2022 퍼블리셔 부트캠프 012

- JQuery // 예제: Simon Game // Hyper, CLI 기본command

!Tips & Links

※ 강의 https://www.udemy.com/course/the-complete-web-development-bootcamp/

Minify https://www.minifier.org/

X Jquery CDN.min https://code.jquery.com/jquery-3.6.0.min.js

* w3school JQ effects https://www.w3schools.com/jquery/jquery_ref_effects.asp

\$.before()	<여기> <element>내용<th>nent> .show() .hide() .toggle() display</th><th></th></element>	nent> .show() .hide() .toggle() display		
제	.after()	<element>내용</element>	_ animate({ }).stop() css with <u>numeric valu</u>	<u>e</u>	
0	.append() <element><u><여기></u>내용</element>		nent> \$(~).trigger('event여기') // \$(window).keydown(\$(~).trigger('event여기') // \$(window).keydown(~~)	
쿼	.prepend()	<element>내용<u><여기></u><td>nent> \$(window).ready(fuction(){ ~ })</td><td colspan="2">\$(window).ready(fuction(){ ~ })</td></element>	nent> \$(window).ready(fuction(){ ~ })	\$(window).ready(fuction(){ ~ })	
리	on, event Binding $(document)$. $\underline{on}(keydown'', function(e)(console.log(e.key)))$. $\underline{on}(keyup', function())$				

※ 예제SimonGame: 랜덤패턴, 유저클릭패턴 비교~, 이벤트(클릭, 키다운){Audio, Keyfrrame, Switch}

https://dusunax.github.io/exercises/007/index.html

Hyper : Window ☞ 설치파일 다운로드, 선설치(git-bash)

hyper config https://gist.github.com/coco-napky/404220405435b3d0373e37ec43e54a23 configuration 그대로 복사해 Edit>Preferences에 덮어쓰기 // 적용완료체크☞ echo \$SHELL ... /bin/bash

Shell(껍데기): GUI, CLI=Command Line Interface ⇔ Kernel(알맹이) / Bash: Bourne Again Shell, UNIX like system

※ dir쓰다가 tap누르면 자동완성 ※ sudo rm -rf —no-preserve-roof

ls	List	lists all the items inside of dir ls -a: 숨김파일도 표시
cd	<u>c</u> hange <u>d</u> irectory	cd ~: 최상위 cd: 상위(부모)
start	mac은 open	start <u>atom</u> text.txt (atom에서 txt) mac은 <u>open —a atome txt</u>

rm	remove	rm text.txt, <u>rm *</u> (경로 확인必) rm <u>-r name/(디렉토리 지우기</u>)		
pwd	print working directory	entire path of current folder		
mkdir, touch, mv				

/* -----<lang: en>-----intuitive syntax직관적 구문 // numeric value숫자값(=number value)누메릭[nju:mérik]

conditional statement조건문 // Simon game //

`	grave accent	
~	<u>tilde</u> [ˈtildə틸더]	
!	exclamation mark	
@	at sign	
#	hash tag	

	9	
\$	dollar sign	
%	percent sign	
٨	<u>circumflex</u> accent	
&	ampersand	
*	asterisk	

()	parenthesis	
{}	curly bracket	
[]	square bracket	
₩	backslash	
	vertical bar	

'	apostrophe
"	quotation mark
,	comma
	period
	underscore