



Gaming Geeks



code8

# WEB GAME DEV BOOTCAMP

24th February – 3rd March

Don't Limit yourself to Playing  
SIMPLY LEARN AND CREATE ONE



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Points for discussion

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Variables , Data types , Operators

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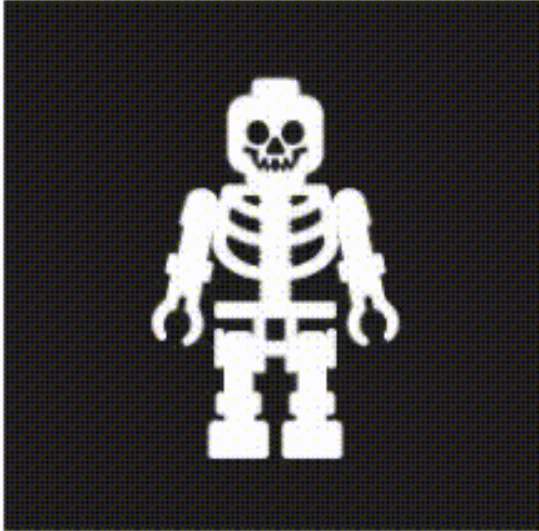
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# 1. INTRODUCTION

BASICS OF JAVASCRIPT



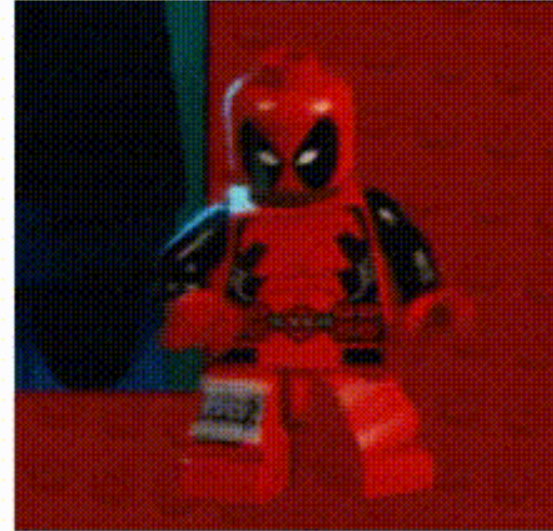
**HTML**  
structure



**CSS**  
presentation/appearance

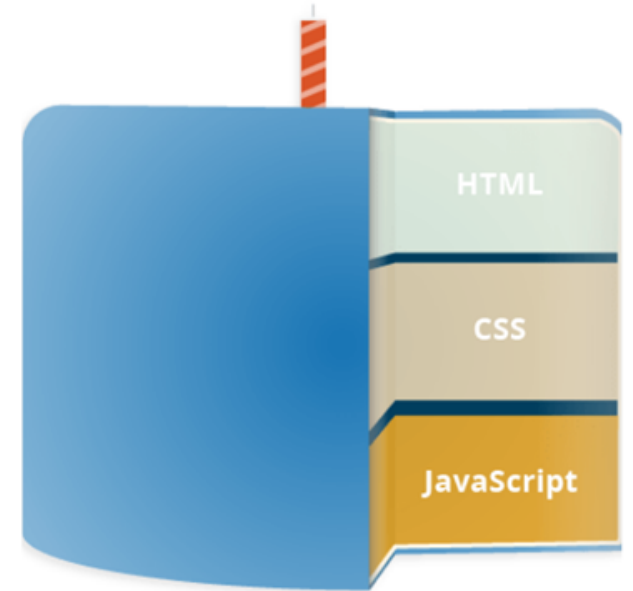


**JavaScript**  
dynamism/action

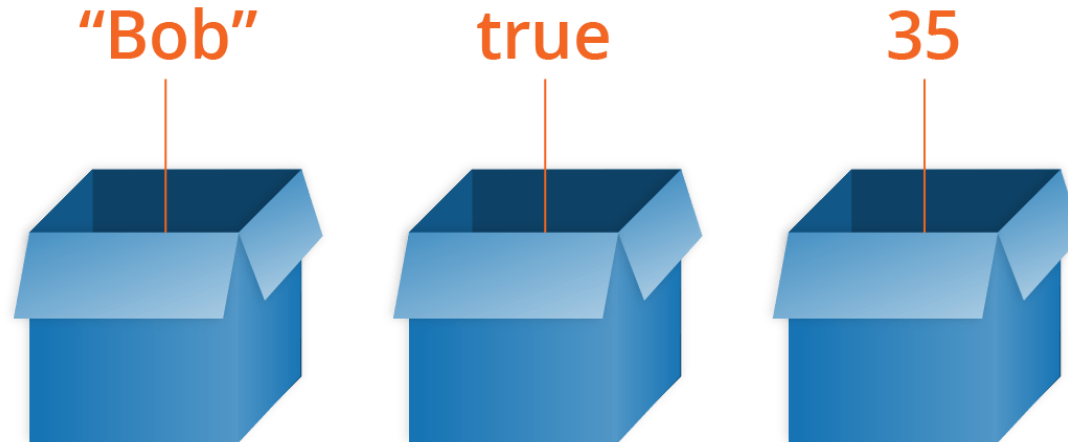


# What is JAVASCRIPT?

JavaScript is a scripting or programming language that allows you to implement complex features on web pages — every time a web page does more than just sit there and display static information for you to look at — displaying timely content updates, interactive maps, animated 2D/3D graphics, scrolling video jukeboxes, etc.,



# ● ● ● VARIABLES



`var x = "demojs"` (before ES6)

(After ES6)

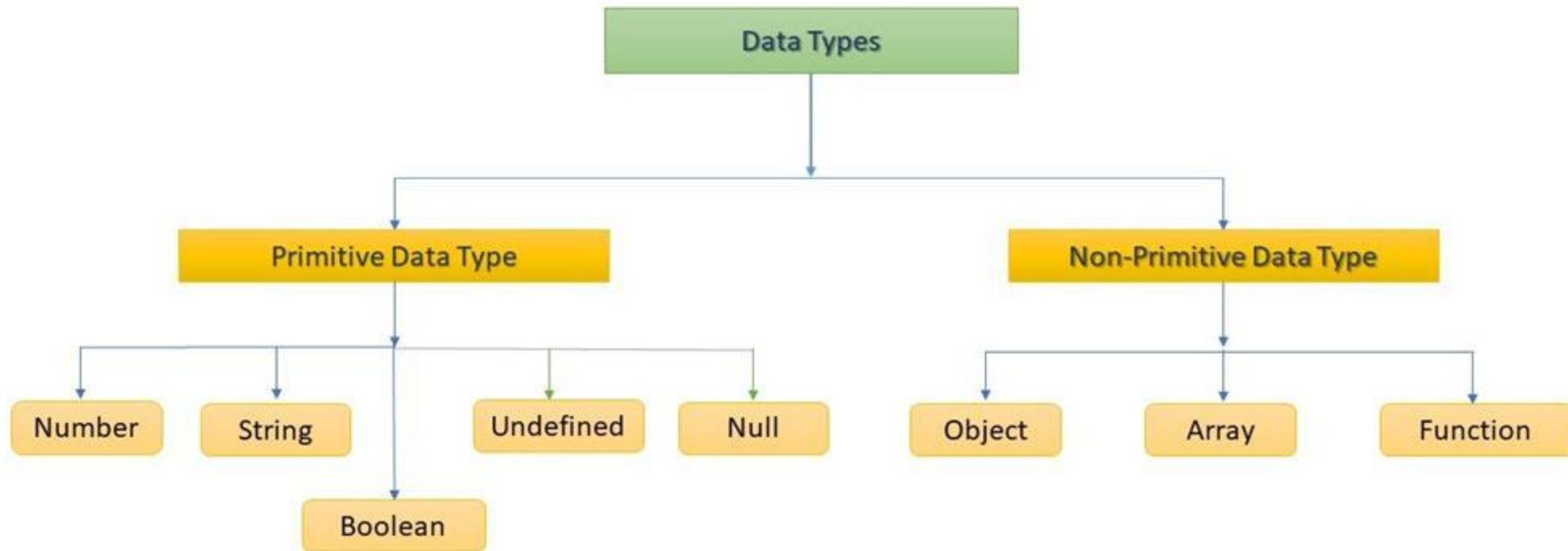
-> New keywords : `let` & `const`



# RULES FOR NAMING JAVASCRIPT VARIABLE

- 1.Name should start with a letter, underscore or a dollar.
- 2.It cannot start with a number.
- 3.Javascript is case-sensitive.
- 4.Keywords cannot be used as a variable name.
- 5.It should provide a descriptive name for the variable (optional).

# DATA TYPES IN JAVASCRIPT







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# OPERATORS

- 1.Arithmetic Operators
- 2.Relational Operators
- 3.Logical Operators
- 4.Assignment Operators
- 5.Bitwise Operators
- 6.String Operators





# Conditional Statements & Loops

3 types of conditional statements:

- 1.If statement
- 2.If-else statement
- 3.If-elseif-else statement

Different types of loops:

- 1.For loop
- 2.While loop
- 3.Do-while Loop

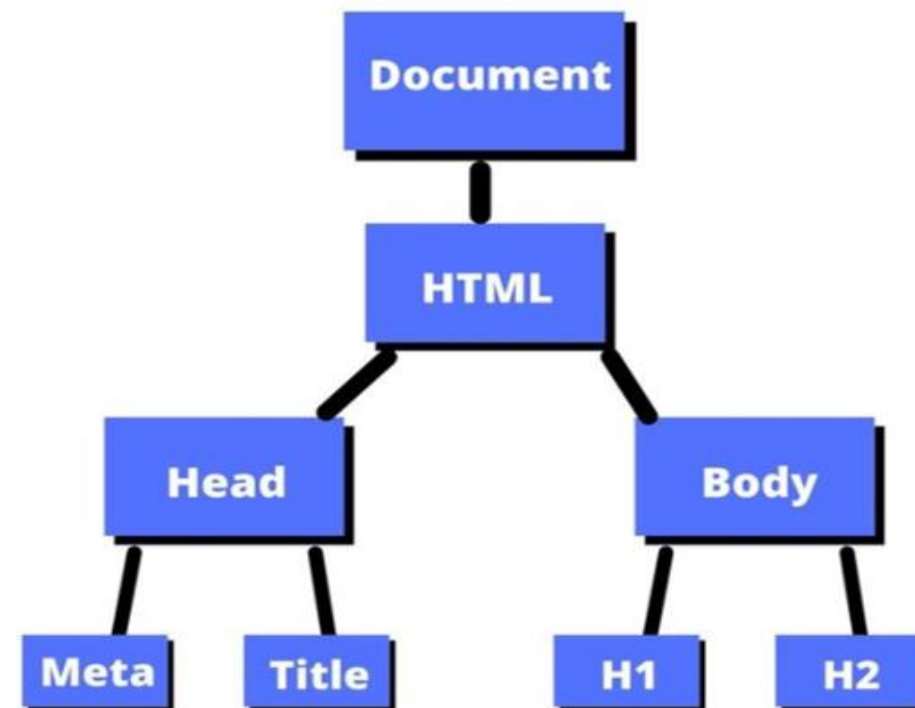


# DOM

The Document Object Model (DOM) connects web pages to scripts or programming languages by representing the structure of a document—such as the HTML representing a web page—in memory



```
<!DOCTYPE html>
<html lang="en">
  <head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <meta http-equiv="X-UA-Compatible" content="ie=edge">
    <title>DOM tree structure</title>
  </head>
  <body>
    <h1>DOM tree structure</h1>
    <h2>Learn about the DOM</h2>
  </body>
</html>
```





# How to select elements in the document?

1. `getElementById()`
2. `getElementsByClassName()`
3. `getElementsByTagName()`
4. `querySelector()`
5. `querySelectorAll()`

# How to add elements in the document?

1. `createElement()`
2. `appendChild()`

# How to remove elements in the document?

1. `removeChild()`



## How to get/update element content in the document?

1. `innerText()`
2. `textContent()`
3. `innerHTML()` Using style property

## How to change the inline CSS?

1. Using **style** property



# Event Handling

3 ways to add event handlers:

- ✓ Inline Event Handlers

```
<element eventName= "functionName()">
```

- ✓ Traditional DOM Event Handlers

```
element.onevent = functionName;
```

- ✓ addEventListener()

```
element.addEventListener("event", functionName);
```





**Windows Event Attributes**

**Mouse Event Attributes**

**Form Event Attributes**

**Clipboard Event Attributes**

**Keyboard Event Attributes**

**Media Event Attributes**



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HANK YOU. **THANK YOU.** THANK YOU  
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