Project 4.1

Javascript Tutorials

Summary of things learned:

1. Javascript is a language intended for web design, but can be used in a variety of settings. NodeJS is a popular javascript runtime that can be used for anything from command line applications (such as the one I submitted for project 4.2) to web and desktop applications. There are hundreds of libraries for NodeJS to do just about anything—a few examples applicable to this class include FakerJS for generating fake names and personal info, and a HackRF library for RF experimentation.
2. The syntax of the language is somewhere between Perl’s pickiness about whitespaces and semicolons and Python in it’s ease of use and flexibility. JS ease of use is, broadly speaking, easier than perl and harder than python.
3. Because JS is more or less made for web development, it has many elements that can interact with HTML elements and CSS
4. Because of it’s widespread use in web development, there are various modules, objects, functions, and the like that get phased out over time as vulnerabilities are discovered and features are added or removed. Luckily, web browsers will typically be able to run legacy, deprecated JS elements.