Head First into JavaScript

Chapter 1: Getting your feet wet

* Lets you add behavior to your webpage
* Supported in all modern browsers
* Just have to write it in your browser page
* Browser builds an object model
* Tag: <script>
* Why isn’t JavaScript a complied language?
  + Compiling takes code and produces a machine efficient representation of it
  + Scripting languages are usually interpreted
    - Browser runs each line as it gets to it
    - Place less importance on runtime performance, geared more towards prototyping, interacting and flexibility
  + An interpreted language can be complied quickly
* ECMAScript serves as the standard language definition for all JavaScript implementations
* With JS, you write statements
  + Each specifies a small part of a computation
* Variables are used to store values
  + Always start with “var”
  + Always end with ;
* Rules for creating variable names
  + Start with a letter, underscore or a dollar sign
  + After that, use as many letters, underscores or dollar signs as you want
* IS CASE SENSITIVE
* Expressions
  + Evaluate to values
  + Evaluate to true or false (Boolean)
* Loops
  + While, for, for in, foreach
  + If statement executes only if a conditional test is true
  + String together multiple checks with “else if”
* Communicating with user
  + Alert(“”);
    - Should only be used when you want to stop everything and let the user know something
  + Write directly to the document
    - Document.write(“”);
  + Use the console
    - Console.log(“”);
    - Good for troubleshooting
  + Directly manipulate document
    - Make use of browser’s document object model
* Ways to add JS to webpage
  + Inline in the <head> element
  + Inline in the <body> element
    - Typically added at the end for faster load
  + Put code in its own file and link from <head>
    - <script src=”code.js”> </script>
  + link to an external file in the <body>
  + you cant use inline and external together