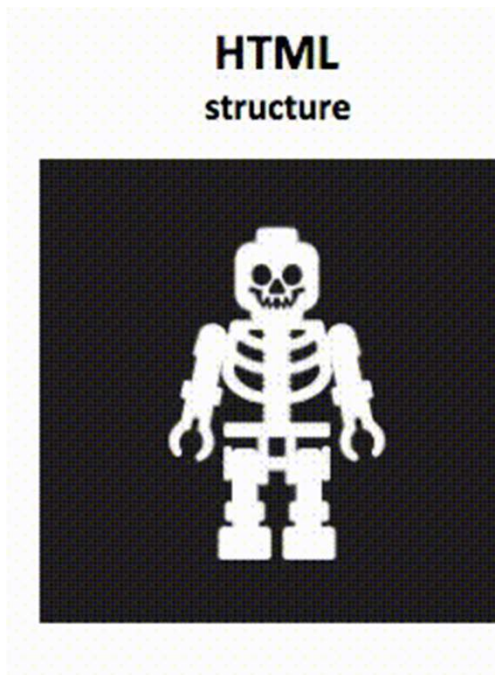
Can manipulate the loaded page without refresh

Separation of Concerns

- What provides the content on a web page
 - HTML
- What provides the look of the web page
 - CSS
- What provides the interaction/behaviors of the web page
 - Client Side Scripting -- JavaScript



The parts...



JavaScript

- Java requires a runtime to execute. (the JVM)
- JavaScript uses a engine to execute.
- Java is compiled code.
- JavaScript is interpreted code.
- Java is statically typed language.
- JavaScript is dynamically typed language.



Language Types

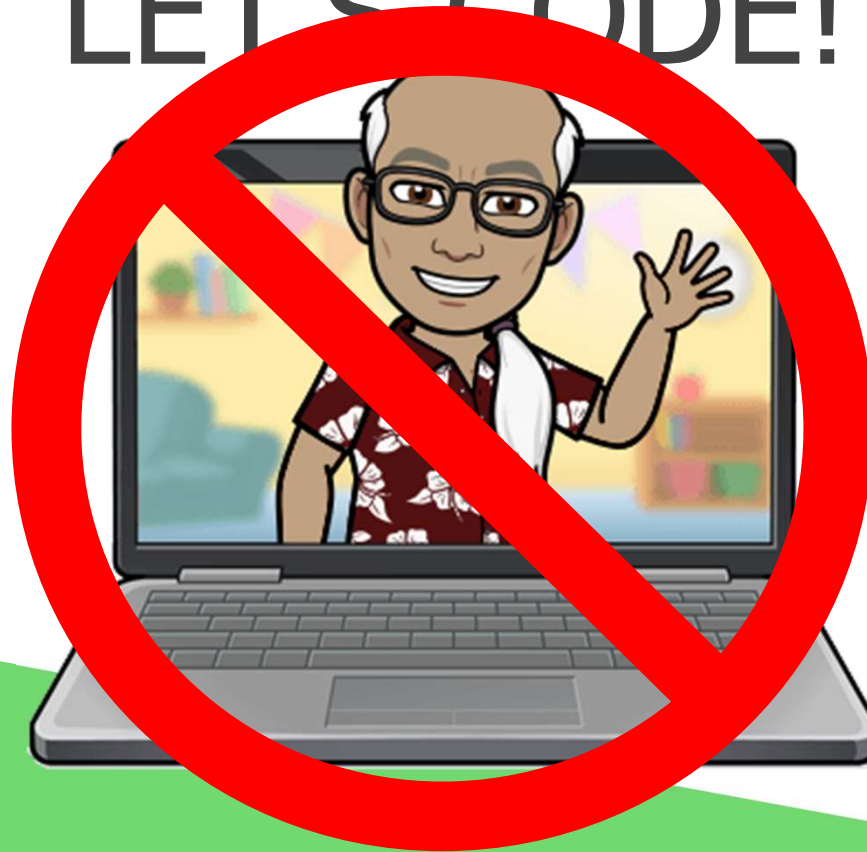


A **statically** typed language enforces the data type constraints at compile-time



A **dynamically** typed language infers the data type of what the variable holds at run-time

LET'S CODE!



Variable Declaration

- var – old style declaration.
- const
- let

```
{  
    var x = 2;  
}  
Console.log(x);
```

```
{  
    let x = 2;  
}  
Console.log(x);
```

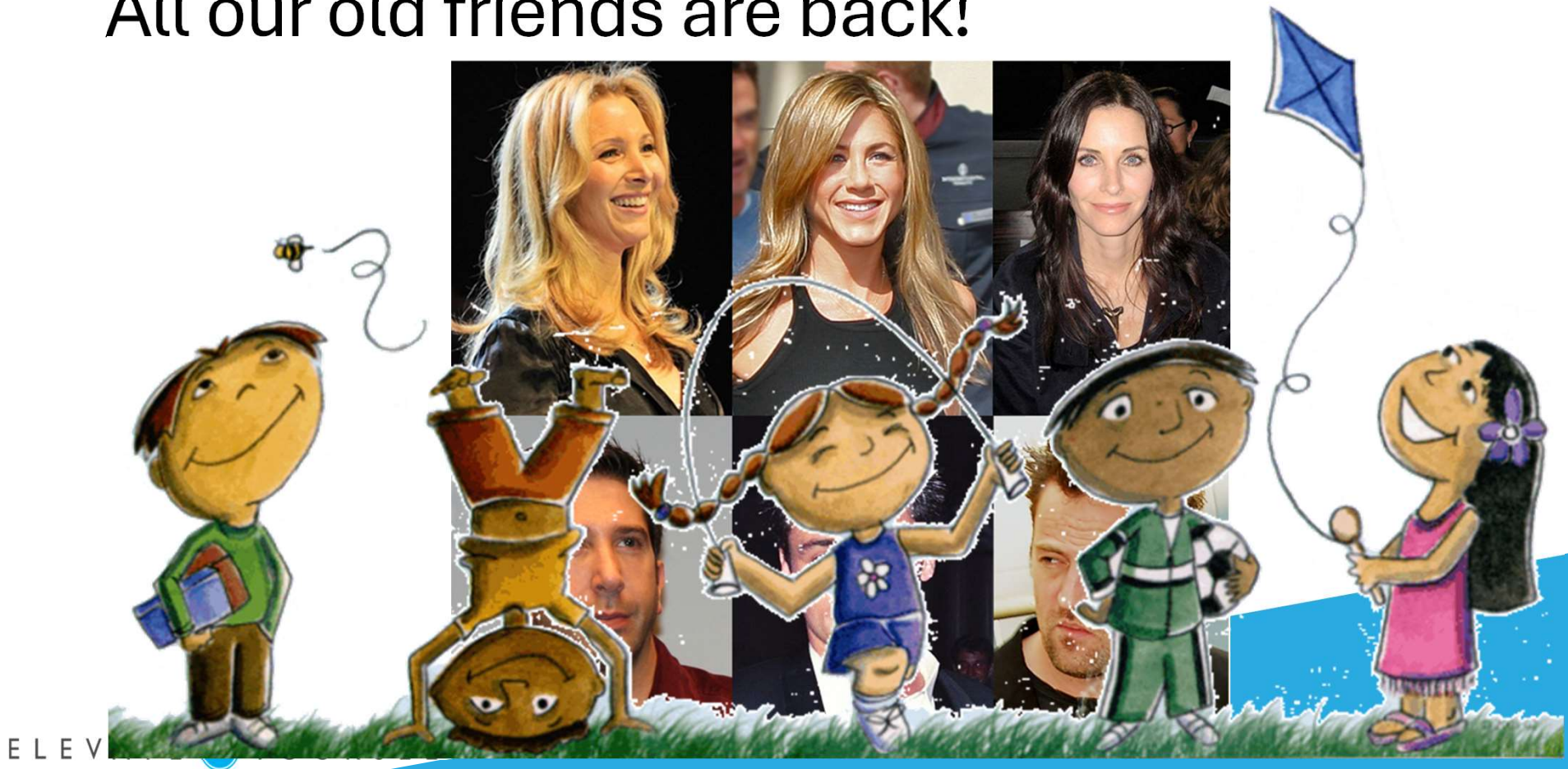
Strict Equality vs. Loose Equality

Strict Equality compares two operands for type and value equality (===)

Loose Equality compares two operands for value only after converting to a common type. It will consider two values equal if they have the same value (==)



All our old friends are back!



Comparison Operators

- A **boolean expression** is an expression that produces a boolean value (true or false) when evaluated

Operator	Meaning
==	Equals To
!=	Not Equal To
>	Greater Than
<	Less Than
>=	Greater Than or Equal To
<=	Less Than or Equal To



Logical Operators

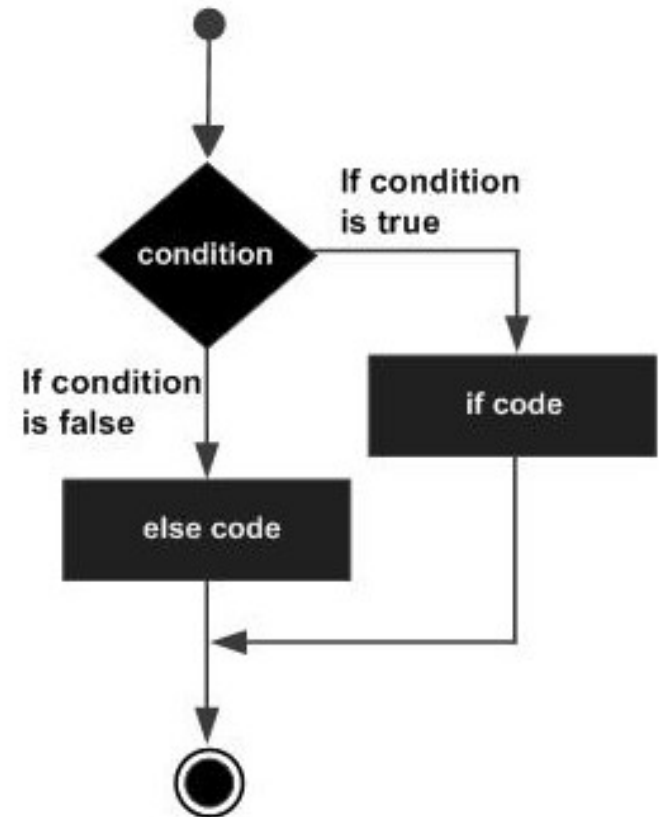
A	B	!A	A && B	A B	A^B
True	True				
True	False				
False	True				
False	False				

Logical Operators

A	B	!A	A && B	A B	A^B
True	True	False	True	True	False
True	False	False	False	True	True
False	True	True	False	True	True
False	False	True	False	False	False

If Statement

```
if (condition)
{
    <if code>
} else {
    <else code>
}
```



Code Blocks and Scope

- Code that needs to belong together as a single unit can be written in **blocks**.

```
{  
  let length;  
  let width;  
  let area;  
  area = length * width;  
}
```

Arrays

- not fixed in size
- Can contain elements of different types

Methods the modify the array:

`.push()`
`.pop()`
`.unshift()`
`.shift()`
`.reverse()`
`.splice()`

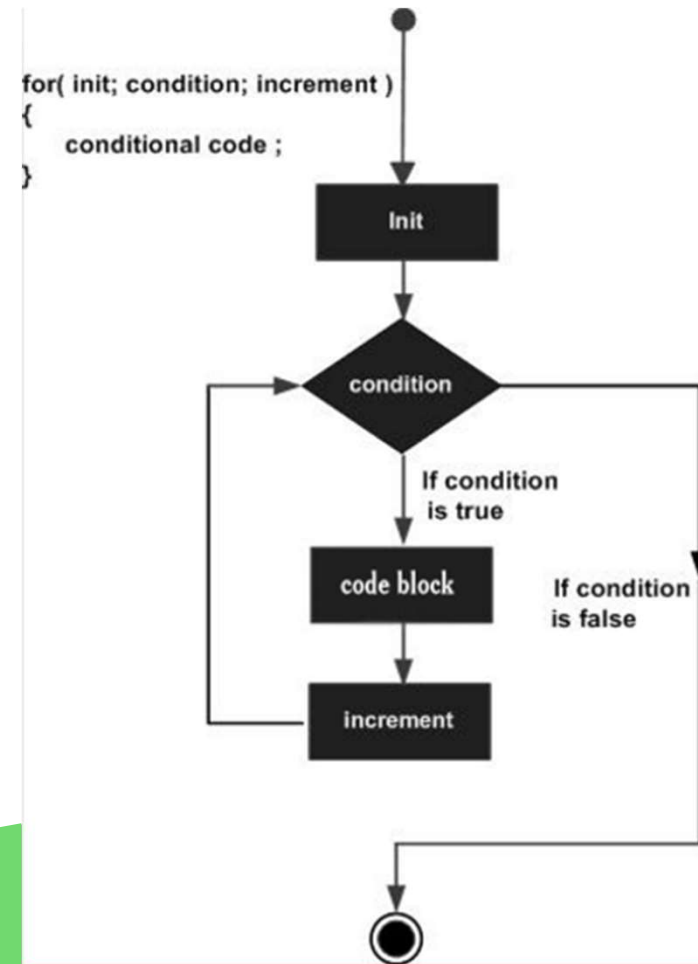
Methods that dont:

`.includes()`
`.indexOf()`
`.lastIndexOf()`
`.slice()`
`.join()`



Accessing Elements in an Array

For loop allows you to check each element in an array.



Memorize this code segment!!

```
for(let i = 0; i < scores.length; i++) {  
    ...  
}
```



While and Do While

```
while (condition)
{
    loop to execute
}
```

```
do
{
    loop to execute
} while (condition)
```

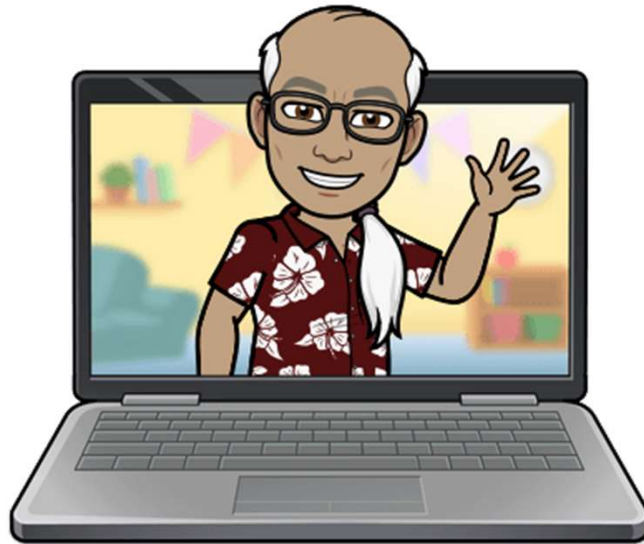
Object Literals

```
const obj = {  
  firstName: "Henry",  
  lastName: "Edwards",  
  age: 40  
};
```

- Simple Key:Value pairs



LET'S CODE!



WHAT QUESTIONS DO
YOU HAVE?



Reading for tonight:
JavaScript Functions

