JavaScript Simple and Great Blog:

- Map, forEach, filter, reduce, etc.

- https://www.sitepoint.com/back-to-basics-array-extras/
- Hoisting

- https://www.sitepoint.com/javascript/

AngularJS

- Code quickly with Sublime Text: https://dzone.com/articles/angularjs-how-code-quickly

Eclipse

- Select JavaScript Perspective

- Unclutter Projects: https://dzone.com/articles/categorise-projects-package

Browser Sync

https://stackoverflow.com/questions/36653766/browser-sync-and-watching-multiple-folders

- To watch for any files in subfolders, start server with following command:

```
browser-sync start --server --directory --files="**/*"
```

JavaScript Tutorial

- Node Beginner: https://www.nodebeginner.org/

- Complete Tutorial: https://developer.mozilla.org/en-US/docs/Web/JavaScript

- Quick Reference, such as writing file: https://docs.nodejitsu.com/articles/

- Walk Through Basic tutorial: https://www.quackit.com/javascript/tutorial/introduction.cfm

Troubleshoot JavaScript

require and fs doesn't run in the browser

- answer is browserify

- https://github.com/nodejs/help/issues/102

to writeFile, run script.js in the node

```
var fs = require('fs');
fs.writeFile('helloworld.txt', 'Hello World!', function (err) {
  if (err) return console.log(err);
  console.log('Hello World > helloworld.txt');
});
```

not writing to Chrome Console after new profile

- http://forums.mozillazine.org/viewtopic.php?f=19&t=2294153

Learn from Answers

- https://stackoverflow.com/questions/951021/what-is-the-javascript-version-of-sleep

JavaScript & Node - starting up

- https://stackoverflow.com/questions/6737824/how-to-run-a-hello-js-file-in-node-js-on-windows

- https://github.com/workshopper/javascripting

Hello Node

- https://howtonode.org/hello-node

Node - FileSystem module

https://www.sitepoint.com/accessing-the-file-system-in-node-js/

```
var fs = require("fs");
var fileName = "foo.txt";

fs.exists(fileName, function(exists) {
  if (exists) {
    fs.stat(fileName, function(error, stats) {
      fs.open(fileName, "r", function(error, fd) {
        var buffer = new Buffer(stats.size);

        fs.read(fd, buffer, 0, buffer.length, null, function(error, bytesRead, buffer) {
          var data = buffer.toString("utf8", 0, buffer.length);
```

```
                console.log(data);
                fs.close(fd);
            });
        });
    });
  }
});
```

A re-introduction to JavaScript

https://developer.mozilla.org/en-US/docs/Web/JavaScript/A_re-introduction_to_JavaScript

Variable Scope

https://developer.mozilla.org/en-US/docs/Web/JavaScript/Guide/Grammar_and_types#Variable_scope

Variable Hoisting

Function Hoisting

JavaScript CheatSheet

https://www.codementor.io/johnnyb/javascript-cheatsheet-fb54lz08k

HTML Button onclick Event discussion

- https://stackoverflow.com/questions/4825295/javascript-onclick-to-get-the-id-of-the-clicked-button

Button Event

```
< a id="button" href="#" onclick="alert("message")">Click Me</button>
```

```
< script>
    button = document.getElementById('button')
    button.addEventListener("click", function() {
        alert("message");

    }
</script>
```

```
< button onclick="anotherFunction()">Click Me</button>
```

```
< button id="1" onclick="anotherFunction(this.id)">Butt1</button>
< button id="2" onclick="anotherFunction(this.id)">Butt2</button>
< button id="3" onclick="anotherFunction(this.id)">Butt3</button>
```

```
< script src="js/script.js"></script>
```

< input type="button" value="Click Me">

- https://developer.mozilla.org/en-US/docs/Web/HTML/Element/input/button

- Note: While < input> elements of type "button" are still perfectly valid HTML, the newer < button> element is now the favored way to create buttons, which has some advantages. It supports the "menu" type, which lets the button serve as the trigger for a popup menu, and given that a < button>'s label text is inserted between the opening and closing tags, you can include HTML in the label, even images.

Unobtrusive JavaScript

- https://www.quackit.com/javascript/tutorial/unobtrusive_javascript.cfm

In [2]:
```javascript
// Wait for DOM to load
document.addEventListener("DOMContentLoaded", function(event) {

  // Hide the submit button. Non-JavaScript users will still see it.
  document.getElementById("submit").style.display = "none";

  // Put the form control into a variable
  var e = document.getElementById("first_name");

  // Wait for user input
  e.addEventListener("keyup", function() {

    var first_name = document.getElementById("first_name").value;
    document.getElementById("msg").textContent = first_name;

  }, false);

});
```

Out[2]:   undefined

Date Time functions

https://stackoverflow.com/questions/3830244/get-current-date-time-in-seconds

- I was using Date.now() for Linux epoch milliseconds, also Math.round()