



# Jumping for JavaScript

Web Development Boot Camp  
Lesson 3.2



# Today's Class

# Objectives

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In today's class, we'll cover:



Array Assignments



The Concept of for Loops



The Art of Pseudocoding



Building Rock-Paper-Scissors

# Basics Recap

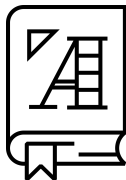


# **What is JavaScript?**

(And what is it used for?)

# JavaScript Definitions

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JavaScript is the third of the three fundamental programming languages of the modern web (along with HTML and CSS).



JavaScript allows developers to create dynamic web applications capable of taking in user inputs, changing what's displayed to users, animating elements, and much more.



# **What is a Variable?**

(And how do we declare one?)

# Variable Basics

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**Variables** are the nouns of programming.



They are “things” (numbers, strings, Booleans, etc.).



A variable is composed of a variable name and a value.

```
var name = "Snow White";  
var dwarfCount = 7;  
var isSleeping = true;
```





**What is meant by `console.log`?**  
(And how does it differ from an alert,  
prompt, or confirm?)

# Console.log vs. JavaScript popup boxes



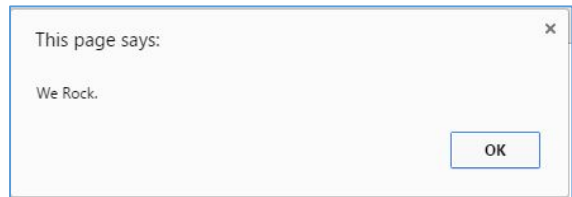
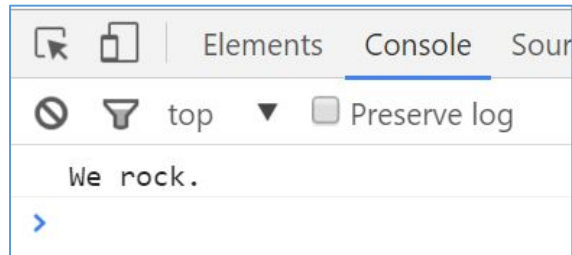
`console.log` displays discreetly to the debugger.



`alert` displays a pop-up message to the user.

```
console.log("We rock.");
```

```
alert("We Rock.");
```



# Console.log vs. JavaScript popup boxes



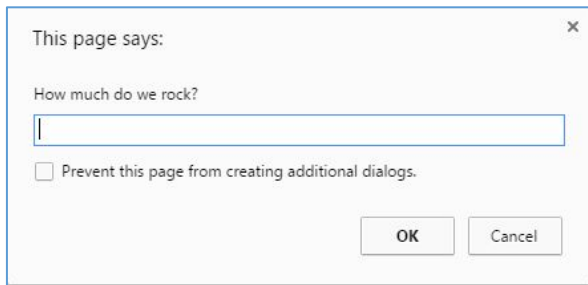
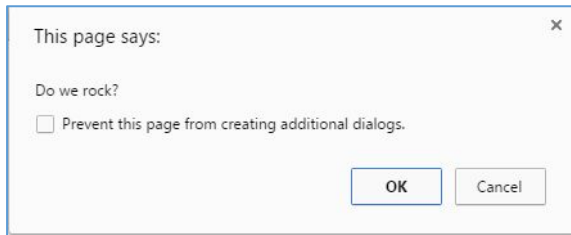
`confirm` displays a true/false popup.



`prompt` displays a popup with a text-box input.

```
confirm("Do we rock?");
```

```
prompt("How much do we rock?");
```





How do we **check** conditions?

# If/Else statements are critical

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Each statement is composed of an if, else-if, or else (keyword), a condition, and the resulting code in { } curly brackets.

```
// If the user likes sushi (confirmSushi === true), we run the following block of code.
if (confirmSushi) {
    alert("You like " + sushiType + "!");
}
// If the user likes ginger tea (confirmGingerTea === true), we run the following block of code.
else if (confirmGingerTea) {
    alert("You like ginger tea!!");
}
// If neither of the previous condition were true, we run the following block of code.
else {
    alert("You don't like sushi or ginger tea.");
}
```



What is an **array**?

# Basic Arrays

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Arrays are a type of variable that are collections.



These collections can be made up of strings, numbers, Booleans, other arrays, objects, anything.



Each element of the array is marked by an **index**. Indexes always start with 0.

```
var nickCharacters = ["Tommy", "Doug", "Oblina"];
```

```
var diceNumbers = [1, 2, 3, 4, 5, 6,];
```

```
var mixedArray = ["Zoo", 12, "Carrot", 3];
```



## **Activity:**

# Basic JavaScript Dissection

**Suggested Time:**  
3 minutes





# Activity: Basic JavaScript Dissection

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Re-examine the file sent to you during yesterday's class.



See if you can better understand how it works—at this point in today's class.



Prepare to share once the time is up.

**Suggested Time:** 3 minutes





## **Activity:** Array Logging

**Suggested Time:**  
5 minutes



# Activity: Array Logging

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Follow the instructions provided in the file to `console.log` each of the names in the `coolPeople` variable.



**Hint:** You should be repeating the same line 6 times.



Be prepared to share once time is up.

**Suggested Time:** 5 minutes 



## **Activity:** Array Setting

**Suggested Time:**  
5 minutes



# Activity: Array Setting

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Follow the instructions in the file provided to convert each item in the array to lowercase.



Make sure to only add in lines of code where instructed.



**Hint:** You will need to use the method `.toLowerCase()`. Research if you don't remember how to use it.



Be prepared to share when time is up.

Suggested Time: 5 minutes



# Back to The Zoo Pen

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**Array Name:** zooAnimals

**Zebra**

**Index 0**

**Rhino**

**Index 1**

**Giraffe**

**Index 2**

**Owl**

**Index 3**

Coded in JavaScript using an Array

```
// Our array of zoo animals.  
var zooAnimals = ["Zebra", "Rhino", "Giraffe", "Owl"];
```

# Back to The Zoo Pen

Array Name: zooAnimals

Zebra

Index 0

Rhino

Index 1

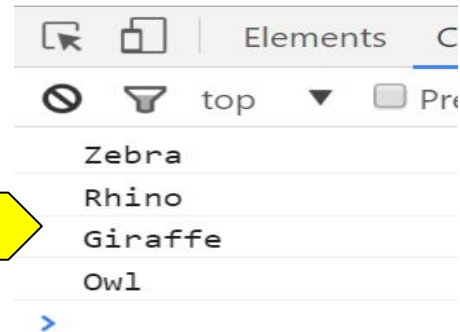
Giraffe

Index 2

Owl

Index 3

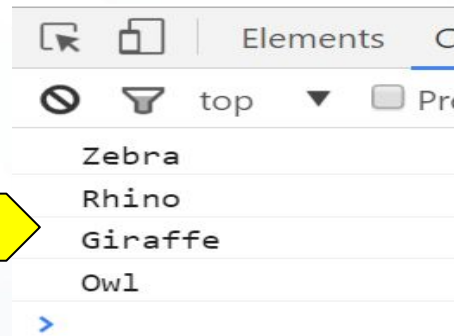
```
// Array of zoo animals.  
var zooAnimals = ["Zebra", "Rhino", "Giraffe", "Owl"];  
  
console.log(zooAnimals[0]);  
console.log(zooAnimals[1]);  
console.log(zooAnimals[2]);  
console.log(zooAnimals[3]);
```





## What's wrong here?

```
// Array of zoo animals.  
var zooAnimals = ["Zebra", "Rhino", "Giraffe", "Owl"];  
  
console.log(zooAnimals[0];  
console.log(zooAnimals[1];  
console.log(zooAnimals[2];  
console.log(zooAnimals[3];
```

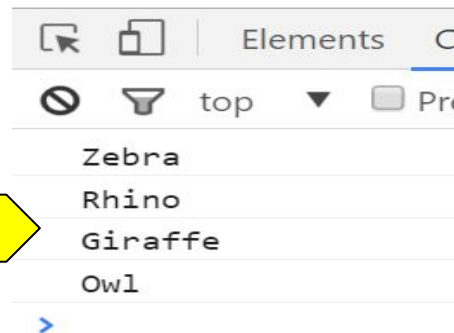




# Don't Repeat Yourself (DRY)

**Repeated Code!** Let's be more efficient.

```
// Array of zoo animals.  
var zooAnimals = ["Zebra", "Rhino", "Giraffe", "Owl"];  
  
console.log(zooAnimals[0];  
console.log(zooAnimals[1];  
console.log(zooAnimals[2];  
console.log(zooAnimals[3];
```





## **Activity:** For Loop Dissection

**Suggested Time:**  
5 minutes



# Activity: For Loop Dissection

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With a partner, spend a few moments trying to dissect the code sent to you.



Try to explain to one another what is happening in each line of code.



Feel free to do research if you are stumped. As a **hint**, look into the phrase “for loop”.



Be prepared to share when time is up.

**Suggested Time:** 5 minutes



# Enter the For Loop

For loops are **critical** in programming.

We use for loops to run **repeated blocks of code** over a set period.

Each for loop is composed of a:



Variable declaration or counter (iterator)



Loop condition



Iteration (addition)

```
// Start with an Array.  
var vegetables = ["Carrots", "Peas", "Lettuce", "Tomatoes"];  
  
// Loops through each index of the Array.  
for (var i = 0; i < vegetables.length; i++) {  
  console.log("I love " + vegetables[i]);  
}
```

# Enter the For Loop

```
// Start with an Array.  
var vegetables = ["Carrots", "Peas", "Lettuce", "Tomatoes"];  
  
// Loops through each index of the Array.  
for (var i = 0; i < vegetables.length; i++) {  
  console.log("I love " + vegetables[i]);  
}  
  
// Logs:  
// I love Carrots  
// I love Peas  
// I love Lettuce  
// I love Tomatoes
```



Iterator

Condition

Increment

# Enter the For Loop

Code between the `{ }` gets repeated each time the iterator is smaller than the condition (in this case, as long as `i < 4`).

```
// Start with an Array.  
var vegetables = ["Carrots", "Peas", "Lettuce", "Tomatoes"];  
  
// Loops through each index of the Array.  
for (var i = 0; i < vegetables.length; i++) {  
  console.log("I love " + vegetables[i]);  
}  
  
// Logs:  
// I love Carrots  
// I love Peas  
// I love Lettuce  
// I love Tomatoes
```

# Enter the For-Loop

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Running the code “loops” through and prints each element in the array.

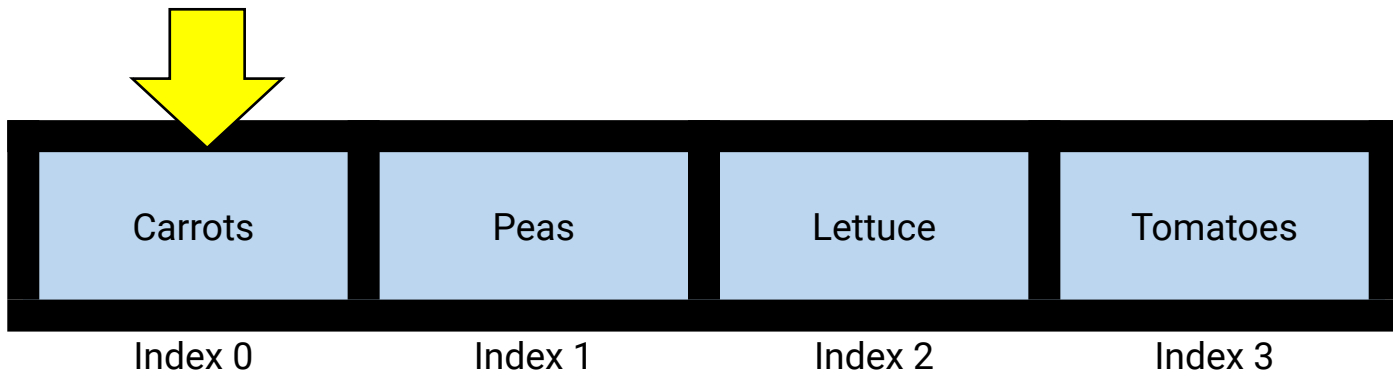
```
// Start with an Array.  
var vegetables = ["Carrots", "Peas", "Lettuce", "Tomatoes"];  
  
// Loops through each index of the Array.  
for (var i = 0; i < vegetables.length; i++) {  
    console.log("I love " + vegetables[i]);  
}
```

```
// Logs:  
// I love Carrots  
// I love Peas  
// I love Lettuce  
// I love Tomatoes
```

# Run That Loop

```
// Start with an Array.  
var vegetables = ["Carrots", "Peas", "Lettuce", "Tomatoes"];  
  
// Loops through each index of the Array.  
for (var i = 0; i < vegetables.length; i++) {  
  console.log("I love " + vegetables[i]);  
}
```

When  $i = 0$  ... `console.log("I love Carrots")`

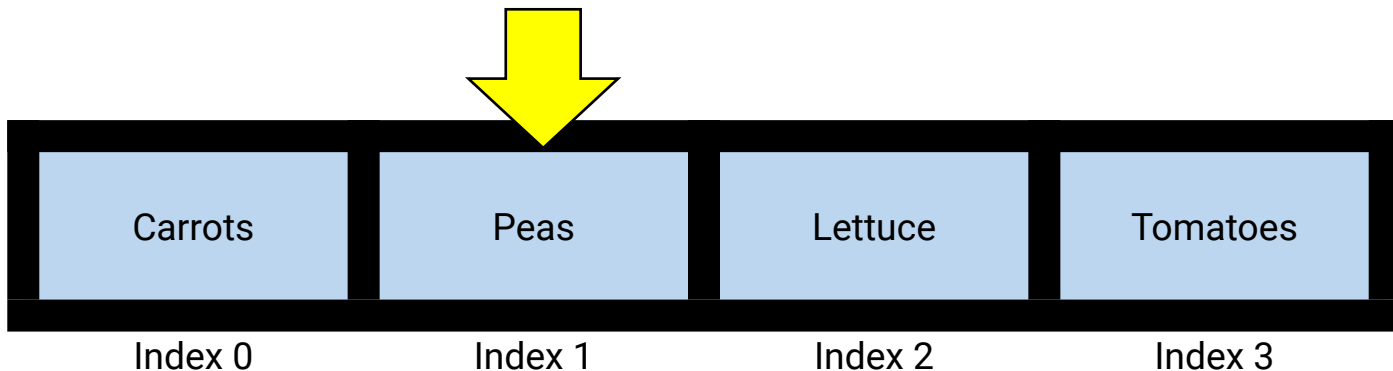




# Run That Loop

```
// Start with an Array.  
var vegetables = ["Carrots", "Peas", "Lettuce", "Tomatoes"];  
  
// Loops through each index of the Array.  
for (var i = 0; i < vegetables.length; i++) {  
  console.log("I love " + vegetables[i]);  
}
```

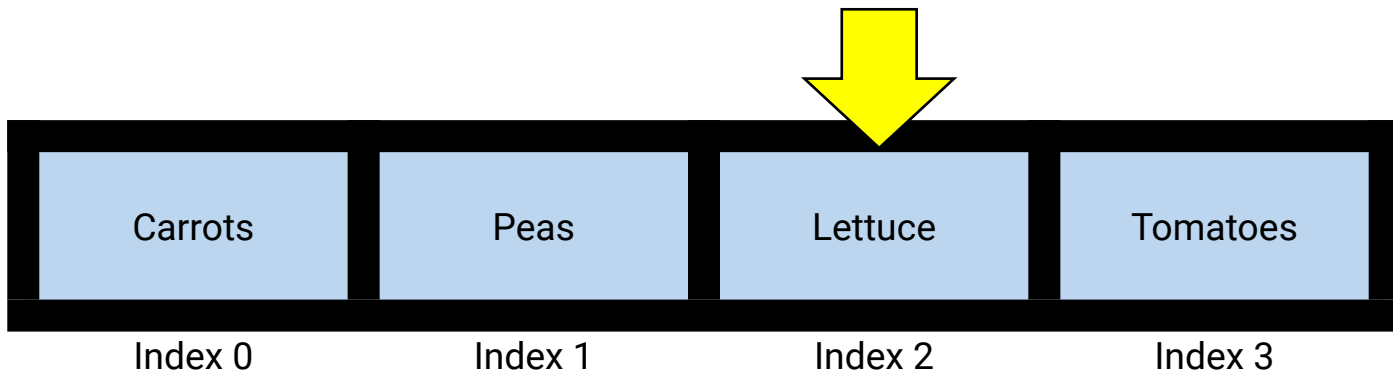
When  $i = 1$  ... `console.log("I love Peas")`



# Run That Loop

```
// Start with an Array.  
var vegetables = ["Carrots", "Peas", "Lettuce", "Tomatoes"];  
  
// Loops through each index of the Array.  
for (var i = 0; i < vegetables.length; i++) {  
  console.log("I love " + vegetables[i]);  
}
```

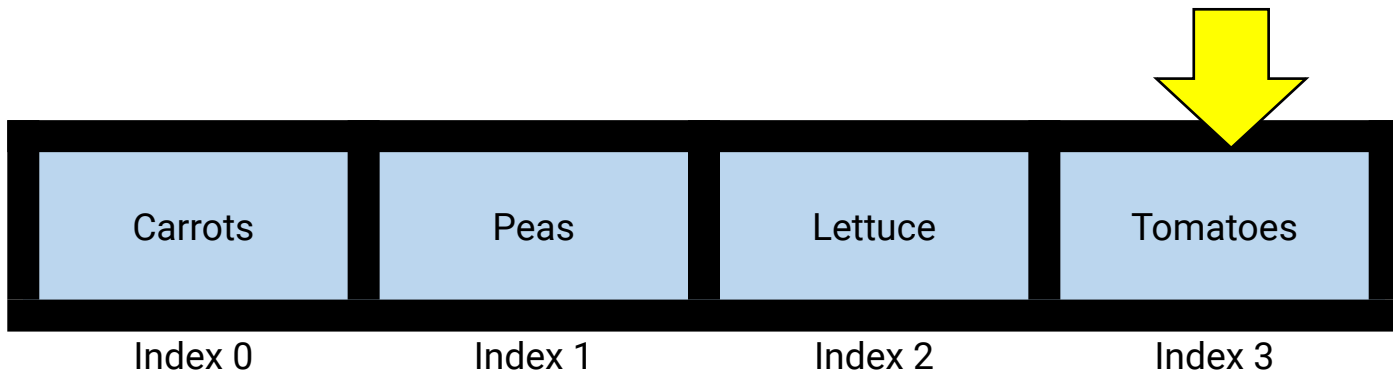
When  $i = 2$  ... `console.log("I love Lettuce")`



# Run That Loop

```
// Start with an Array.  
var vegetables = ["Carrots", "Peas", "Lettuce", "Tomatoes"];  
  
// Loops through each index of the Array.  
for (var i = 0; i < vegetables.length; i++) {  
  console.log("I love " + vegetables[i]);  
}
```

When  $i = 3$  ... `console.log("I love Tomatoes")`





## **Activity:** For Loop Zoo

**Suggested Time:**  
15 minutes



# Activity: For Loop Zoo

01

Spend a few moments rewriting the code below using a for loop.

02

If you need help, use the code from the previous example as a guide.

03

Then try to explain to the person next to you how your code works.

```
// Array of zoo animals.  
var zooAnimals = ["Zebra", "Rhino", "Giraffe", "Owl"];  
  
console.log(zooAnimals[0];  
console.log(zooAnimals[1];  
console.log(zooAnimals[2];  
console.log(zooAnimals[3];
```

**Suggested Time:** 15 minutes



# Take a Break!

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## **Activity:** Another Loop

**Suggested Time:**  
15 minutes



## Activity: Another Loop

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Starting from scratch, create a for loop that prints the following lines:

I am 0

I am 1

I am 2

I am 3

I am 4

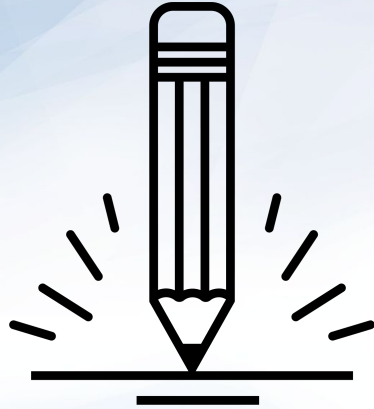


**This time, don't use an array!**

**Suggested Time:** 15 minutes







## **Group Activity** (2 people): Loop with Conditions

**Suggested Time:**  
10 minutes



# Group Activity: Loop with Conditions



Starting from scratch, write code that loops through the following array:

```
// This is our starting myFarm array.  
var myFarm = ["chickens", "pigs", "cows", "horses", "ostriches"];
```



Use `console.log` to display the name of each animal on the farm.



Using the `.charAt()` method (research it), check if the first letter in the animal's name begins with a "c" or "o". If it does, create an alert saying: "Starts with c or an o!"





## **Activity:** Random Numbers

**Suggested Time:**  
7 minutes



# Activity: Random Numbers

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Research how to use `Math.random()` to generate a whole number between 1 and 10.



Open 21-RandomNumbers/Unsolved and modify the code so that it logs random *whole numbers* from 1 to 10 inclusive.

Suggested Time: 7 minutes



# Rock-Paper-Scissors with the Person Next to You!

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Play five rounds.





## **Group Activity** (2 people):

Pseudocode  
Rock-Paper-Scissors (RPS)

**Suggested Time:**  
3 minutes



# Group Activity: Pseudocode RPS

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With a partner, spend a few moments outlining all the steps and conditions that go into a single game of rock paper scissors.



Try to break it down into steps that you could “code out.”



Think of basic elements like loops, if-then statements, arrays, alerts, etc.



Be prepared to share your outlined approach.

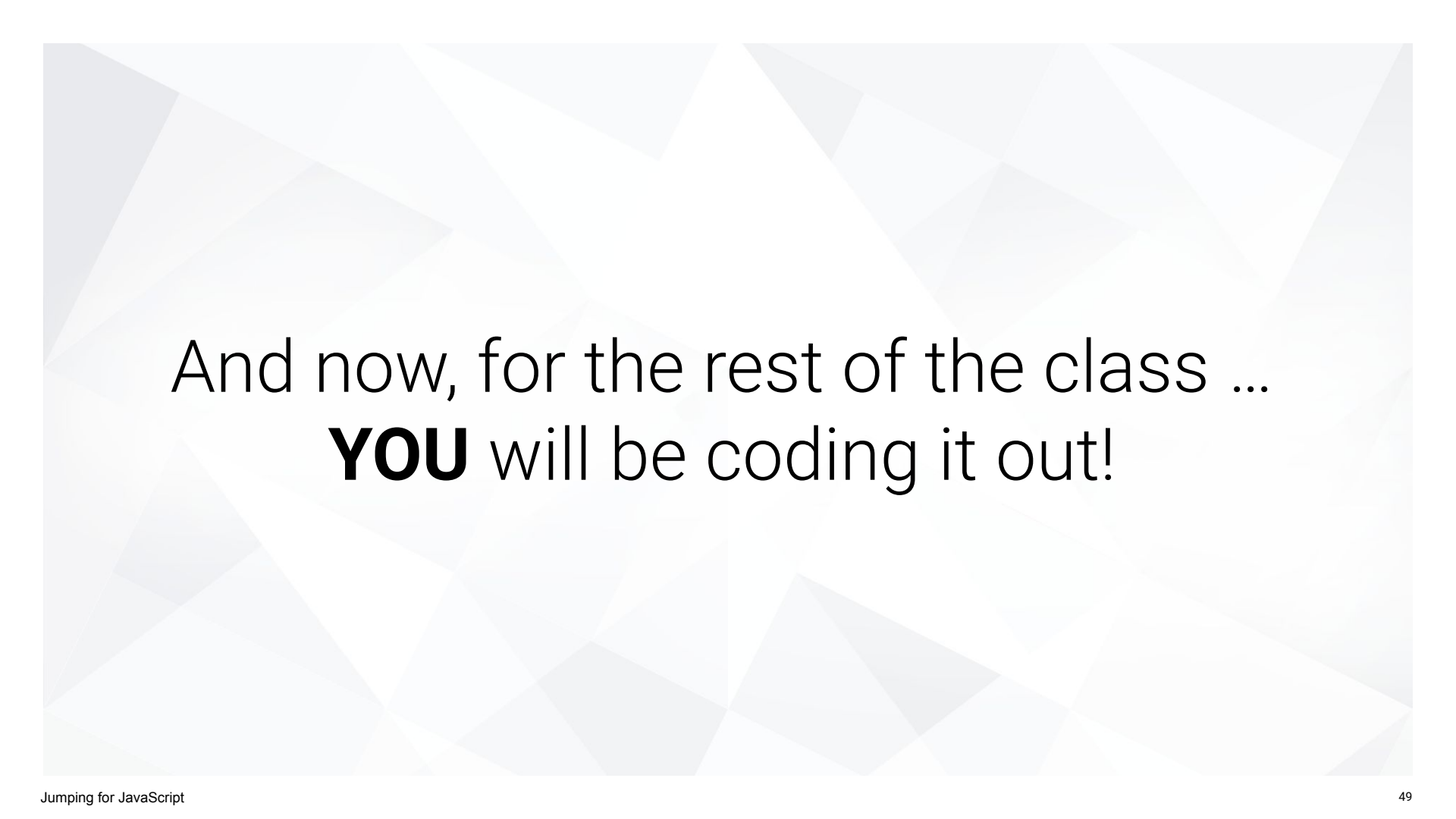
Suggested Time: 8 minutes



You just **pseudocoded!**







And now, for the rest of the class ...  
**YOU** will be coding it out!



**Don't worry.** We'll be here to  
help you along the way.



# **Group Challenge** (4 people): Coding Out RPS

**Suggested Time:**  
60 minutes



# Group Challenge: Coding out RPS

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In groups of four, begin the process of coding out the rock-paper-scissors game.



Do as much as you can on your own, but don't be afraid to ask for help if you feel your team is struggling.

Suggested Time: 60 minutes





# Instructor Demonstration

## Let's Fill in the Missing Code (Together)



# Questions?