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.
  3. turned extension off and now all is working!!
* Installed Node on 5520. Run .js file from command prompt >node 2-basics.js
  1. Can do New Terminal in VS Code to create a terminal in VScode. Then run code right in VS Code.

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 (lower case L). To rerun js file just save it again.

Best Practices

* Define variables using let not var. var was used before ES6, but there are issues w/this.
  + ECMAScript was created to standardize JavaScript, and ES6 is the 6th version of ECMAScript, it was published in 2015, and is also known as ECMAScript 2015.
* In HTML file, add script section at end of body.
* Use single quotes for strings. More popular the double quotes. Either will work.
* Mosh likes to use if..else rather then switch..case. He thinks if..else is more streamline.
* Use for..of loop to iterate over arrays. This became available in ES6.
* Use for..in loop to iterate over the properties of an object.
* The continue key word jumps you to next iteration. This is old legacy JavaScript and do not recommend using.
* Two methods for creating objects. Mosh says both are equally good, but constructor approach more similar to Java, C#, etc.
  + Factory Function – use camel case naming. Camel case - createOneTwoThree
  + Constructor Function – use pascal naming. Pascal case - CreateOneTwoThree

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. This is a hidden folder, so need to be sure they are showing or >ls -hidden.
* After making changes to these notes, VS Code immediately showed that file has changed!
* On bottom left it shows Git master is checked out.
* Remember – stage and commit to git, then sync changes to github (bottom left). You can do all this from Source Control menu in VS Code.