

# Front End Software Development

Introduction to JavaScript (weeks 1 - 6)

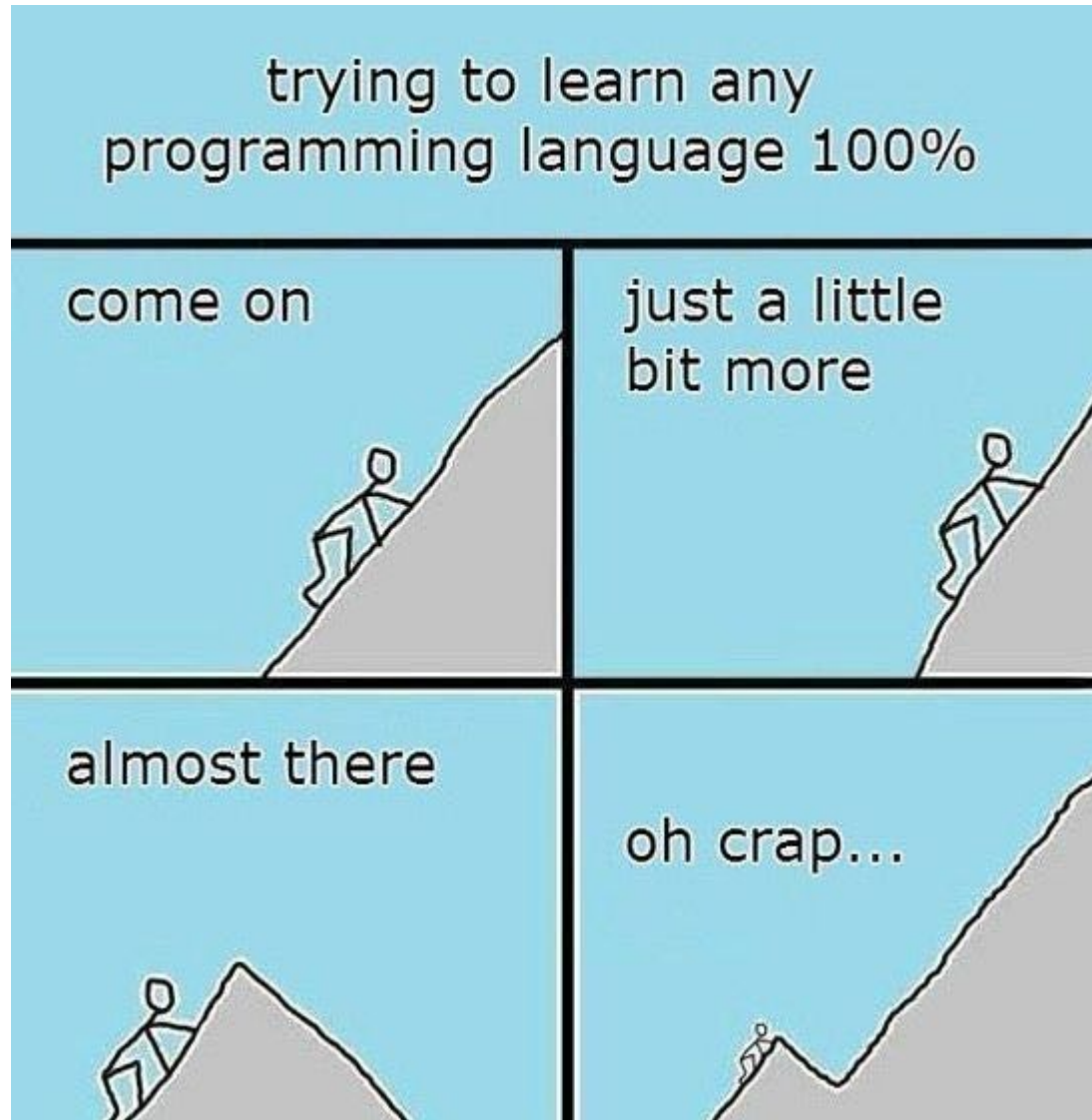
Week 01



# Agenda

- Questions
- What is Programming?
- Command Line / Shell
  - Common commands / OS Comparison
- Source Control / GIT
- Variables & Data Types
- Operations

# Questions



# What is?

(Programming)



- Types of Programming Languages

- Compiled (machine / CPU level code)
  - Assembly, C, C++, Pascal, Rust, Go
- Scripted / Interpreted
  - **JavaScript**, PHP, Ruby, Python, Java, C#

- Classification

- Procedural
- Object-Oriented
- Functional

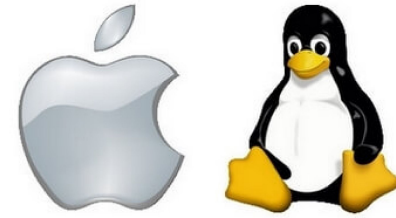


# Command Line / Shell



## Windows

- Command Prompt
- PowerShell



## MacOS, Linux, BSD, UNIX, etc.

- BASH (**B**ourne **A**gain **S**hell)
- Zsh (**Z** shell)

## Home / Users Folder (*Directory*)

`C:\Users\yourusername`

`/Users/yourusername`  
`/home/yourusername`

Take note of the difference in the path  
separators between Operating Systems: \ vs. /

# Command Line / Shell

*(Common commands /  
OS comparison)*

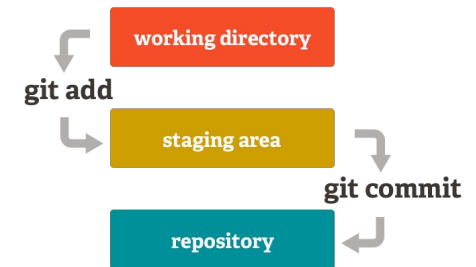


Windows	MacOS / Linux	Description
dir dir foldername	ls ls foldername	Displays list of folders and files.
cd foldername cd ..	cd foldername cd ..	Changes the current folder. Note: .. is the directory above
cd	pwd	Displays the name of the correct directory.
mkdir foldername	mkdir foldername	Creates a folder
rmdir foldername	rm foldername	Deletes a folder
copy from to	cp from to	Copies a file.
del filename	rm filename	Deletes a file.
move from to	mv from to	Moves and/or renames a file.
cls	clear	Clears the screen
type filename	cat filename	Displays the contents of the file.
help command	man command	Displays help / usage for a command.

# Source Control / GIT



- Distributed vs Centralized
  - **GIT**, SVN, CVS, Mercurial, Subversion, TFS, Bazaar, ...
- Typical Workflow
  - Modify Files > Add > Commit [ > **Push** ]  
*push makes commits available for other developers.*
  - Local vs remote repository  
**commit != push**
- Tips
  - Focused Commits
  - Commit Early / Commit Often (*First In Wins*)
  - Branching Strategies – Bug Fix, New Features





# DEMO

Source Control / GIT



# Variables & Data Types

- Cannot start with number or punctuation except \_
- No spaces (use \_)
- Use camelCase

**var**  
**let**  
**const**

*variableName* = *value* ;  
*variableName* = *value* ;  
*variableName* = *value* ;

Type	Examples
boolean	true, false
number	-10, 1.12, 63, 99
string	"Tom", 'Alvin'
symbol	Symbol("key")
object	{ age: 5 }
array	[ 1, 2, 4 ]
null	
undefined	

## **var**

- Scope – Hoisted to top of function block  
Optional (*\*warning: global variable*)

## **let**

- Scope – Hoisted to top of code { } block  
(*most programming languages*)

## **const**

- read only, once set cannot be changed

```
const salesTax = 0.055;  
var isRaining = false;  
var name = 'Sam';  
let state = "AZ";  
let age = 45;  
let index = 0;  
temperature = 212;
```



# DEMO

Declaring Variables / Naming Conventions

# Operations

- Arithmetic Operators

Operator	Description	Examples
/	Division	$4/2 = 2$ , $5/2 = 2.5$
%	Modulus (Remainder)	$4/3 = 1$ , $15/7 = 1$
*	Multiplication	$5*2 = 10$ , $1*0=0$
+	Addition	$3+9=12$ , $7+2=9$
-	Subtraction	$4-4=0$ , $9.3-1.2=8.1$

A hand-drawn long division problem: 7 divided into 15. The divisor 7 is in green, the dividend 15 is in blue. A purple 2 is written above the 5. A red 14 is subtracted from 15, leaving a remainder of 1. An orange arrow points from the remainder 1 to the code block below.

- Equality Operators

Operator	Description
==, ===	Is equal, (same type)
!=, !==	Is not equal, (same type)
<, <=	Less than, less than or equal
>, >=	Greater than, greater than or equal

```
let a = 5;
let b = 10;
let c = a + 5; // 15
let b = c * a; // 65
let a = 1+2*2; // 5
let a = (5+5)/2; // 5
(b == b) // true
(b == c) // false
(a != c) // true
(b > c) // true
(a > c) // false
"b" == 'b' // true
"c" == "C" // false
```



# DEMO

Operations: Mathematics & Equality