Learning JS

Functions

- Functions are a built-in JavaScript method.
- They can be called with the word "function" and parenthesis

```javascript
function angryCarmen() {
    alert("Tracking your location.... please wait....");
    document.getElementById("hiddenAngry").style.display = "block";
    document.getElementById("dateAnswer").innerHTML = "Uh-oh! You've made Carmen mad. She's coming to beat you up now. Better run!!";
    document.getElementById("hiddenPicture").style.display = "block";
}
```

```javascript
var greeting = function (name) {
    console.log("Great to see you," + " " + name);
};
greeting("Carmen");
```

```javascript
var divideByThree = function (number) {
    var val = number / 3;
    console.log(val);
};
divideByThree(15);
```

Other ways to handle user input

- A single function isn't the *only* way to get something done.

```javascript
if ("Carmen".length < 5 )
{
    console.log("The condition is true");
} else {
    console.log("The condition is false");
}
```

Switch statement

```javascript
// Lesson One
var troll = prompt("You're walking through the forest, minding your own business, and you run into a troll! Do you FIGHT him, PAY him, or RUN?").toUpperCase();

switch(troll) {
  case 'FIGHT':
    var strong = prompt("How courageous! Are you strong (YES or NO)?").toUpperCase();
    var smart = prompt("Are you smart?").toUpperCase();
    if(strong === 'YES' || smart === 'YES') {
      console.log("You only need one of the two! You beat the troll--nice work!");
    } else {
      console.log("You're not strong OR smart? Well, if you were smarter, you probably wouldn't have tried to fight a troll. You lose!");
    }
    break;
  case 'PAY':
    var money = prompt("All right, we'll pay the troll. Do you have any money (YES or NO)?").toUpperCase();
    var dollars = prompt("Is your money in Troll Dollars?").toUpperCase();
    if(money === 'YES' && dollars === 'YES') {
      console.log("Great! You pay the troll and continue on your merry way.");
    } else {
      console.log("Dang! This troll only takes Troll Dollars. You get whomped!");
    }
    break;
  case 'RUN':
    var fast = prompt("Let's book it! Are you fast (YES or NO)?").toUpperCase();
    var headStart = prompt("Did you get a head start?").toUpperCase();
    if(fast === 'YES' || headStart === 'YES') {
      console.log("You got away--barely! You live to stroll through the forest another day.");
    } else {
      console.log("You're not fast and you didn't get a head start? You never had a chance! The troll eats you.");
    }
    break;
  default:
    console.log("I didn't understand your choice. Hit Run and try again, this time picking FIGHT, PAY, or RUN!");
}
```

Interfacing with HTML

- HTML is static by itself... it won't do anything, regardless of any attempted user interaction.

```css
#hiddenQuestions {
    display: none;
}

#hiddenQuestions2 {
    display: none;
}

#hiddenFiction {
    display: none;
}
```

```html
<!DOCTYPE html>
<head>
    <title>Can you date my sister?</title>
</head>

<body>
    <h1>So you want to date my sister, Margaret?</h1>
    <button class="yesClick">Yes</button>
    <button class="noClick">No</button>

    <h3 class="boyQuestion"></h3>
    <button class="yesBoy"></button>
    <button class="noBoy"></button>

    <h3 class="grossQuestion"></h3>
    <button class="yesGross"></button>
    <button class="noGross"></button>

    <h3 class="fictionalQuestion"></h3>
    <button class="yesFiction"></button>
    <button class="noFiction"></button>

    <h3 class="intelligentQuestion"></h3>
    <button class="yesIntelligent"></button>
    <button class="noIntelligent"></button>

    <h3 class="margaretDate"></h3>
    <button class="yesDate"></button>
    <button class="noDate"></button>
```

```html
<div id="hiddenButtons">
<button onClick="yesQuestions()" id="yesQuestions">Yes</button>
<button onClick="angryCarmen()" id="noQuestions">No</button>
</div>

    <div id="hiddenQuestions2">
        <h3 id="boyQuestion">Are you a boy?</h3>
        <button onClick="yesBoy()" id="yesBoy">Yes</button>
        <button onClick="noBoy()" id="noBoy">No</button>

        <h4 id="boyAnswer"></h4>

        <h3 id="grossQuestion">Are you gross?</h3>
        <button onClick="yesGross()" id="yesGross">Yes</button>
        <button onClick="noGross()" id="noGross">No</button>

        <h4 id="grossAnswer"></h4>

        <h3 id="fictionalQuestion">Are you a fictional character?</h3>
        <button onClick="yesFiction()" id="yesFiction">Yes</button>
        <button onClick="noFiction()" id="noFiction">No</button>

        <h4 id="fictionAnswer"></h4>

        <div id="hiddenFiction">
            <h3 id="intelligentQuestion">Are you intelligent?</h3>
            <button onClick="yesIntelligent()" id="yesIntelligent">Yes</button>
            <button onClick="noIntelligent()" id="noIntelligent">No</button>

            <h4 id="intelligentAnswer"></h4>
```

Using JS to manipulate HTML

```javascript
function noClick() {
    document.getElementById("hiddenQuestions").style.display = "block";
    document.getElementById("startQuestions").innerHTML = "Why not? She is cute and smart. You must just be a loser.";
}

function yesQuestions() {
    var userName = prompt("What is your full name?");
    document.getElementById("hiddenQuestions2").style.display = "block";
    document.getElementById("hiddenFiction").style.display = "block";
}

function yesBoy() {
  document.getElementById("boyAnswer").innerHTML = "Margaret isn't allowed to date boys without her sister's permission. You'll have to take this up with Carmen.
}

function noBoy() {
    document.getElementById("boyAnswer").innerHTML = "Are you trying to trick us? It isn't going to work. You'll still have to talk to Carmen.";
}

function yesGross() {
    document.getElementById("grossAnswer").innerHTML = "At least you are honest....";
}
```

Resources to learn js

- https://developer.mozilla.org/en-US/docs/Web/JavaScript
- http://www.codecademy.com/tracks/javascript
- https://www.codeschool.com/paths/javascript

- http://www.javascriptenlightenment.com/

- http://Jsfiddle.net
- http://labs.codecademy.com/

Get the code

- https://github.com/carmalou/canyoudate
- http://carmalou.github.io/canyoudate/