Section 1

2-What is JavaScript

* Originally built for client-side processing in a browser. In 2007 Ryan Dahl encapsulated Chrome’s V8 Open-Source JS engine within C++ to create Node. This allows JS to run outside a browser.

3-Setting up the Development

* Installed Live Server. This allows you to see changes in browser (Web page & console) dynamically as you make them. Start it then copy url to google chrome. Right click to “inspect” page to bring up developer tools. This course uses console quite a bit. In top right of developer tools, select view that disconnects the panel so it can be placed side by side w/VS Code like Mosh has on his screen.
* Errors showing up on Console;
  1. First, it could not find favicon.ico. I copied a jpg file from web and renamed to favicon.ico. Placed in same folder as html file. That fixed the error.
  2. Second error was due to Last Pass extension. Google throws error on winID being null. I
  3. turned extension off and now all is working!!

Shortcuts

* To comment out html code or JavaScript code, select it then press crtl /.
* Save using crtl s.
* To create a default html file, on first line enter ! followed by tab.
* To clear console: ctrl l

Best Practices

* Define variables using let not var. var was used before ES6, but there are issues w/this.
* In HTML file, add script section at end of body.
* Use single quotes for strings. More popular the double quotes. Either will work.

Git

* Installed Git on my PC.
* Video to get started <https://www.youtube.com/watch?v=6n1G45kpU2o>
* Video on push git to github <https://www.youtube.com/watch?v=I7WfxhF2wEg>
* Within VS Code I selected Source Control and then create repository. Selected JavaScript folder, Staged All, then committed. It then created a .git folder in my JavaScript folder.
* After making changes to these notes, VS Code immediately showed that file has changed!
* On bottom left it shows Git master is checked out.