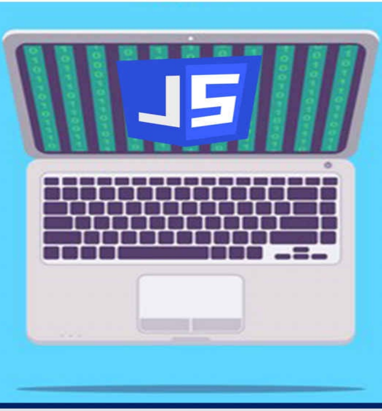
JavaScript

Tips and Tricks to learn Java Script Programming quickly and efficiently



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Tips and Tricks to Learn JavaScript:

Quickly and effectively find tips for JavaScript

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Introduction

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

The following chapters will discuss the best tips and tricks for you to learn JavaScript quicker and more efficiently.

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: Road Mapping and Practicing

As you go through this book, you’ll learn that it is divided into two major sections: tips and tricks to learn coding and tips and tricks to apply what you have learned about coding to actually writing JavaScript. By dividing it in this way, you will be able to learn more and start coding more efficiently. In the last three chapters of the book, you will learn coding tips, shortcuts, and templates that have already been designed and are prepared for you to be able to use. Make sure that you know where to find these for reference, later on, consider using a notebook or a document that we talked about in the previous book so that you will always know where the information is.

In the first part of the book, in the first chapter, we are going to talk about your roadmap and the practice that you can take. These are important steps for you to follow if you want to make sure that you are getting the most out of the JavaScript experience and that you are learning as much as possible.

Your Road Map

If you want to go somewhere that you

have never been, you’re going to have to use a roadmap to get there. Actually, you’ll likely use the GPS that is installed on your smartphone and your car, but the GPS has taken over roadmaps and wouldn’t be possible without them. To get to the JavaScript destination that you want to beat, you’re going to need to use a roadmap to get there. This does not mean that you are going to go on a trip or that you have to go to a specific place, it means only that you are going to need to find the best course of action to take to learn JavaScript.

If you want to learn JavaScript so that you can code websites or even be a front-end developer, you will need to go through several steps before you even get to the JavaScript part. If you simply want to learn it so you can do that or teach people how to do it, consider touching lightly on each of the steps that are included in the roadmap.

You will need to learn, at least, basic HTML. You don’t need to be an expert at it, and you certainly don’t need to use the only HTML if you are going to be doing JavaScript later on, but it can be helpful to learn it so that you can create an entire web page with the JavaScript and combined HTML that you have learned. Knowing this will give you the base that you need for your website and can help you decide on some of the bigger, more important decisions when it comes time to do the JavaScript portion of your website.

After you have learned HTML, you will also need to learn some things about CSS. This is the language that most websites speak and learning both of these together will guarantee that you will be able to code it the correct way and use the JavaScript that you have learned to be able to do it. CSS is much more complicated than both HTML and JavaScript, so you may only want to go to the surface of it. If you are planning on becoming a developer, you will eventually need to learn all of the facets of CSS and HTML, but if you only want to learn it to set yourself up for JavaScript, you don't have to dive too far into it.

After learning both of these languages, you can create a fully functional website. All you need to do is use them to make the website, and you will be good to go. You can also, though, add some JavaScript to it. That's why you were learning HTML and CSS, right? Your JavaScript will fit right in with the coding that you have done with the HTML and CSS. Make sure that, if you have problems, you check your JavaScript, your HTML and your CSS for any errors.

Everyone's roadmap is going to look different. You should make sure that the roadmap that you have created for yourself is tailored to you. For example, you may not need to worry about HTML or CSS because that is something that you already know about. You may also not need to know about different things that could come from the way that you write code because you are an expert at Jquery. There are many different facets to writing codes and developing websites, figure out which ones will work for you and put them into practice when you start to write the codes.

Practicing Efficiently

When you made the decision to learn

JavaScript, the chances are that you were very excited about it and couldn’t wait to get started with writing your own code and creating your own websites. Over time, this may have faded especially when you learned that there is a lot of practice and many steps are involved in learning how to write JavaScript. It can be discouraging, but there are some things that will help make practice exciting again. These are just simple mind tricks that you can use when you are practicing JavaScript. (Bonus: you can actually use these tricks when you are practicing *anything* that you want to learn).

Don’t take shortcuts. It may seem easy to just throw in prewritten codes, but you will only be hurting yourself if you make the decision to do this. This is because you need to make sure that you are actually learning instead of just using what other people have already written in the code. If you take a shortcut or try to cheat, it will take you a much longer time to be able to learn what you need to with JavaScript. There are many problems that can come with doing this and you will not be able to learn as much as possible.

If you are having trouble getting motivated to practice your JavaScript, all you need to do is change your mindset. Imagine you had just learned some JavaScript but that you are not able to practice it or put it into use. You'll probably really want to be able to use it, right? Keep that mindset up. If you just imagine that you are *not* able to practice it, you will want to practice it even more than if you have the full ability to practice it any time that you want.

Another mind trick that you can use is trying to remember how you first felt when you learned about JavaScript. You were enthusiastic, and you wanted to do it all of the time. Bring your mind back to that time and get excited about it. Even if you have to pretend that you are excited about it again, fake it until you are actually excited about it. This will give you the chance to become like a child with a brand new toy again- eager and ready to play with the JavaScript that you have learned about.

Doing each of these mind tricks will not guarantee that you have more time to practice or that you can practice more efficiently, but they will help you to get in the right mindset to practice your JavaScript. If you are in the right mindset, you will be more likely to be successful at actually practicing and with the JavaScript codes that you are trying to write as you learn them.

Chapter 2: Facebook and the Plain Language

Now that you are in the right mindset to be able to practice, you need to actually begin to practice. Getting started and motivated can be one of the hardest parts even if you are truly enthusiastic about the process. Make sure that you are prepared mentally for practice and then begin to use these tips for getting the practice done.

The first part of this chapter will tell you how to *start* practicing and the easiest way for you to practice and to learn what you want to do with the codes that you are going to write.

Facebook

When you have free time, and you want to just do nothing, it is likely that you are actually looking at your phone and browsing through Facebook or your other favorite social media. Think back to when you started browsing. How did you do it? Did you intentionally say that you were going to sit on the couch and look at Facebook for hours refreshing it over and over? Or, did you sit down and think to yourself that you would just check on so and so to see what he or she is up to? Raise your hand if the second one is you. Now, put your hand down, you look silly. The truth, though, is that most people do not intentionally sit down to waste 4 or 5 hours browsing through Facebook, but most people have done it.

If you get on Facebook just to look real quick, it is easy to fall down into the spiral of constantly refreshing and getting the latest news from all of your friends. This spiral can be dangerous if you are trying to get things done. Facebook is one of the worst things that can happen to productivity but there is a way that you can use this to your advantage. You can use the Facebook spiral to be able to help you start practicing your JavaScript.

Sit down and tell yourself that you are only going to do one code or look at one thing that is related to your JavaScript practice. Start working on that one thing. The chances are that you will get distracted by some other code and will begin working on it when you are finished with the “just one” that you were going to sit down to do. You have now entered into the spiral and can continue working for hours at a time without ever even thinking about it. You’ve tricked yourself into practicing your JavaScript by just doing one little task.

Obviously, this is not going to work every time that you do it. The more that you do it, the higher the chance of it not working for you so make sure that you only use it if you *really* cannot get motivated to start working on the JavaScript practice. You won't fall into the spiral every time but don't get disappointed. That only means that you really aren't meant to start practicing right then. Take a break and come back to that practice later on so that you can be sure that you are truly in the right frame of mind to start practicing.

By using the Facebook spiral, you are giving yourself one more way that you will be able to practice. You may find that once you have done that, you keep coming back for more. You can get stuck in the spiral of practicing your JavaScript which is not a bad thing. This is what you want. You want to always be eager to practice and to move forward with what you have learned while doing your JavaScript codes. Make sure that you are prepared for this to happen and that you have set times where you will be able to practice.

Carving time out of your schedule may not be the best thing to do when you are getting started so make sure that you don’t do that. If you make the time for it, you may end up not practicing at that time, and you will lose out on that block of your day. You should only do this once you have spiraled and once you know that you enjoy practicing. The time that you do it should be a time with very few other distractions and when you can think clearly.

When you started coding and learning JavaScript, you probably did not know that your social media habit would be able to help you learn more, but you can always use it to your advantage. One thing that can quickly become a benefit is that you spend less time on social media. Nearly everyone needs less time using their Facebook or Instagram, and it is a good idea to be productive during that time. If you are in the practicing spiral, you will spend less time perusing Facebook and more time writing awesome codes that can actually benefit you later on.

Now that you know the right way to start practicing read on for *how* you can practice in the most efficient way possible. Make sure that you always do this when you are writing code – no matter the language – so that you will be able to know what you are writing before you add extra characters into the mix.

The Plain Language

When you talk to your friends, and you want to enunciate your words, you don’t pause to say <b> before you begin talking passionately, do you? You should not do this when you are writing code, either. You should make sure that you are starting out with plain language and then using your knowledge of JavaScript to be able to code it the right way.

A good way to think of this is the rough draft. High school and college students know about the rough draft very well. As they start out their paper, they are told to just write about everything that they can think about. They don't need to worry about sentence structure, grammar or anything else when they are writing the rough draft. They need only to get their point across and write down the thoughts that they have.

If you begin writing your code, start out with a rough draft. Use the Notepad or the other software that you may have downloaded while you were preparing for learning JavaScript. This will give you the chance to truly get all of your thoughts and what you want to do out there and on "paper." It will also tell you what you need to do to be able to make things better when you start to write the code that you have already put into place. It can be hard to start out with writing just codes so be sure that you are writing in plain language.

While you probably won't be writing a 10 page paper on why George Washington had wooden teeth like you would be if you were in a high school or college course, you would still be writing about what you want to do. Start out by writing what the web page is going to be, what it is going to include, what it is going to look like and the specific details of it. This will give you the chance to write down everything that you are thinking about the web page.

Once you have all of this information written down, you can begin to write information about the content on the page. Is it going to be a blog page? A question area? A quiz site? Will it be something that tells people about you? Or, will it be a navigation page? All of these can be done using your coding languages, and JavaScript so makes sure that you know what you want to write. Write it down in plain language in the same place that you wrote down the information on what the page would look like.

As you get more experienced with writing JavaScript, you may find that you are actually putting codes right into the plain writing that you were supposed to be doing. That is acceptable to do as long as the codes flow out of your thoughts and you don’t have to look them up. If you find that you are pausing your writing to look up codes, it is time to get back to writing in plain language only so that you are not wasting time with the rough draft of the codes that you are going to do.

Even experienced developers will use this tip so that they can get accustomed to the way that very complicated codes will look. It can be hard to write out complicated codes so make sure that you are able to write them in plain language first. You will have a better understanding of what you are doing with the code and what you want to do with it later on if you are able to write it in plain language first. Always make sure that you do this if you know that you will be writing a complicated code so that you can get rid of the flaws and the errors before you even go back to check it for errors.

There are many different things that you can do to practice but putting each of these principals into your practice will allow you the chance to make sure that you are making all of the right decisions when it comes to your JavaScript learning process. Always make sure that you practice as much as you possibly can and that you learn as much as possible before you try to practice. There is an old saying that practice makes perfect and that absolutely applies to learning JavaScript and what it can do for you.

When you’re practicing, make sure that

you always remember what you wanted to do when you first started out. Doing so will keep you humble and give you the required motivation that you need to always keep learning more.

Chapter 3: Thinking Slowly and Staying Humble

Writing code can go quickly especially when you know what you are doing and when you have a lot of experience with the codes that you are writing in your JavaScript strings. You may go quickly, and that can cause you to make mistakes. This is especially true if you are becoming very experienced with JavaScript and if you feel like you are going to be able to do more with it. You may also find that, when you get better at writing code, you get very confident with everything that you are doing. It is not a terrible thing to have confidence, but it can lead to you missing out on some of the things that you could have created errors with. To make sure that you are doing the best job with your code, even when you're practicing, you should make sure that you think as slowly as possible and that you don't get overly confident in your abilities.

Slowing Down

As you write the codes that you are thinking about, make sure that you go as slow as possible. It may take more time this way initially, but it will save you a lot of time when it comes to going back and looking at the different things that you may have to do with the errors that you have made. By going slowly, you will be less likely to create errors.

Even as you are looking back at your code and going through each of the lines of JavaScript, look at it slowly. Read each and every letter and symbol so that you will know what you are talking about and so you will be able to see if you missed anything. This is like proofreading it the way that you might have done in high school or college when you wrote a paper. Slow down to proofread the work that you wrote and the codes that you did line by line. This slow pace will help you catch any mistakes that you may have made.

It is also worth noting that going slower will help you avoid any major errors in the work. If you are moving at a slower pace, you will be more aware of each keystroke and each thing that you put into all of your lines of code. The slow pace will not only help you when you are looking back at what you wrote down but also at what you were doing when you were writing it. Make sure that you are prepared to go as slow as possible and that you don’t rush your work.

Taking a Break

It is always beneficial for you to take a break from the work that you are doing. After looking at lines of code for hours on end, your eyes will not only be tired, but your mind will begin to get weary, too. A break will help you to refresh what you are doing and allow you the chance to come back and start over with a blank canvas in your mind. There are many benefits to having a fresh mind when you are writing code and breaks will give you the perfect refresher.

In general, for every hour that you work on code, you should take 5-10 minutes to look away from the computer, get up and walk around and do something that does not involve anything with JavaScript. It is a good idea to take this time to step outside and get some fresh air or to simply just walk around getting a bit of exercise. Doing both of these activities will help get the blood flowing and will give you the oxygen that you need in your brain to help it work more efficiently when you decide to go sit back down and start working on the code again.

A word of caution: try to stay off of your cell phone during the time that you are taking a break from your computer screen. While much smaller, the screen on your cell phone emits the same blue light that can be detrimental from your computer screen. Set aside specific time for using your cell phone while you are working so that you don’t have to use up your screen break time to chat with your friends or check your non-business emails. It is a good idea to just keep the cell phone out of reach when you are taking a break.

Working Through It

Once you have written the code that you want to write, you need to make sure that you are working your way through it. Do this as slowly as what you did the writing process so that you will be able to catch any mistakes that you have made. You should do this after you have written your final line of code and before you take the chance to check it out by testing it for different things. It is always a good idea to make sure that you are going slowly and looking at each line of code.

One way that you can be sure that you are looking at every character of code that you have written is to read it out loud. Say each of the letters, numbers and characters to yourself so that you will be able to make sure that they are written the right way. It is always a good idea to read it out loud because reading it out loud will show you what you have actually written. It will take more time for you to read it out loud than it would to just read it in your head. There are many things that you may miss if you are reading it in your head.

While it may seem complicated to have to read each and every line of code that you have written out loud, you should still try to do so. Doing this will give you the chance to see what you may have missed. If you are good at reading and you make sure that you are not making any mistakes, you will be able to do this efficiently, and it will not waste a lot of time. It will actually take less time than needing to go back to fix all of your errors.

Leveling Confidence

While you may not come across this problem when you are first getting started or while you are learning code, confidence can be a big problem for those who write JavaScript. You think that you know enough about it and you, essentially, let your guard down when you are writing it. This is a problem because you will not be as quick to catch mistakes when you are writing the code, and you may think that you have not done anything wrong with the code that you wrote.

It is important to make sure that you keep your confidence in check. Even if you feel that you are very good at writing code and that you will never make a mistake, the chances of you making a mistake are still very high. It can happen to anyone at any time while they are writing any type of line of code. Make sure that you know what you are doing and that you do not get narcissistic about the skills that you have. There is always something more that you can learn when it comes to coding, and nobody knows all of it.

Your confidence can even trick you into forgetting things that you have learned about code. Confidence tells you that you know what you are doing and that you know the best way to be able to write code. It tells you that there is nothing wrong with writing the same things over and over for each line of code but it also tells you that you don't need to try harder with different options for codes that you write. Make sure that you are confident with your skills but that you don't let that confidence get too high to where it obstructs your view of success.

Distrusting Yourself

Don’t trust yourself. Your mind will try to tell you that you are not making mistakes and that you have not missed anything when you are looking over the code that you wrote but the chances are that you have actually missed some different lines and that you have made some mistakes. Be sure that you always question whether or not you are doing the best coding job possible so that you will be able to write the exact code that you are hoping for. Don’t trust yourself to do it but always check whether or not you are doing the right thing.

A good way to do this is to take a break in between writing and checking the code. Make sure that the break is long enough that you will be able to truly refresh your mind. Make it like one of your refresher breaks but take an even longer amount of time so that you will truly be able to come back with a clean slate when you start to test it and look at the code. If you are staring at the same 100 lines of code for 5 hours and then try to edit them, you will have a difficult time picking out the mistakes that you have made.

All of the tips that were in the chapters of the first part of this book involve practicing and learning what you can do while you are practicing. They are essentially minding tricks that you can use to make your coding practice go better. For the rest of the book, you will learn how to apply each of these when you start to code. The real fun comes when you learn the best codes to be able to use right here in the second part of this book.

Chapter 4: The Basics

You have to learn the basics of JavaScript before you are able to truly take part in the most advanced parts of JavaScript. It is important that you learn the basics so that when you begin to do more with it, you will have a strong foundation. Learning a few of these basic tips to add to your JavaScript repertoire will help you to have the best chance possible at succeeding with JavaScript and writing code in a way that you can truly make great websites and options on your websites.

List of Variables

There is a good chance that you will, at some point, need to list variables when you are writing your JavaScript code. After learning JavaScript, it would seem like it would be a good idea to list each of them under a variable tag, for example:

```
var one thing = ‘a list’;
var differentthing = ‘different list’;
var otherdifferentthing = ‘other different
list’;
```

Each of these is a different line of code, and they are separate. Instead of doing this, you can make your code look better and cleaner by doing this:

```
var onething = ‘a list’,
        var differentthing = ‘different list’,
        var other differentthing = ‘other
different list’;
```

Notice that in each of the top ones there is a semicolon after each of the variables. In the bottom, there is an indentation before the second and third variables. This indicates that there is a new variable. There is also a comma after the first and the second indicating that it is still a list but also that it must be separated. The semicolon is used only at the end of each of the things listed instead of in between each of the variables.

This is a good idea to use, not because it brings any more speed to the page than doing the typical semicolon would but that it makes the code look nicer. It is easier to read when you are looking at it, and it will be much easier for you if you need to come back and edit it so that you can make changes. You will not have to sift through lines and lines of variables because they will all be in one place.

The Semicolon Dilemma

With modern browsers, JavaScript does not necessarily need to have semicolons in between the strings of text because the browsers are able to just pick up on a strong of text. The problem with that is that they are not foolproof and browsers will commonly pick up on the wrong string. This can destroy the whole code and can leave you looking unprofessional whether you are working as a developer, a teacher or just someone who works on their own web pages. No matter what you do, do not create a string like this:

```
var youritem = “this string’
        function doit () {
        return ‘it’
```

There are no semicolons in this, and you cannot find the errors that are in it because there are no semicolons. The systems that are unable to pick up on the strings will leave your web page appearing as if it just coded and that can make you look terrible. It is a good idea to always separate with semicolons, like this:

```
var youritem = ‘this string’ ;
        function doit () {
        return ‘it’ ;
```

The semicolon is the beginning of your string and the end of your string. It tells the browser where it should stop reading at and where it can pick up new information at. By making sure that you have the semicolons in place, you will be able to tell it where it needs to stop.

If you are using some type of testing

software or even software that allows you to write in plain text, you should change the settings. You can choose the setting that allows the program the ability to make sure that semicolons are not in front of and behind strings. The system can pick up where the semicolons need to be and can tell you what you need to change the string and adding semicolons to it.

Make Notes

If you have read any of the previous work or the previous books that are in this series, you will know that it is important to make a note of the different codes that you create and what they do in the document that you keep for reference when you are coding but it is also important to write down *in* the code. Doing this will give you a chance to skim easily through your code so that you can find what you did and the difference that it made. If you need to fix something specific, like the way that the website times up, you can always go back and find the code where you made a comment about it.

To write a comment, the only thing that you need to do is write two backslash marks before the comment and a period in the end. Your comment should look something like this:

//turn the timer to keep track of how long it took the website to be able to load.

```
function time tracker () {
```

Do not use the function that was listed after a comment. It is only a snippet of a line of code, and it will not be functional if you are trying to actually find a timer that will keep track of how long it takes your site to load. It is only being shown to reference where your comment needs to go.

You can use the comment function on every line of code that you write. While it may seem redundant to do so at the beginning when you only have a few lines of code that you are writing, you will be glad that you did it when you have more codes written in because you will be able to make sure that you can find exactly what you are looking for in a sea of hundreds of codes.

Firebug Timer

There are many instances that it would be a good idea for you to find out how long it is taking for your web page to load and how long it will be before you can get it to fully load. No matter what type of developer you are, you can benefit from learning the amount of time that it will take you to be able to load the page. You can then use this to make improvements to it. While this is not necessarily a code that you will write on your own, it is a template that was created by Firebug that you can use to find out how long it will take you to load:

```
function time tracker (){
        console.time (“THE TIMER”);
        for (x=5000; x > 0; x ---) {}
        console.timeend (“THE TIMER”);
}
```

This is a code that is especially useful when you are getting started or if you are just trying to find out how long it will take your page to load.

If you find out that it is taking a long time for the page to load, there are several different options that you have to make it go faster. You can change the code that you have written to make it more efficient by cutting out some of the things that you do not need. You can also take the time and move everything to the bottom of your page.

To the Bottom

When you make a move to the bottom of your page, your text and content will be able to load faster. While you do need to write in the important information on the top of the page, you can add things that you don’t necessarily need on the bottom of the page. This will ensure that you are able to let the page load.

Since the page won’t be able to load

until all of the necessary information is loaded onto it, you will still need to add the important parts to the top of your page so that they will load. The reason that it is acceptable to add less important information to the bottom is that it will take a shorter amount of time to load. The less there is at the top, the quicker your page will be able to load when you visit it.

Eliminate the Language

When JavaScript codes were first written, they had the “language” tag included in them. This was so that the browser would be able to identify the language of the code and pick up on it right away. Since most browsers are now intuitive and JavaScript is one of the most popular options for people to be able to use to code, the tag for the language of the code is not necessary anymore. In fact, using it is ancient and can actually slow down the system and make your page load much slower. A common code that you may have seen 20 years ago:

```
<script type= “text/javascript”
language=”javascript”> PUT ALL OF
YOUR INFORMATION HERE</script>
```

Since the language tag is redundant, you would just need to put:

```
<script type= “text/javascript” PUT ALL
OF YOUR INFORMATION
```

HERE</script>

This eliminates the language, allows you to have fewer lines of code that is included in your list and can actually improve the load speed of your web page. Removing the language tag will not only allow you to find the information that you need more easily, but it can also allow you the chance to have a faster web page when people visit it.

There are many things that you can do with just some basic knowledge of JavaScript. It is a great way for you to get started and to practice it but using some of these simple tips will give you the chance to do more with what you have. Try out some of the tips that are included in this section when you are first getting started so that you will not have to worry about what you are going to do when it comes time to move onto the bigger and more involved tips for your JavaScript code.

Chapter 5: Cool JavaScript Tricks

Writing JavaScript doesn’t have to be all about how to make radio buttons and popups for people to enjoy when they come to your web page. There are also some cool things that you can do with the JavaScript that will leave people wondering how you made your web page do that. This is a great way to make your site stand out among millions and to make a name for yourself. People love to see unusual things and all of these cool tricks will give you exactly that – something that is different and something that you can feel good about when you do it.

Image Movement

The images that are on your page are actually able to move. You don’t even need to use the extremely common GIF images to be able to do it (although, you can stick those into your code just like you would any other object). If you want to make static images begin to move and dance when someone enters your page or when they mouse over the images, all you need to do is put a few things into the code. The trick will allow all of the images that are on the page to dance in a circle with each other. To make your images dance:

```
javascript:R=0; x1=.1; y1=.05; x2=.25;
y2=.24; x3=1.6; y3=.24; x4=300;
y4=200; x5=300; y5=200; DI=
document.get Elements By Tag
Name("img"); DIL=DI.length; function
A(){for(i=0; i-DIL; i++){DIS=DI[ i
].style; DIS.position='absolute';
DIS.left=
(Math.sin(R*x1+i*x2+x3)*x4+x5)+"px";
DIS.top=
(Math.cos(R*y1+i*y2+y3)*y4+y5)+"px"
void(0);
```

Make sure that you put the exact copy into your plain text generator so that you will be able to make sure that it is done the right way. It is a good idea to just copy and paste it, but if you are unable to do that, you need to just write it down so that you will be able to get the most out of it.

If you want to make the images dance in a different pattern, consider playing around with the bottom numbers. These are the direction that they images dance in and it can be easily changed. To figure out which way they will work best with your browser, you will need to make the necessary changes and then use those changes to be able to test it out to see which direction the images are moving in and the way that they are going.

Checking URLS

It is not uncommon that you could be redirected to a website that is not what it is supposed to be. Hackers, scammers, and other malicious people could be trying to get you to go to a specific website for many different reasons. This could be so that they are able to take the different information that you could put into your browser thinking that you are on an actual website. Even though this code is not necessarily going to help your own web page, it will help to keep you from getting the malicious virus that could be detrimental to your computer. To use this code, you will need to put it into the control section of your browser. This will allow you the chance to see if a website is an actual website and if it actually matches up to what it is supposed to be a part of. Use: 4

```
javascript:alert("The actual URL is:\t\t"
+ location.protocol + "//" +
location.hostname + "/" + "\nThe
address URL is:\t\t" + location.href +
"\n" + "\nIf server names do not match
up. Beware of a spoof site that could be
malicious or have some type of intent to
harm your computer.");
```

This code *can* be added to your lines of code so that people will always know that they are on a legitimate site. When someone visits your site, nothing will come up, and they won't even be able to know that you have written this type of code into your site. They will not see anything unless there is a copy that is made to your site. The server address and the URL must be able to match up exactly so that they will be able to be used the right way. There are many different things that you can do to make sure that your site is protected, but this is one of the easiest codes that you can write in without your visitors ever even noticing it.

It is a good idea to add this code because then your visitors will always be sure that they are visiting the correct website. If for any reason, the warning message comes up, you should let your visitors know that they are not actually on your site and that they are at risk for being exposed to a hacker or an online attacker. They should know that, if they see that message, they need to get off of the browser or divert to a different site.

Simple Sections

You can make a section that is separate from the rest of your sections on your web page by using a line of code. It is actually made up of several different lines that include variables and can change the way that things look on the site so that you will be able to do more with it. The modal is a simple and effective way to make things pop out on your web page so that people can see what you are doing. To write it:

```
div# easy modal {
   width: 449 px
   position: absolute; top: 28 px; left: 150
px;
   padding: 15 px;
   border: sold 1px #000;
   background: #fff;
   -webkit-box-shadow: 0px 4 px 8 px
rgba (0, 0, 0, 0.25);
   -webskit-transition: -opacity 0.25
ease-out;
}
div# simple modal.shown {
```

You can change things around like the size of the borders as well as the size of the different positioning on your page, but you want to make sure that it does not get too big or that it does not completely take over the page that you have already written it to be a part of.

Along with the size of the border, the size of the box and the location that it is in, you can change the color. You can either use a simple or an advanced hex scale to be able to choose the color but make sure that the text that is within the modal is not going to be invisible with the background color of it. You should also make sure that the box corresponds with other colors that you have already used on your web page.

Object Properties

There may be times when you want to make all of the properties of your object known. This could be if you want to show off the different options that are available or if you simply want to make something stand out among many other things that are just the same. When you do this, you will be able to make sure that you are doing things the right way for the objects and you can make sure that people are able to see the different options when they make the decision to visit your web page. It is a good idea to do this if you want people to make the choice of one specific object. To write a property iteration for an object.

```
for (I = 4; i <thislist.length; i++) {
```

```
var thislist = thislist [i];
//this list does it
}
```

Not only will this be able to show the properties that come with a specific object but it also includes the notes that you need to leave in the comments of the script. Doing this will enable you to have a shot at getting your web page visitors to choose the object that you want, but it will also show them what they are going to be doing when they make a choice to visit your page.

Choosing one of these property highlights that shows others what you can do will give you the chance to make sure that you are doing things the right way. It will also allow people to see the options that they have to choose from when they visit your site and will give them the information that they need to make a good choice. It is not necessarily something that will guarantee that they will make a choice but it can lead them to that choice.

For Other Sites

You don’t necessarily need to only work on your own site to be able to use JavaScript. You can make things look the way that you want them to using JavaScript to edit a site that isn’t even your own. The way to do this is easy, and you will be pleased with the results because there are many different options that you can benefit from when you edit the page. To edit the page that you are on, all you need to do is delete the information that is in the browser bar and insert:

```
javascript: document.body. contentEditable='true'; document
.designMode='on'; void 0
```

It will now function in exactly the same way as a word processor or any other type of editor that you can use to make it look the same as what you want. It will not appear this way on any other person’s computer unless you use this trick from the server but it can come in handy if you want to make a website look a certain way for your own benefit.

Can you imagine the way that Google would look with your name typed into it instead of the typical “Google” logo that you are so accustomed to seeing?

There are many options when it comes to changing things up and using JavaScript to do so. Whether you are using your own web page, someone else’s web page or you are just trying to do some cool tricks, you will be able to benefit from everything that the JavaScript tips have to offer.

When you learn these tricks, you can take them and customize them so that they will work the best for you. Just make sure that you are always using them for good and never to do things that are malicious to other developers or people who enjoy using computers. JavaScript should only be used for good and for your own purposes instead of for doing bad things.

JavaScript is not hard to learn, but you need to make sure you are doing things exactly the way that they are supposed to be done. If you do not, the script may appear to be different, and it may not look the way that you want it to. While it is a great idea to "play around" with the different things that you can do with JavaScript, you also need to make sure that you are watching for any issues, mistakes or errors that may show up in the code that you have written.

Chapter 6: Troubleshooting Your JavaScript

There are many things that could go wrong with your JavaScript. Some of the most common things that can happen include having the wrong code written in, adding extra characters in and putting things in the wrong place. Here, we will discuss what you can do to troubleshoot the JavaScript that you have written.

You may find that you have a problem with the JavaScript if the page is not loading correctly, if it does not look right or if there is code that is visible when people come to visit your page. Make sure that you always test as you go so that you will be able to see if there is an issue with the code that you have written. It is easier to fix mistakes as you work than it is to go back and fix many mistakes at one time.

Wrong Code

There is a chance that you may have written the code in the wrong way. When you are writing JavaScript, especially if you get careless, you may not have written things down the right way. It may be out of order, it may not be in the right place, and it may not even be the same basic code as what you were hoping for.

If you find that your code is showing on your website, you may have the problem of writing the wrong code. This is especially true if you are new to writing JavaScript or if you did not write it correctly at the beginning of the page. It is a good idea to make sure that you know (and double check) the right way to be able to write the code in.

If you’ve got the wrong codes, you risk destroying the rest of the strings that you have written in your code. It may make you unable to continue with the rest of the page and may make things harder for you to actually make it better. There could be a problem at the beginning that is easily fixed but if it remains there, the rest of your code will not look right, and your page will not appear in the way that you were hoping for it to look after you had done it.

Additional Characters

While you are writing your code, you may find that you have letters that slip into the code that may be responsible for changing your code. This can be a problem because you need to make sure that you are getting the most out of the code and having extra characters within it will change the string of things. Unless you want extra characters to show up outside of the code, you need to check and double check to make sure that you did not slip anything extra in there.

You should also make sure that there are no irrelevant characters in the code that you have written. This can be anything from an extra comma to an entire string of words that isn't really necessary.

Missing Characters

You always need to have a semicolon after the string of text. This cannot be stressed enough and is essential to making sure that you are getting the right code done in the right way each and every time. It is a good idea that you put a semicolon in there even if you don't think that you need one. Missing a semicolon can have grave effects on the way that your code appears and it may cause your page to look like it is not complete. Because of this, you need to make sure that there is a semicolon each time that you want to change your string of text.

It is also important to make sure that you include all of the necessary brackets and curly brackets so that you can make sure that your code is held up nicely. If you want to use parenthesis instead of the brackets, you should be sure that they are going in the correct direction and that they are placed in the right place so that they will be able to hold the code up.

Wrong Place

Placing a portion of your code in the wrong place can be a big problem if you want to make sure that your web page looks as good as possible. You should make sure that the information that is included in the right place whether it be toward the top or the bottom. In general, things that take a long time to load should be placed at the bottom, and things that you *need* to show on your page first should be placed toward the end. All of the information should be included within the <script> tag and should be in one central location.

If you fail to include the information in the <script> tag, you may need to make a different tag or one that is able to be used in combination with the initial tag. You should also make sure that you are doing it the right way and that all of the information that you want to be included is included. Code that is left outside of the tag will show up on its own and will look out of place on the web page. It will not be formatted, and it will not fit in with the rest of the information that is on the page.

Formatted Incorrectly

Formatting is so important in JavaScript. Because this is a language that is mainly used for formatting, you need to make sure that it is something that you are working on when you are writing the code for your web page. It is a good idea to always check the formatting no matter what type of error you have. The format of the JavaScript, as well as the text, could be the culprit for problems when you are testing your page to see what, if anything, is wrong with it.

There are some things that are just not compatible with the different types of codes. There are also some things that will just not work out no matter how hard you try to make sure that they are going together. For example, you simply cannot create a bold font that is also formatted to be bold. That will be too much, and the font will not be able to be read because it is so thick. The error with this may show up in that it simply shows as plain text or it doesn't show at all. Make sure that all of your formattings is done correctly, and you are able to show exactly what you want on the web page that you have created.

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 read the next book in the series that includes simple JavaScript strategies. Once you have done that, you will be well on your way to coding and start to write in JavaScript.

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