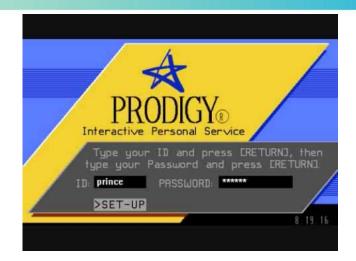


Days of Dial-Up









Static is booooring

- Client side scripting
 - Executes code on the user's browser
 - Allows us to interact with the HTML rendered and the CSS sent by the server
 - Creates less stress on the server
 - More interactive engaging experiences for users

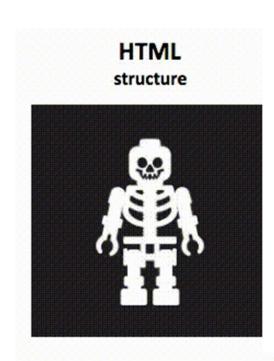
Uses for client side scripting

- Responding to events (click, keypress, scroll, resize)
- Can interact with other web services / APIs to dynamically update the page
- Can manipulate the loaded page without refresh

Separation of Concerns

- What provides the content on a web page
 - HTML
- What provides the look of the web page
 - CSS
- What provides the interaction/behaviors of the web page
 - Client Side Scripting -- Javascript

The parts...



Javascript

- C# requires a <u>runtime</u> to execute.
- Javascript requires a <u>browser</u> to execute.
- C# is <u>compiled</u> code.
- Javascript is <u>interpreted</u> code.
- C# is <u>statically</u> typed language.
- Javascript is <u>dynamically</u> typed language.

Language Types

 A statically typed language enforces the data type constraints at compile-time

 A dynamically typed language infers the data type of what the variable holds at run-time

LET'S CODE!



Variable Declaration

• var – old style declaration.

```
const
```

• let

Strict Equality vs. Loose Equality

- Strict Equality compares two operands for type and value equality (===)
- Loose Equality compares two operands for value only after converting to a common type. It will consider two values equal if they have the same value (==)

All our old friends are back!



Comparison Operators

• A **boolean expression** is an expression that produces a boolean value (true or false) when evaluated

| Operator | Meaning |
|----------|--------------------------|
| == | Equals To |
| != | Not Equal To |
| > | Greater Than |
| < | Less Than |
| >= | Greater Than or Equal To |
| <= | Less Than or Equal To |

Logical Operators

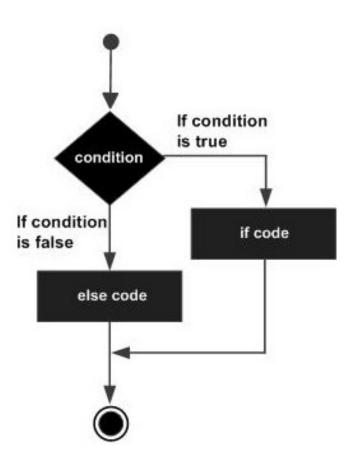
| A | В | !A | A && B | A B | A^B |
|-------|-------|----|--------|--------|-----|
| True | True | | | | |
| True | False | | | | |
| False | True | | | | |
| False | False | | | | |

Logical Operators

| A | В | !A | A && B | A B | A^B |
|-------|-------|-------|--------|--------|-------|
| True | True | False | True | True | False |
| True | False | False | False | True | True |
| False | True | True | False | True | True |
| False | False | True | False | False | False |

If Statement

```
If (condition)
{
    <if code>
} else {
    <else code>
}
```



Code Blocks and Scope

 Code that needs to belong together as a single unit can be written in blocks.

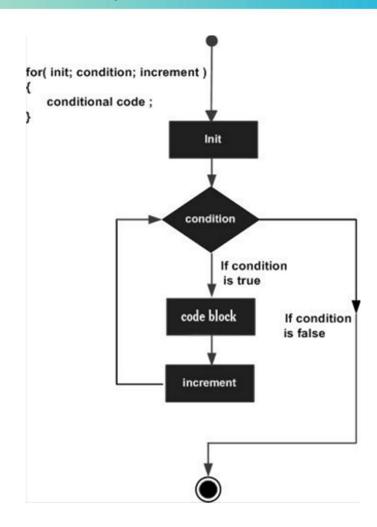
```
{
    let length;
    let width;
    let area;
    area = length * width;
}
```

Arrays

- not fixed in size
- methods:
 - .concat()
 - .push()
 - .pop()

Accessing Elements in an Array

• For loop allows you to check each element in an array.



Memorize this code segment!!

```
for(let i = 0; i < scores.length; i++) {
     ...
}</pre>
```

While and Do While

```
while (condition) do
{
    loop to execute
} while (condition) do

{
    loop to execute
} while (condition)
```

Object Literals

```
function createObject() {
  const obj = {
    firstName: "John",
    lastName: "Smith",
    age: 40
  };
  return obj;
}
```

LET'S CODE!





WHAT QUESTIONS DO YOU HAVE?





Reading for tonight:

Functions



