

HOW TO CODE

My Web Page: aptokash.github.io/Home

File Sharing: file.io

What we've learned:

- We create a web page by editing a text file and saving it as filename.**html**
 - (HTML stands for hypertext markup language)
 - Once you create an html file, you can view it in a browser

- Web (html) **commands** are formatted like this `<command>`

There will almost always be a start and end command: `<command>` `</command>`

We start the file with these commands to tell the browser it's a web page

```
<!DOCTYPE html>
<html lang="en">
```

- Our file will have some major sections

```
<html>
<head>
```

```
</head>
```

```
<body>
```

```
</body>
```

this is where we put the main content

```
<script>
```

this is where we put our JavaScript!

```
</script>
```

```
</html>
```

- When writing our file, it's good to indent and use blank lines

- Some commands we learned:

- `<h1>` `<h2>` `<h3>` `<h4>` `<h5>`

creates different sized headers

- `<title>` text `</title>`

puts text in browser tab

- `<p>`

starts a paragraph

- ``

displays a picture

- ``

must be in same folder

- `<hr>`

draws a horizontal line

- `<!--` some comments `-->`

hidden comments

- Use blank lines to separate areas of code
- Use indents to show how code lines up

- To create a button

```
<button onclick="function()"> Click me </button>
```

Then create the JavaScript function named *function()*

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JavaScript Code

- We write our JavaScript functions in the `<script> </script>` section
- Commands always end with a semicolon: `“;”`
- To create variables: `var name = value;`
- Functions start with a `“{”` and end with a `“}”`
- How to create code that runs when we first load the page
 - `<body onload="test()">` this runs a function when we load a page
 - Here's the function **test** we wrote – which just displays a message
Look at how we use the `{` and `}` to show the start and end of the function!

```
<script>
    function test(){
        alert("it does");
    }
</script>
```

Like this:

```
<script>
    var randomNumber = Math.floor(Math.random() * 100) + 1;
```

This lets us use *randomNumber* in our functions

Getting User Input

- We can get input from people by using the `<input>` tag
`<p>Enter your name <input type='text' id='name'>`
- JS can read it by looking at the **id**
`var name = document.getElementById("name");`

Changing the display

- We can identify a paragraph with an **id**
`<p id='message'>`
- We can then change it with JS!
`var message = document.getElementById("message");`
`message.value = "This is new text";`
`message.innerHTML = " This is bold text ";`

Setting a Random Number from 1 to 100

```
var randomNumber = Math.floor(Math.random() * 100) + 1;
```