To include a Javascript file:

```
<script src="script.js"></script>
```

To include the jQuery library:

```
<script src="http://code.jquery.com/jquery-1.11.2.min.js"></script>
<script src="http://code.jquery.com/jquery-migrate-1.2.1.min.js"></script>
```

You can get them through http://jquery.com/download/

Reminder that the difference between ID's and classes is:
    ID's are unique, classes are NOT unique
    read more at http://bit.ly/1ohjwWA

THE IDEA WITH JAVASCRIPT IS THAT EVERYTHING IS AN OBJECT! (even functions!!!)

```
var count = 23;
var nothing = null;
var str = "hello";
var ch = 'c';
var array = [1,2,3,3];
```

variables are not strictly typed (AKA you don't need to write **int** or **char** or **String**, etc)

```
function fun(one, two){
    //blah
}

var fun = function(one, two){
    // blah
};
```

a couple function definition syntaxes; note that you don't have to indicate return type.

.css(propertyName)

propertyName
Type: String
A CSS property.

.keyup(handler)

handler
Type: Function(Event eventObject)
A function to execute each time the event is triggered.

.click(handler)

handler
Type: Function(Event eventObject)
A function to execute each time the event is triggered.

Read more about them at http://api.jquery.com/
(you can also test them out on http://jsfiddle.net/)