JavaScript

The Ultimate Beginner's Guide to learn Java Script Programming effectively

JAVASCRIPT

JS

Daniel Jones

The Ultimate Beginner ' s Guide to Learn JavaScript:

Effectively learn about JavaScript programming

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Introduction

Congratulations on downloading this book and thank you for doing so.

The following chapters will discuss how you can effectively learn JavaScript. While the chapters will not necessarily teach you JavaScript (although, there are some quick tips), they *will* teach you the right way to go about learning it.

There are plenty of books on this subject on the market, thanks again for choosing this one! Every effort was made to ensure it is full of as much useful information as possible, please enjoy!

Chapter 1: Prepare to Learn

The most important step that you will take when you are considering learning how to write JavaScript is preparing to learn what you need to do. Part of that preparation includes learning what, exactly, JavaScript is and how it originated. You should also prepare by learning the benefits of JavaScript over another coding language so that you can make sure you are really learning the right language for your website.

What is It?
JavaScript is a language. It is not like

most of the languages that you know or has heard of in that it is only in written form and it is based on technology. It is a way to communicate things to people who are on the other side of a web page, and it allows you the chance to make sure that you have gotten your point across on your website. You can't speak JavaScript. If you did, it would sound choppy and would probably not make too much sense.

When you write something from the back end of your website in JavaScript, when it appears to the people who visit your website, it will look like you have actually written on it. If you do not use a coding language, your website would

just appear to be many random numbers, symbols, and letters which could not only be confusing for your visitors but could be detrimental for anyone who wanted to enjoy your website. It could hurt the goal you are trying to accomplish with your site.

There are many different coding languages that you can use, but JavaScript is one of the most popular. It allows you to change the way that your fonts look, adds clickable buttons and makes your website completely functional when people want to do different things on it. It is also one of the easiest coding languages that you can learn.

Where Did it Come From?
JavaScript officially became available
on operating systems in 1995. This was
when it was first used on computers, and
Netscape was the first to recognize it for
what the coding was able to do. It was
used to help create web pages and other
things that people would see when they
are using their personal and office
computers.

Since the name was so similar to other
names of different types of coding, some
programs opted to call it JScript instead
of JavaScript. This was the decision of
the people who manufactured the
operating systems and it is something

that did not really stick. Most companies call it JavaScript now, and they do not get confused with other programs that are available on the market because it is something that has been able to be much different than some of the other things that are available now.

When JavaScript was first created, it was done so that everybody would be able to use it. In the past, before 1995, the coding was difficult to do, and not many people knew how to do it. It was something that was somewhat of a rarity. While not everyone is able to do coding now, JavaScript has made it easier, and many more people are able to make sure that they are getting things done the right

way when it comes to their coding and the benefits that go along with it.

Are There Benefits?
Among the many benefits that come with using JavaScript, ease of use is one of the biggest. It allows people to be able to do more with what they have at their disposal and it gives them the option to learn a coding language quicker than any of the other coding languages that are used on programs.

JavaScript is nearly foolproof in that others had come before and created the development necessary to just plug in the codes where they need to be. While it is important that people also learn how to

write JavaScript if they want to use it all of the time, they can also just use the codes that have already been written. Anyone can get started with JavaScript in this way because it is easy to use.

Other benefits include the ability to make things on web pages clickable, the ability to create interactive web pages and the ability to do more with what there is to offer on the JavaScript platforms. Anyone who knows how to use and wants to use JavaScript can use it to be able to increase the way that their web page looks. They can also use it to help themselves create more of a visitor-friendly atmosphere on their web page.

All around, JavaScript is one of the best coding languages because of the way that people can use it easily and because of the many things that it brings to the table. It is a good idea for people who are just getting started with coding to start out with JavaScript because of the ease of use.

Will You Use It?
Nearly everyone who has learned JavaScript has found that they use it. Whether they use it often on their own website or use it to help others out with their websites, JavaScript definitely comes in handy.

Once you have learned the language, you will likely know what you are doing with it for the rest of your time on the web. Make sure that you learn it as much as possible so that you will be able to do more with what you have. There are many different options when it comes to the JavaScript and what you have with it. Make sure that you do your best to be able to provide your website with the best user experience possible.

There is no doubt that, if you learn JavaScript, you will use it. It is designed to be user-friendly, and you can make nearly anything that you want out of the codes that are used in JavaScript. Make sure that you do your best and that you

try to always find out different ways to use JavaScript. Using the best innovation will allow you to have the best website possible when it comes to the options that you have written with JavaScript.

Despite the fact that it is easy to use, you should still be ready to start learning JavaScript by preparing yourself for the process. Know what you want to do with it, understand the point of using it and learn as much as possible about it before you even make the decision to start learning it. It is always a good idea to give yourself a strong place to start so that you can do more with the language and with the codes that come along with JavaScript.

Chapter 2: The Basics

Just about any person who has a computer is able to get started with JavaScript. Since the language is somewhat simple, there is no extra software that you need to use. This is especially true when you are first getting started because you will only be doing simple things with JavaScript, so you do not need too many extras. As you begin to do more, you can consider getting different software and additional programs, but these basics should enable you to do the most with JavaScript when you are just getting started.

Web Browser

When the language was first available for programmers to use, it was only able to be used in select browsers. It has now grown so much that it is the only language that can be used in *every* browser. It is supported on every browser and platform, and it can be used to create web pages that will be able to show up no matter what browser your visitor is going to use.

Because of this, you can use any type of browser to get started with your JavaScript goals. Most people choose to use their favorite one or one that they normally use when they are looking at websites for their own personal use.

Some others choose to use different browsers that are better or more functional for looking at the web pages that they have created.

One of the most common things that people do is simply use the default browser. This is the browser that automatically comes up when you click on a link to a website or when you try to open a web page. Those who write in JavaScript do this so that they do not have to worry about trying to get around it each time that they open one of the pages that they have made. It is something that is simple and something that allows them to do more with it.

The Editor

In the beginning, the editor that you choose to write your JavaScript will not make much of a difference. It will simply be a place where you can put all of your information into and save it so that you can use it on the web page and it will work well with the web page that you have created.

There are several programs that you can download to your computer that will be able to be used to edit your JavaScript. The majority of these are free and easy to use so that you don't have to worry about learning a whole new program just because you want to start writing JavaScript. You can find them on the

web or in the app store that is included with your computer if you have a newer computer. Each program has different benefits, but most of them are simple, plain text processors.

If you are running Windows, you may be surprised to find that you already have your very own software ready for you to start editing JavaScript. Notepad was not created for that reason, but it can be used for it. It is plain text, and it does not make changes to the text as you write it in the way that Word or another processor would. You can write and save all of your JavaScript right into a note by using the Notepad that comes right with your computer.

Script Tags

There are two main ways that you can write JavaScript, and the first is to create script tags. These are tags that you write out on your web page and you put your code into the scripts so that you have it all done on your website. This is easy for beginners who want basic codes and just want a basic website because it is easy to just put the codes into each of the scripts. It is ideal for people who do not want to edit their website often or who do not have a lot of changes that would go into making the website.

To do this, you would simply write:

```
<script type= "text/JavaScript">
```
Write all of the information that you want to include right here and make sure that it is in plain text. That is what your notepad editor is going to be used for and what you can do to make sure that you are doing it the right way.
```
</script>
```

The information will then appear on your website when people click on it. If you were to just write it without the "script" tags, the words would not appear. It would likely just be a series of symbols and numbers with some letters thrown in there if you are lucky.

If you want to just start practicing JavaScript, this is the best way to do it.

It will allow you a chance to truly start writing it and to have it appear on the web page.

Script Links

Once you become more comfortable with JavaScript and what you can do with it, you can begin to link up to the script that you have written. This is a great thing to use if you are planning on making a lot of changes, if you have a lot of different information or if you want to make your website very interactive so that people can click on nearly anything and get a result.

To be able to use links, you do it similarly. You would write your code in

your plain text editor, like Notepad. Then, save your code that you have just written so that it has a name you can easily recognize. Make sure that you use the .js ending of it so that it will be converted when it is linked into your JavaScript.

When you are ready to link up your JavaScript that you have just saved, all you need to do is write:

```
<script type= "text/JavaScript" src= "scripts/choosethisfile.js"></scripts>
```

Where "choosethisfile.js" is written, you would want to put in your own file name, you would use the one that you

just saved to your computer so that it would be linked up with what you have just written in Notepad.

Variables
There are many different variables for web pages and that is how the page will work to display different information so that people can see it when they are on the different pages. There are also different things that you can do with what you have and with what you are going to show your visitors who decide to come to your web page.

The variables are what communicates what you want to say to your website. They are the "meat" of the code and are

what your visitors are going to be concerned with when they come to your site. All you need to do is write:

```
var grapes= 7;
```

This is, of course, if you are talking about grapes. It will tell your code that you have 7 grapes that are available. The semicolon at the end is used to tell your code that you are done talking and that it can move onto the next thing that is written in the code. It is like the period at the end of the sentence, but it is there so that your code will know when it needs to stop.

If you want to tell your visitors that there

are 7 grapes that are available, all you have to do is write out a variable alert:

```
alert('We have' + grapes ' +grapes!);
```

"We have" and the second "grapes!" are what your visitors will see when they come to your website. They will not see the different punctuation marks and the + grapes that are written in that. The +grapes is what tells the code to put how many grapes you actually have available in there.

When you are writing code, keep in mind that it is case sensitive. This is because different cases can mean different things, so it is important to

make sure that you write them exactly how they are supposed to be written. This is one of the benefits that come with using Notepad because it will not automatically capitalize things.

Prompts
Now that you have told your visitors that there are 7 grapes that are available on your site, you can now let them choose how many that they want to eat when they are on your site. Obviously, they aren't going to eat actual grapes, but this is one of the easiest ways to show that there is takeaway going on when your visitors choose to do something on the site.

To write a prompt:
```
var eat =prompt('How many grapes do you want?', '3')
```

This will be what shows up if your visitor wants to eat 3 grapes and it will adjust that to let you know how many grapes you have left. If you write the code:

```
grapes -=(parseInt(eat);
alert('We only have '+grapes' + grapes left!)
```

This will then show your visitor that there are only 4 grapes available that are left. You can then choose to add another prompt whether they want to eat more

grapes or if they want to move on.

You can do this with everything that is on your web page and it will show your visitors the different things that are available. It is always a good decision to make sure that you are providing them with as much information as possible and that they have choices in the form of prompts.

When you wrote the -=(parseInt), you were using an operator. This does exactly what it would do in an actual math problem. The various operators that can be used are the +, -, *, and /. They are used as add, subtract, multiply and divide and can be easily used in any

of the JavaScript code that you write. They tell your visitors what has been done and they teach your code what it should be doing to add or subtract different things when it comes to the various options that are available on the web page.

Chapter 3: Testing

As you go through the different parts of writing your JavaScript, you are going to want to test it out to make sure that it works. If you are writing it within script tags on your site, all you need to do is save the changes that you have made and open it up in a different window or even a different browser to make sure that it looks right and that there are no issues. If you are linking it to a site or a place on your computer, you will need to do more to make sure that it is working right. You will need to save it to the file that it already was and then try to look at it when you are opening it up in a different

browser.

Being the Visitor

The most important thing that you can do when you are testing out your JavaScript is to act as if you were a visitor to the website. Make sure that you feel like you are visiting it for the first time and that you click on every part of it so that you will know what you are looking for. Doing this will allow you to see the many different options on your site and to do different things when it comes to your site.

Visit the web page and look around. See where you can click and what you can do. If you have set up variables and

prompts, click on them and make sure that they are working right. Keep your eye out for any stray codes or letters that could be on the web site. Write down if you see any so that you will know to go back later on and change those. This is an easy way for you to figure out what you are doing with the site and what needs to be done to it.

If you want to truly make sure that you are catching everything on the site, consider asking someone else to do that. The second pair of eyes will be helpful because it is not something that they have been looking at for hours and they will be able to pick out more mistakes that you may have made when you were

writing the code. Be sure to let them know that your site *isn't* finished and that you can do more with it if they help you.

Issues that Come Up

There are many issues that may come up when you look at your web page to test it out. The most common issues are ones that things are not written properly or are not in the right place for where you want them to be. For example, you need to make sure that your JavaScript is written the right way so that you can have it in the right place.

Your prompt may not come up, or it may come up without an alert next to it. When it does come up, there could be

problems. It could look different, there could be words that you didn't want, or the code could be different depending on what you wanted to truly write out.

Make sure that you write down all of the issues when you look at the site. This will save you time and will keep you from having to constantly switch between looking at the finished code and writing the code that will make it look that way when it is finished. If you are working on a computer and have a smartphone close by, you can even snap a few pictures of what you see when you visit the site so that you will be sure to know what it is that you are looking for when you go back to start writing again.

Check for Errors

The most common error that people make when they are writing code is that they capitalize the things that shouldn't be or forget to capitalize something that should be. This is an error that will not only change the look of your site but one that could make it completely unrecognizable. Make sure that you always check your capitalization.

There are some programs that are available that automatically capitalize the words that you have written even if they are programs that are designed specifically for making the codes and for coding into JavaScript. One program that

will never capitalize things for you is Notepad. This lies among many other reasons as to why this is a great program for you to use especially if you are just starting out.

If you have used the Notepad program and have made sure that everything is capitalized in the way that it should be, you can try other things that could be in your errors. Something may be misspelled, you may have used the wrong operator, or you may just have an issue with the way that things are written. It is not always that you are bad at writing code but that you may have slipped some extra letters into the code.

Writing code is a very particular thing. You need to make sure that you are doing everything exactly right. One wrong letter or punctuation mark can make you unable to have a professional looking website. It can also mess up the way that your entire page looks when people come to visit it.

Be Sure to Save

If you are using the method of saving to a different file, you always need to make sure that you save it. Along with other errors, like bad capitalization or added letters, this is one of the most common problems that you will find when you are looking at your web page. Just make sure that you have saved everything and

that it is in the way that you want it to be.

Failing to save the file that you have just written the code into will not only cause your web page to appear flawed but you could possibly lose all of the work that you have just done. You need to make sure that you are saving it on a regular basis and that you are also saving it before you try to look at your web page.

Coding directly into the tags is a little different, but you still need to make sure that you are saving it as often as possible. You can save it in the web browser, or you can save it into a different area so that you will be able to do the best job possible. If you have

made the decision to just write within the tags, you can always save it in a way that it convenient for you so that you don't have to worry about different problems.

Try for More
When you have tested your website, and everything is working out the right way, you may want to add more to it. You can add different prompts and alerts to it, and this will allow it to appear to be more professional. It will also give you the chance to expand the page and make it fit in with other pages that are on your website. You can even write codes that connect your pages together and send your visitors to different pages when

they click on one of them.

There are so much more things that you can do with your web pages when you know how to write JavaScript. Consider all of the things that you can do when you are trying to add different options to the web page. You may find that you are able to do more and that you can get more out of your website if you add more information into it.

Even with the simplest of commands, like alerts and prompts, you can make your page multidimensional. It is a good idea to always try your best to add more to the page and to always learn what you can about JavaScript so that you can add

more.

Add Different Variables
While alerts and prompts are great, your
website will need to be much more than
just asking people about how many of
your grapes they want to eat. It will need
to have different pages, different
prompts and even different buttons that
people can click. Among these, you may
want to change the color, the font and the
positioning on the page. Thankfully,
these are all things that you can do with
JavaScript.

Once you have mastered the basics of
JavaScript and the way that it works,
you can make major changes to it. You

can change the color of the text by using "text color" tags as well as "text style" fonts. This you can use the , <u>, and <i> tags to bold, underline and italicize things on your site. To stop using the tags, you would simply have to do </style> or ,</u>, and </i>.

Each of these things will make your text appear to be different. You can even use tags to change the color of your alert boxes, the background and the way that your text is positioned on the page.

As you learn more about JavaScript, you will find that the options for doing different things on your web page are completely endless. Anything that you

would want to write or change on the page is at your fingertips. It is all up to your imagination whether or not you will be able to use the different things.

Before you can do each of these, though, you need to make sure that you are always testing your site. Test it to figure out what is wrong with it. Test it to make sure that it looks good and test it to find out what you can add to it. As you get more comfortable with JavaScript, you will find that testing can be fun and can even allow you to do more with your page. Testing is key to making sure that your site is great.

Chapter 4: Putting it Into Action

What good is knowing JavaScript and building web pages if there is no chance that anyone will be able to see those pages? There are many things that you and do with JavaScript, but you need to be able to put all of it into action if you want to be successful and if you want your JavaScript knowledge to work for you. Take these steps to put your JavaScript abilities into action.

Get a Website
If you want people to be able to visit

your website, you need to have a domain name. Those who are not using the same computer as you cannot just click on the file that you made to be able to see what you created with your site. Even if the JavaScript that you created using Notepad is perfect, your visitors cannot see it without being able to look at it through a website.

You can purchase a domain name from many different sources. There are some, like Godaddy, that sell domain names for really low prices. These are often domains that allow you the chance to name your site and to ensure that you are getting the most out of it by creating something that you will be able to give

to people who you want to visit your site. Make sure that the domain is something that both you and your visitors will remember easily.

There may be different domain names that are most costly because of their popularity. For example, you could use your name as a domain name, but joseph.com could already be taken or could be in the thousands of dollars since it is something that is very popular and something that could cost a lot of money. Variations on websites, like facebookses.com, may also be costly. If you want something basic, like, iliketocode.com, may be less because they are not extremely common.

It is a good idea to research the types of domain names where you are going to host your JavaScript at. This is something that will be important when it comes to your site and when it comes to making sure that your JavaScript is able to be seen. It is a good idea to find something that fits in with what your web page is about and with what you want people to see when they visit your web page.

If you are just getting started with JavaScript and building pages, consider only getting a very cheap domain name to start. Even if it is not something that you love, it will be a great way for you

to use it to practice your JavaScript with.

Use a Host

The Internet isn't all just like your computer. You can't just open a web page and begin to type on it because you have the domain name. You need to make sure that you are using a host. A host will allow you the platform to put your information in and the way that you can build your JavaScript website. The host is what the information will go into, and the page is what people will see when they visit your site.

Find a host that is compatible with JavaScript. Unlike some of the other

coding languages, nearly all hosts will be able to work with JavaScript because it is a universal coding language. This means only that it can be used on any type of browser so the host that you choose should be able to work well with it.

There are many different hosts that are available for you to use. With all of them, you will need to download some software onto your computer. The most common are WordPress. You will just need to download the software and then you can host your site, and the JavaScript will be able to be put into that host so that your visitors can see it. From your host, you can control

everything including the codes that you use for your computer.

When it comes time to choose a host, you should make sure that you are ready to put your JavaScript into it and that you can do the most with it. This is something that is important if you want to put your JavaScript into action and when you want to do different things with it.

Input Your JavaScript
Putting your JavaScript into the host that you have chosen for your domain name is the most important part of the process especially if you want to be able to have a functional website. Your site should

appear to your visitors, and it should look better than the other options that are available on the web. Make sure that you do what you can to put your JavaScript in and that you put it in the right way.

If you are using the link method, make sure that your site is going to be linked the correct way to the JavaScript that you have written. Always make sure that you update the file so that when people are shown the site, they see the outcome of the JavaScript instead of just seeing a large number of codes written into it.

Using the tag method may be easier for you depending on the type of host that you are using. When you use this method

or even the link method, you will want to make sure that you are saving the information that you put into it. When you are working on the platform, you can save the work that you are working on without ever having to show your visitors the unfinished product. Your website will not appear to be live if you are working on it and visitors will just see an error message or a blank page.

Once you have finished working on it and adding all of the JavaScript that you want to it (and saving it in the process), you can publish it. Your visitors will not see the changes that you made or the JavaScript that you put into your site until you decide to use the publish

function on your host for your page.

Format It
You can format the different things that are in your JavaScript. The first thing that you want to do is design the landing page using the JavaScript. You can do this through alerts and prompts, or you can start out with a "script background" tag. You can make the background anything that you want. It can be a solid color or it can be something that you have taken a picture of. Always make sure that you are within your rights if you are using a picture as the background of your web page.

You can then add different things to the

page. You can use a welcome alert that will pop up as soon as people visit your page. You can also use the different prompts that you have learned about to make sure that people know what they are supposed to be doing on the page.

Once you have learned all about the JavaScript that you can use for your site, you can start to change the colors and the way that it looks when people first visit your site. This will allow you the chance to make sure that things look better and that they are being done the right way.

It is a good idea to only do this after you have done the basic part of your web page. For example, you want to make

sure that you have all of your information put on the web page using JavaScript before you make the decision to change the colors or the fonts on the web page. Always make sure that you can do everything possible with the JavaScript before you begin to do any type of heavy customization with the page that you are creating.

Use As Template
It can be hard to make sure that you have all of your formatting correct when you are writing the JavaScript. Since it is time-consuming to do all of this, you should save your work often. If you make a web page that you like with JavaScript, you can save it as a template

to use later on with the other pages that you are creating under the same domain name or even under a different one. These can be used as templates or as starting points where you can add to them or tweak them, but you won't have to completely rewrite the page each time that you want to make a new page.

The more experienced you get with writing JavaScript, the more likely you will be to have many of these templates. You will likely have a few different templates that you like to use with the different pages that you have, and this will allow you the chance to do more with what you have. It will also give you the chance to make sure that you have to

do less work when you are starting out with a web page. In addition to these templates, you can also find ones that others have made with JavaScript and use those. While this is a great "cheat" way to get started, it will not teach you everything that you need to know about JavaScript.

The easiest way for you to learn as much as possible about JavaScript is to start doing it on your own. Even if you have no need for a website or a web page, make one that you can practice your JavaScript with as you are learning to do more with the skill.

Chapter 5: Document JavaScript

You will never completely learn what you are doing with JavaScript if you do not mark down what you have done and what it does with the JavaScript that you have done. Make sure that you learn as much as possible about the JavaScript and always keep track of what you are doing with it and what you have done with it. This will show you what all you have learned and what you need to learn. It will also work as somewhat of a reference dictionary for you to be able to keep track of the JavaScript that you

know and the JavaScript that you learn how to do.

There are two ways that you can document. You can do it on the computer, or you can do it in real time. If you want to do it on a computer, begin by opening a Word document or another type of processing document. Don't use a Notepad document because it may not work out well and it may end up getting marked up. As you learn, write it down. If you learn a lot about JavaScript, begin to organize the document in a way that makes sense to you. You can organize it by simple codes, different observations and even with prompts. Make sure that you include:

How to code a background
How to change font colors (or any colors)
How to change the font style
Where to move things to
How to make an alert and format it
How to make a prompt and format it
Changes to the way that you write different things
Sizes of fonts, objects, and even pages

You can do this by organizing the Word document into different "sections" and labeling them. This is easy because you will always have it with you if you are working on your computer and you will always be able to find the exact

instructions that you need to make sure that you are getting it done the right way.

Another thing that you can do is keep your JavaScript documentation out of your computer and in "real life." You can use a subject notebook to keep track of the information. When you first start out, divide it into different sections like fonts, alerts, and formats. As you learn different things, add them to the section that they correspond to.

When You Learn
As you are learning more about JavaScript and you find different codes that you can use, write them down. Don't just use them and forget about them.

For example, when you learned how to make the alert using JavaScript, you may have already begun to use it when you were coding. This is a great way to make sure that you have a lot of practice, but you will need to return to this book if you forget how you did it. Write it down somewhere that is not on your actual JavaScript page.

When you learn something, you should always write it down. Even if you don't think that you will use it ever again or even if you don't think that you will use it at all, write it down. It is a good idea to write down codes that you come across no matter where they come from.

You can always go back and reference them later. You never know when you will need to use a certain code later on in your JavaScript career.

As You Code
It is obvious that you are going to write down the codes that you learn into the actual JavaScript documentation but you should also write down what you did in the document that you are keeping for reference. Write down the code that you used, what it did and what it looked like when you did it.

Doing this will allow you to come back to it if you need to later on but it will also serve as a way to change it if

something goes wrong with the code while you are reviewing it and testing it out. You can see exactly what you did (which can sometimes be hard to remember on your own) and see what you need to do to make sure that you do it the right way. Change it if you need to but keeping it in the document will allow you to see what you *shouldn't* do if something goes wrong with the code.

Since there is often a lot going on when you are coding, and you will need to remember many different things, you should write down the information as you go because without that information you may forget what you did to code the right way. Always do different things

with the codes that you have and always try to make sure that they are written in the right way.

Something New
Don't be afraid to try new things when you are coding. If you find a code that you want to try but that you have no use for, always go back to that initial practice web page that you had.

Even the most experienced developers will try something new if they find it. It may also be helpful to try on your own to write the code. Try to put different information in and see what happens. This is great but document it so that you can come back and remove it if it does

not work out or if it causes your page to lose a lot of information. You never know what changing around a code can do so document it to enable yourself to come back later and delete it.

If you find something that you really like to do with the codes that you have, you should mark that down. Consider making a place in your document for things that you have tried and really like. While these are things that you will probably remember the most, you will still also want to have a reference point for them when you are learning how to do more things. As soon as you find something new in JavaScript, you should make every effort possible to be able to

include it in your document.

If you find something that you don't like, blacklist it. That means that you should have a place in your document for things that you don't like. That way, when you want to look for something new to do in the document, you will know not to get it from there because you didn't like it the last time that you did it.

Changing Things
Changes are the best thing about JavaScript and will allow you to make the colors look different as well as the styles.
To change the color in your JavaScript, all you need to do:

```
var color=
documentname.col.style.color = "color"
```

The color that you are using can be something like red, blue or yellow to get a basic color. If you want to do different colors or colors that will stand out and be customized, use a color wheel. The color wheel that you will likely use on the Internet and when you are writing JavaScript is called a hex. This is the code for the color that you want to use. Every color has a set of letters and numbers that makes it unique. It starts with FFFFFF for white and 000000 for black. There are hundreds of colors that are in between, and the most involved hex codes will have many different

shades of each color. Find the one that you like and put that where "color" is written into the code.

When you want to have the text stop having that color or have the different object in your JavaScript markup to stop having that color, all you need to do is </color>. In general, using the / in between the <> brackets will stop something and return it back to the automatic color. If you want to change the color again, simply write a new var color code.

To change the size, all you need to do is:

var str = "Words that you want to have

the same font."
var result = str.fontzise(14)

The font sizes will have different meanings and can be different depending on the browser that you are looking at the web page with. Be sure to learn the font sizes and to keep track of the way that they work. It is a good idea to have a way that you can compare the difference in something like font size 1 and 14. For many things, you will use anywhere from a 10 to a 16 with headings usually being in the 20's. The smaller font sizes, like 1-6, will be used for small information that you don't necessarily want people to be able to easily read.

Making Notes

As you make the web page and enjoy the different things that you can do with it, you should make sure that you are making notes.

If you are using a document to keep track of everything, make sure that you keep a "notes" section. The notes will allow you the chance to write down different things that may not be coded.

For example, you could include this in your notes:

"Used color code for FF5581 and liked the color combined with the 000000.

The combination looked good and used a bold tag of <b> to make it pop more on the page. Text size did not make a difference because it looks great and shows up in nearly every color."

The more that you do JavaScript and the more pages that you create, the more notes you will have so be sure to leave plenty of room for different things included in the notes section.

Chapter 6: Hiring a Professional

When you are considering JavaScript and what all you can learn from it, it may be tempting for you to try to find someone who can teach you everything that you need to know. A professional is able to both teach you the way of JavaScript and simply do it for you. This is the easy way out and something that many people choose to do so that they do not have to learn something new. You can hire a professional, but why would you if you can learn it yourself? To save time, of course.

Doing it yourself, though, isn't for everyone. The information about hiring a professional will help you decide if that is the right decision for you. If that is the case, you should continue reading this chapter, but you should not continue reading the series. Doing so will teach you how to write JavaScript…which is not something that you want to do, right?

Do It For You
There are professionals who are able to do all of the JavaScript work for you. They are able to do it in a quick manner, and they can charge you a great deal of money for the work that they do since it is a professional skill that they have.

They want to make money from you, and they will do everything that they can to do that.

Many experts will not let in on the fact that they have templates saved and that it will only take them a short amount of time to finish it. Instead, they will tell you that it can take weeks and that it will cost a lot of money both upfront and throughout the process because their time is valuable.

The secret of these professionals?

They're just people who have learned how to do JavaScript and perfected the craft. They are no different than what

you could be if you continue on with the series and learn everything that you can about JavaScript. They make their money by telling you that they have the best service, but they are no different than what you could be if you learned.

A Teacher
If you *do* want to learn JavaScript, your first thought may be that you should just hire someone to help you learn all about it. These are people who may not necessarily sell their JavaScript services, but they sell the idea that they can help you learn how to do what the professionals do. They charge you to show you the things that you would typically be able to learn on your own.

They have their own notebooks and documentation that they have made during their JavaScript writing days, and they want to charge you to show you what you can do. They likely have the same books as you, the same search engines to find codes and the same capabilities that you have when it comes time to do different things with JavaScript.

The only difference in these people and those who will charge you to do it for you is that these "teachers" can sometimes be even more expensive than those who will just do the work for you. They charge for the service of teaching,

and that is the only thing that they want to be able to show you.

A teacher is great, but you may not get everything that you want out of him or her. You may end up spending a lot of money and not getting the results that you desire. You may also want to learn more that they cannot teach you. When it comes to the JavaScript that they have taught you, you can even find out things on your own. You may still need to use your own resources to find it.

Instead of finding out what you need to know on your own, you will need to learn what the teacher teaches you. It can take a long time, it will be costly, and

you may not learn everything that you
need to know.

Learn a Skill
For those who have read those two
sections, you likely now know that you
will be much better off if you just learn
the JavaScript on your own. You do not
need a teacher, you do not need a
professional. You only need something
that can show you all of the different
things that you can do and in a way that
makes sense to you.

It is a good idea to do it yourself
because you will learn a valuable skill.
Learning this skill will give you the
ideas that you need to make things on

your own web page and to get creative with the JavaScript process.

Once you have learned everything that you can about JavaScript, you can even become one of those professionals or teachers. They charge a lot, so that means that they make a lot of money for a little bit of work. If you are confident in your JavaScript skills, you will be able to do the same thing and get the money out of it. Even if you don't want to teach or do JavaScript for people to make money, having this as a skill can be very helpful for you.

Expensive
Hiring someone to do the work for you

or getting a teacher to show you how to do it is not the answer. It is a good idea to learn as much as possible from what you can in this series. Purchasing the rest of the books in the series about JavaScript will likely be far less expensive than even a first lesson with a teacher. It will be just a fraction of the cost of hiring one to do your JavaScript.

Since you can move at your own pace, it may even be quicker for you to do it yourself. This will give you a chance to learn more, to do more and to start making money from it. You can save a lot of money by not hiring a professional, but you can make a lot of money by becoming an expert at

JavaScript. Make sure that you are ready to learn and to continue doing well with each of the JavaScript things that you learn in these books.

If you feel that you have learned what you need to know from this book, congratulations. You are no longer a beginner, and you can move on to the different things with JavaScript. Try out everything that this book has taught you and get ready to start becoming a JavaScript professional. You will be able to benefit from it in now time. Just learning the few codes that were included in this book will be enough to get you started. In fact, you could build a whole web page from these. It wouldn't

be very fun or interactive, but it would be something that you could do on your own.

As you begin to learn more, keep in mind all of the things that this book taught you. Always document the changes that you made, keep things in one location and use the information that you learned to look back in reference. Even professionals may forget how to change the color of their text or the size of their font sometimes. Keeping track and documenting everything will allow you to always have a place you can go back to that is simpler than the advanced JavaScript you will learn.

Conclusion

Thank for making it through to the end of this book, let's hope it was informative and able to provide you with all of the tools you need to achieve your goals whatever they may be.

The next step is to begin using the JavaScript that you have learned and start preparing. You can also check out the rest of the books in this series to learn much more than just the basics of JavaScript. The more you read about it, the more you will learn how to write it and what you can use it for.

Finally, if you found this book useful in any way, a review on Amazon is always appreciated!