Getting Started with JavaScript

Class 1 Content

Preparation

GOALS

By the end of this lesson, you will be able to:

- 1. Grasp the primary purpose of JavaScript
- 2. Setup our tools and developer environment
- 3. Build our first JavaScript project

Updated Hello World From JavaScript! Welcome to the Codefi Coding Bootcamp! Click Me to Update the Background!

CONCEPTS

- **JavaScript**: *JavaScript* is one of the core programming languages of the Web. Over 97% of websites use JavaScript to add interactivity and functionality to their page. JavaScript can be used to build interactive websites, mobile-apps, backend API's, desktop applications, and even for machine learning!
- DevTools: DevTools are the tools built directly into the browser which provide developers the ability
 to diagnose problems quickly, check network performance, write simple scripts, inspect the
 webpage, and more.

Walkthrough

STEP 1: JAVASCRIPT COURSE OVERVIEW

Aim: View the applications and projects we will be building

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| https://codefi-bootcamp-projects.netlify.com |

- Walkthrough Project 1
- Walkthrough Project 2
- Walkthrough Project 3

STEP 2: SETTING UP OUR TOOLS

Aim: Play around with the Chrome DevTools

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| https://www.google.com |

- Open up the Chrome Developer Tools
 - Walkthrough the different tabs and give brief overview on their function

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| Dev Tools Elements Tab |

- Change Google Search button text
 - Use the element selector and click on the word "Goolge Search"
 - Change the input value to "Bing Search"
 - Change the input background-color to "red"

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| Dev Tools Console Tab |

• Create a variable that stores the value of an expression

```
const myVariable = 2 * 4;
console.log(myVariable);
```

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Check: Refresh the page and mix it up!

- Make the background a different color
- Change the navbar links
- Try to create a new variable and place it in on the page
- Be creative and explore

STEP 3: JAVASCRIPT HELLO WORLD

Aim: Create a "Hello World" App using JavaScript

| ~Starter Code/index.html |

- Create HTML Boilerplate Code
 - o Fill out the Title
 - Add Comments for Metadata, main content, and Javascript
 - Add a link to the stylesheet

```
<!DOCTYPE html>
<html lang="en">
 <head>
    <!-- * META DATA * -->
    <meta charset="UTF-8" />
    <meta http-equiv="X-UA-Compatible" content="IE=edge" />
    <meta name="viewport" content="width=device-width, initial-</pre>
scale=1.0" />
    <!-- Links -->
    <link rel="stylesheet" href="./styles.css" />
    <!-- Title -->
    <title>Hello World JavaScript</title>
  </head>
  <body>
   <!-- * MAIN CONTENT * -->
    <!-- * JAVASCRIPT * -->
  </body>
</html>
```

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- Add the Main HTML Content
 - Create a <section><section> element with a class of "container"
 - Create an <h1></h1> element inside the <section><section> tags

 - Create a <<u>button</u>></<u>button</u>> with a class of "btn-primary" below the <<u>h2</u>></<u>h2</u>>

Open up your file on "LiveServer"

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| Chrome DevTools Console Tab |

- Alter the Heading's Content & Color
 - Create a new variable const myHeading and set it equal to the first <h1> tag using querySelector()
 - Use the .innerText property on the myHeading variable to change the text content to
 "JavaScript Hello World"
 - Use the .style.color property selector to change the myHeading variable to "blue"

```
// Selects the first "h1" tag in the document
const myHeading = document.querySelector("h1");

// Changes the inner text content of the heading we selected
myHeading.innerText = "JavaScript Hello World";

// Changes the text color of the heading we selected
myHeading.style.color = "blue";
```

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- Move the JavaScript Code to the HTML File
 - Add <script></script> tags at the bottom of the <body></body> in the HTML file
 - Inside the script tag, create a variable that represents the <h1></h1> on the document by selecting the tag
 - Inside the script tag, create another variable that represents the <h2></h2> on the document by selecting it's class name
 - Change the .innerText of the variable representing the <h1> to say "JavaScript Hello World!"
 - Change the <u>style</u> color of the variable representing the <h2> to be the hex color code of "#134e4a"

```
<script>
  // Selects the first <h1> element
  const headingOne = document.querySelector("h1");

// Selects the element with a class name of "heading-two"
  const headingTwo = document.querySelector(".heading-two");

// Changes the "headingOne" variable's text content
  headingOne.innerText = "Updated Hello World From JavaScript!";

// Changes the "headingTwo" variable's text color
```

```
headingTwo.style.color = "#134e4a";
</script>
```

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- Change the Background on Button Click Event
 - As an attribute on the HTML <button></button> tag, create an onclick="changeBackground()" function call
 - Inside the script tag, create yet another variable that represents the <body></body> on the
 document by selecting the tag
 - Create the changeBacgkround() function at the bottom of the script file that selects the bodyEl variable and changes the _style_backgroundColor to the hex value "#0c4a6e"
 - Because the text is hardely visible, change the color of the heading0ne variable to "#f0f9ff" and the headingTwo variable to "#7dd3fc" after the button is clicked

```
<script>
 // Selects the first <h1> element
  const headingOne = document.querySelector("h1");
  // Selects the element with a class name of "heading-two"
  const headingTwo = document.querySelector(".heading-two");
  // Selects the body element
  const bodyEl = document.querySelector("body");
  // Changes the "headingOne" variable's text content
  headingOne.innerText = "Updated Hello World From JavaScript!";
  // Changes the "headingTwo" variable's text color
  headingTwo.style.color = "#134e4a";
  // Change the body's background color, and the text color on click
  function updateColors() {
   bodyEl.style.backgroundColor = "#0c4a6e";
   headingOne.style.color = "#f0f9ff";
   headingTwo.style.color = "#7dd3fc";
  }
</script>
```

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- Move the JavaScript Code a Dedicated File
 - Create a new JavaScript file in the main folder titled main.js
 - Copy the code inside the script and paste it into the file
 - Add a src property on the <script> tag and link it to the file we just created.

```
// Selects the first <h1> element
const headingOne = document.guerySelector("h1");
// Selects the element with a class name of "heading-two"
const headingTwo = document.querySelector(".heading-two");
// Selects the body element
const bodyEl = document.querySelector("body");
// Changes the "headingOne" variable's text content
headingOne.innerText = "Updated Hello World From JavaScript!";
// Changes the "headingTwo" variable's text color
headingTwo.style.color = "#134e4a";
// Change the body's background color, and the text color on click
function updateColors() {
  bodyEl.style.backgroundColor = "#0c4a6e";
 headingOne.style.color = "#f0f9ff";
 headingTwo.style.color = "#7dd3fc";
}
```

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Check: Ensure All the Code Still Works

- Try clicking the button and see if the background and text indeed do change
- Walk over the code one line at a time... do you understand how everything is working?

Review

ACCOMPLISHMENTS

Congratulations yet again! 🎇 🎉

Feel proud that you learned something new and valuable today.

Learning to code is a journey, and you are taking the necessary steps to improve your skills and opportunities for the future.

Good on you!

Specifically, we learned how to:

- Better understand the role and function of JavaScript in Web Development
- How to run JavaScript code in the Dev Tools, HTML file, and as a dedicated JS file
- Change the background color of the body on click of a button

Javascript Introduction for Beginners (Video)

An Introduction to JavaScript (Article)