

JavaScript for Beginners

@tgenaitay



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Driver @ Le Wagon

{ ,  }/tgenaitay

Let's talk about JavaScript

In-browser language

(since 1995)



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https://www.lewagon.com/#

Elements Console Sources Network Performance Memory Application Security Audits

top Filter Default levels

```
> 1 + 1
< 2

> document.getElementById('navbar-wagon-menu')
< <a class="hidden-xs dropdown-toggle navbar-wagon-link" id="navbar-wagon-menu" data-toggle="dropdown" href="#">Cities</a>

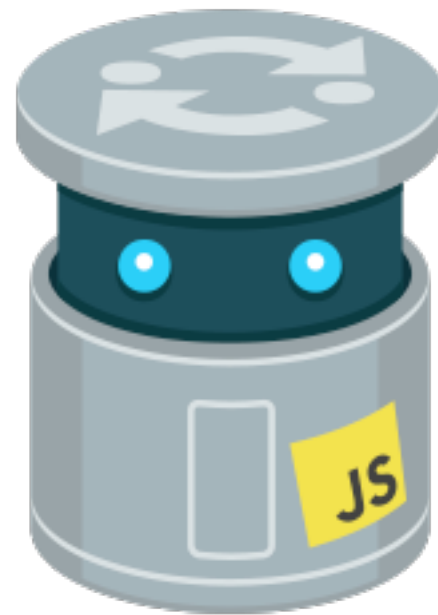
> document.getElementById('navbar-wagon-menu').click()
< undefined

> document.getElementById('navbar-wagon-menu').click()
< undefined

>
```



Sublime Text



JS Bin

Data types

typeof

Numbers

Boolean

Strings

-100

0

1

3.14

42

true

false

"John"

"John Lennon"

"a"

""

Objects

```
{  
  "first_name" : "John",  
  "last_name"  : "Lennon"  
}
```

```
[ "john", "paul", "ringo", "george" ]
```

Variables

var

```
var firstName;
```



```
var firstName = "John";
```



```
console.log(firstName);
```



Exercise

Concatenate two strings

Conditions

if, else



```
if (weather === "rainy") {  
  console.log("Take an umbrella");  
}
```



```
if (weather === "rainy") {  
  console.log("Take an umbrella");  
} else {  
  console.log("Take your sunglasses");  
}
```



```
if (weather === "rainy") {  
  console.log("Take an umbrella");  
} else if (weather === "stormy") {  
  console.log("Stay at home");  
} else {  
  console.log("Take your sunglasses");  
}
```

```
var sunny = true;
```

```
if (!sunny) {  
    console.log("Cancel the beach");  
}
```

```
var weather = "raining";
```

```
if (weather !== "sunny") {  
    console.log("Cancel the beach");  
}
```

Exercise

Filter names starting with a "B"

Loops

for, while

Array

```
var students = [ "john", "paul", "ringo" ];
```

```
students.length // => 3
```

```
students[0] // => "john"
```

```
students[2] // => "ringo"
```

```
students[1] // => "paul"
```


For

```
for (var i = 0; i < students.length; i += 1) {  
  console.log(students[i]);  
}
```

While

```
var i = 0;  
while (i < students.length) {  
  console.log(students[i]);  
  i += 1;  
}
```

Functions

function

```
function name(parameters) {  
    body  
    (return statement)  
}
```

Example: Full Name

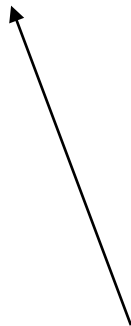
```
function fullName(first, last) {  
  var name = first + " " + last;  
  return name;  
}
```

Calling a function

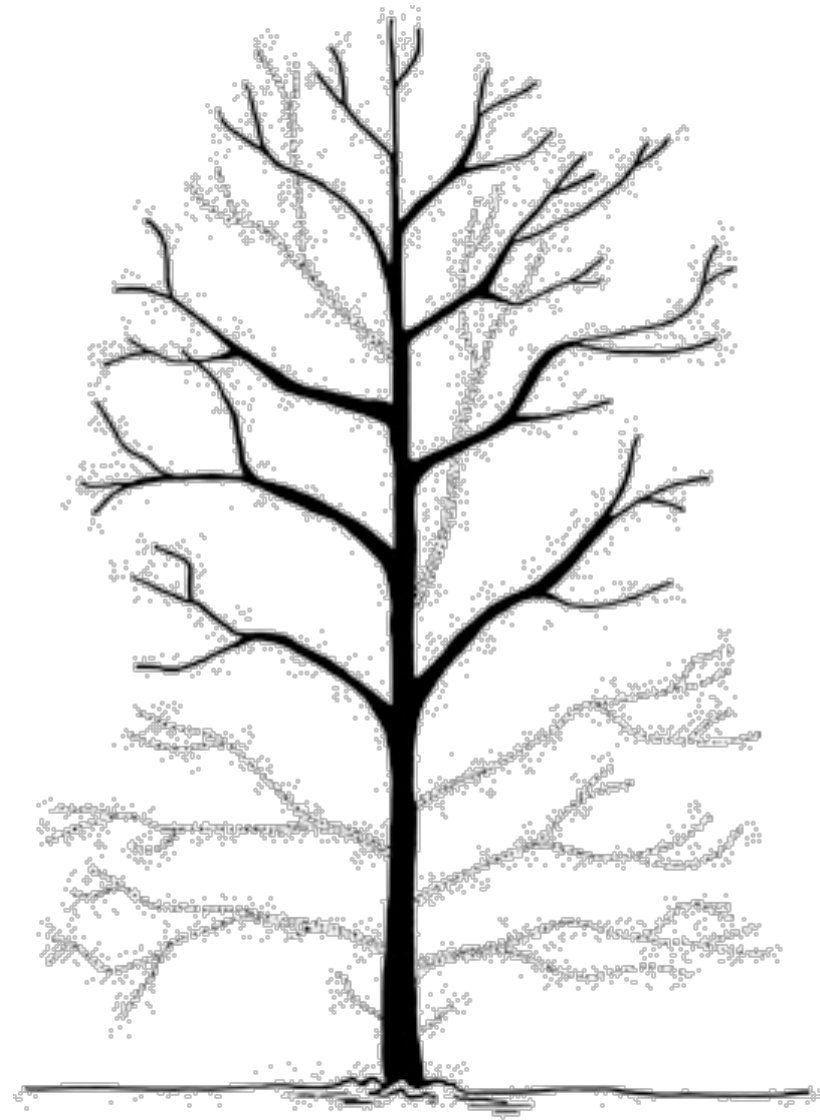
```
fullName("John", "Lennon");
```

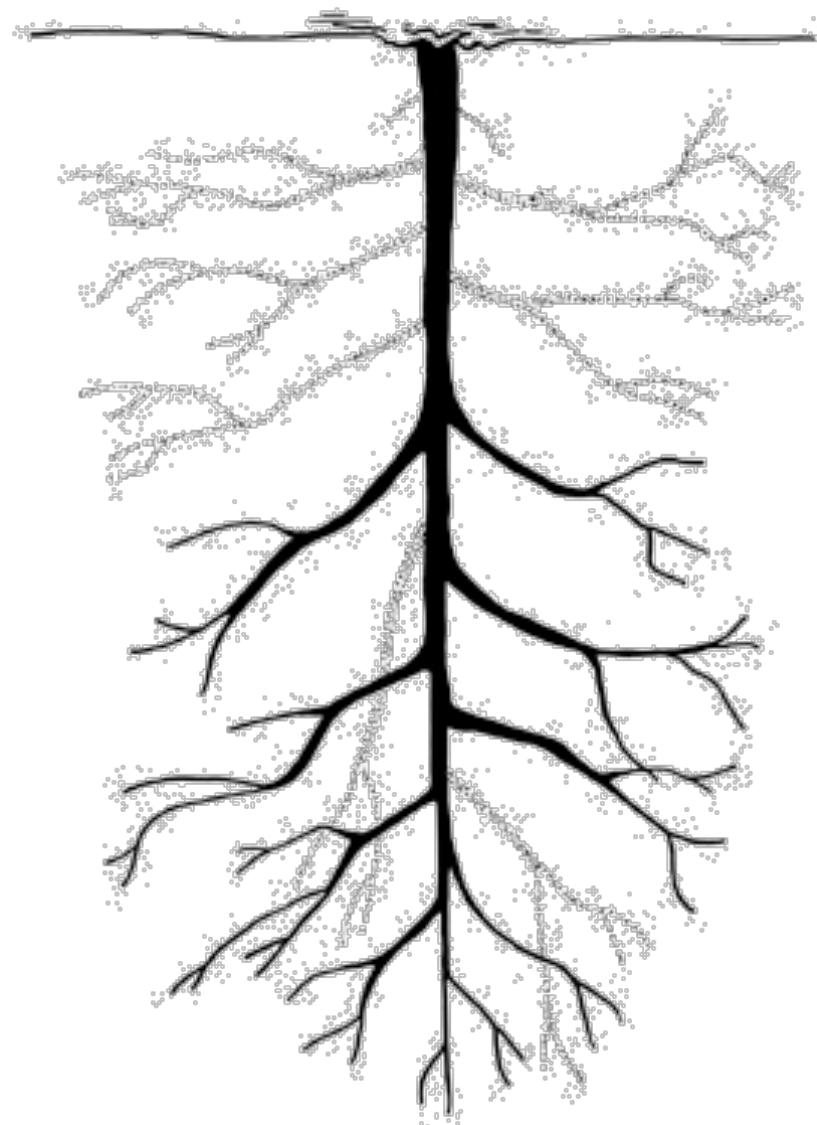
Function name

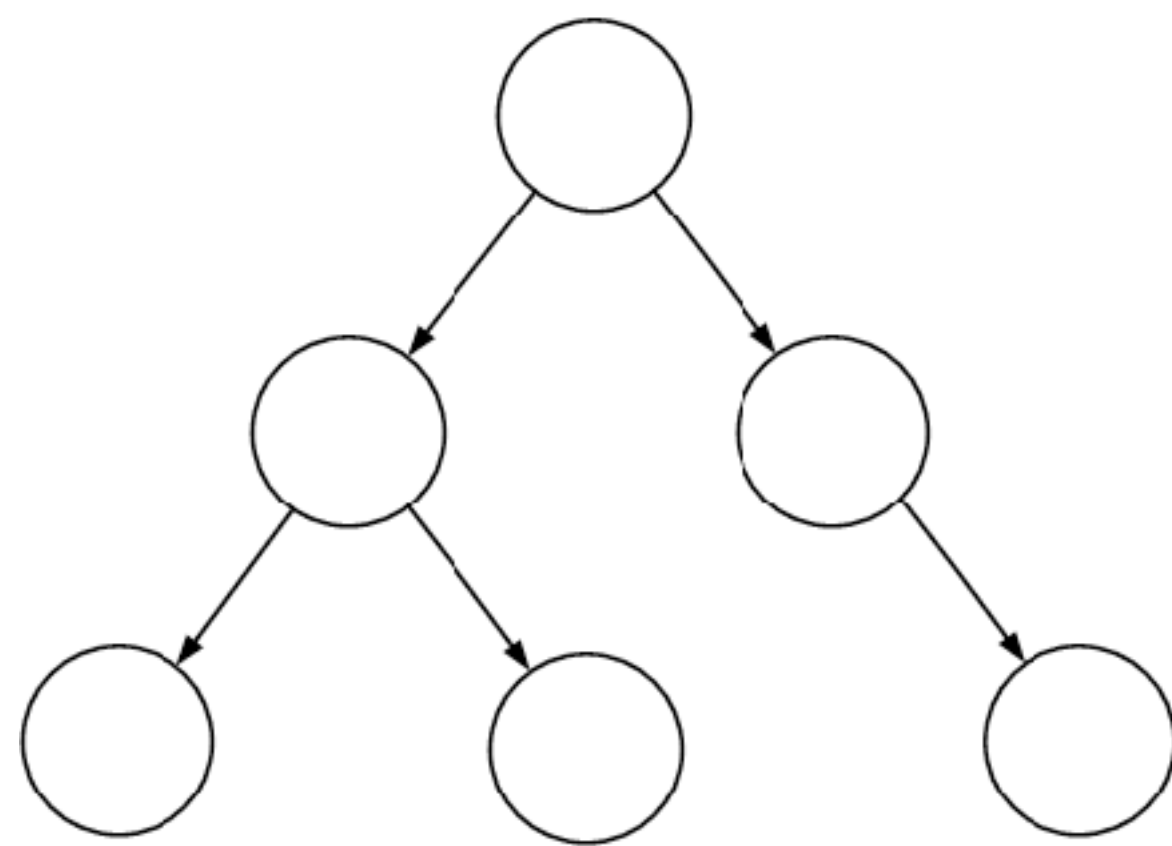
arguments

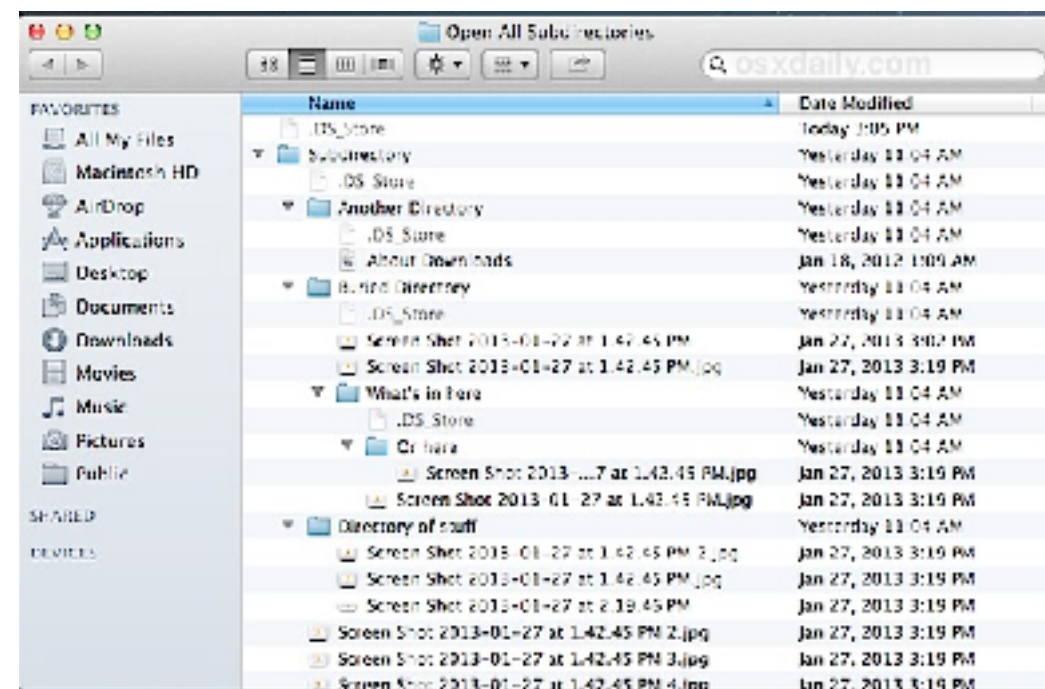
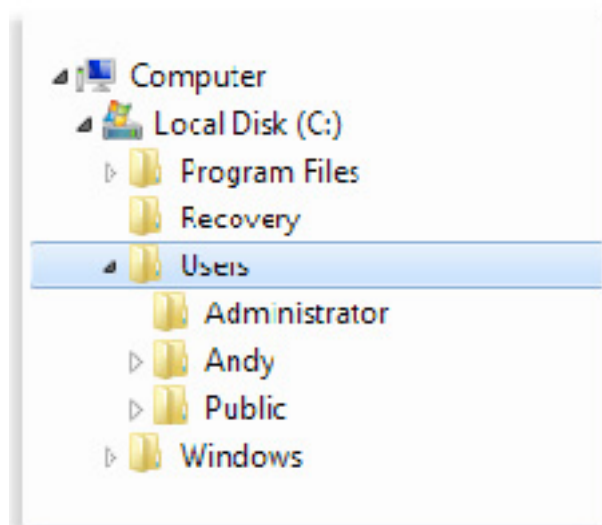


DOM









```
<html>
```

```
  <head>
```

```
    <title>Hello</title>
```

```
  </head>
```

```
  <body>
```

```
    <h1>
```

```
      Hello
```

```
    </h1>
```

```
    <p>
```

```
      Lorem Ipsum..
```

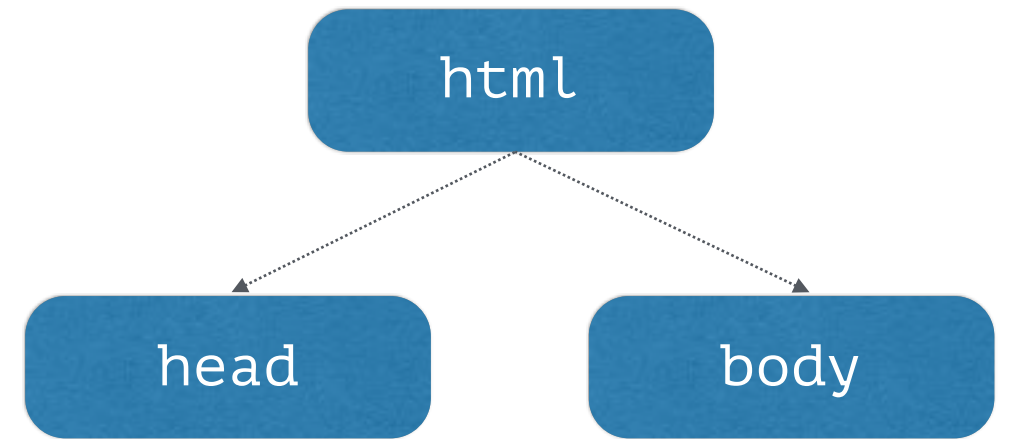
```
    </p>
```

```
  </body>
```

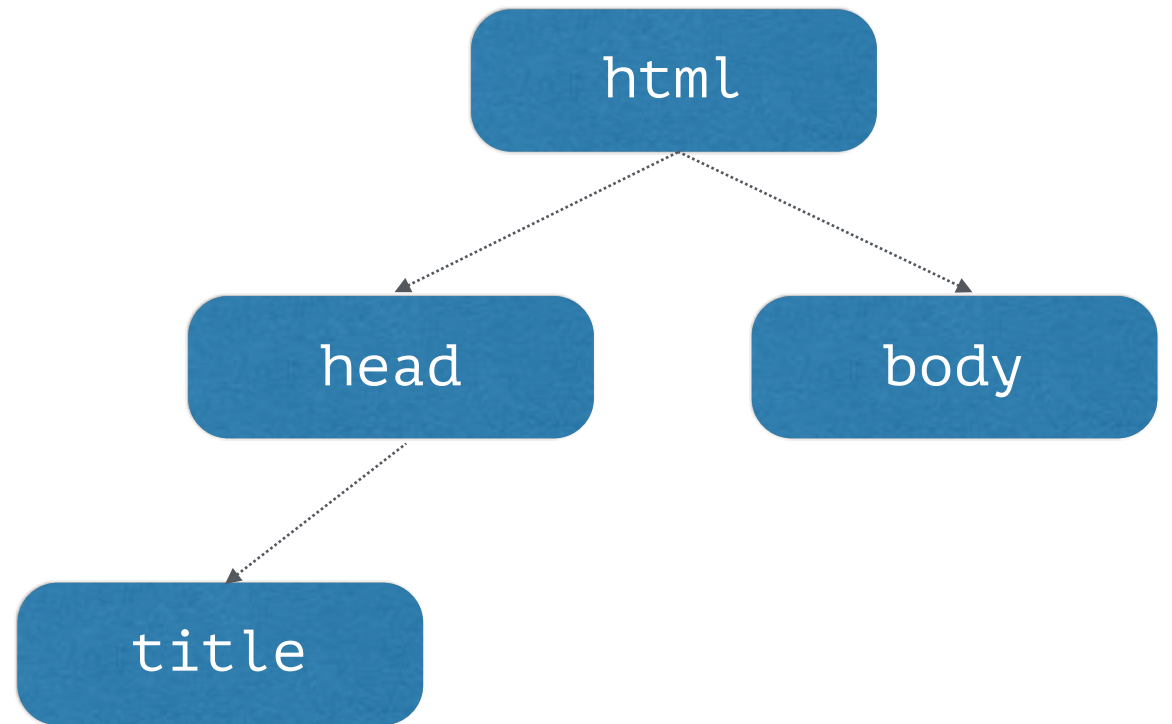
```
</html>
```

html

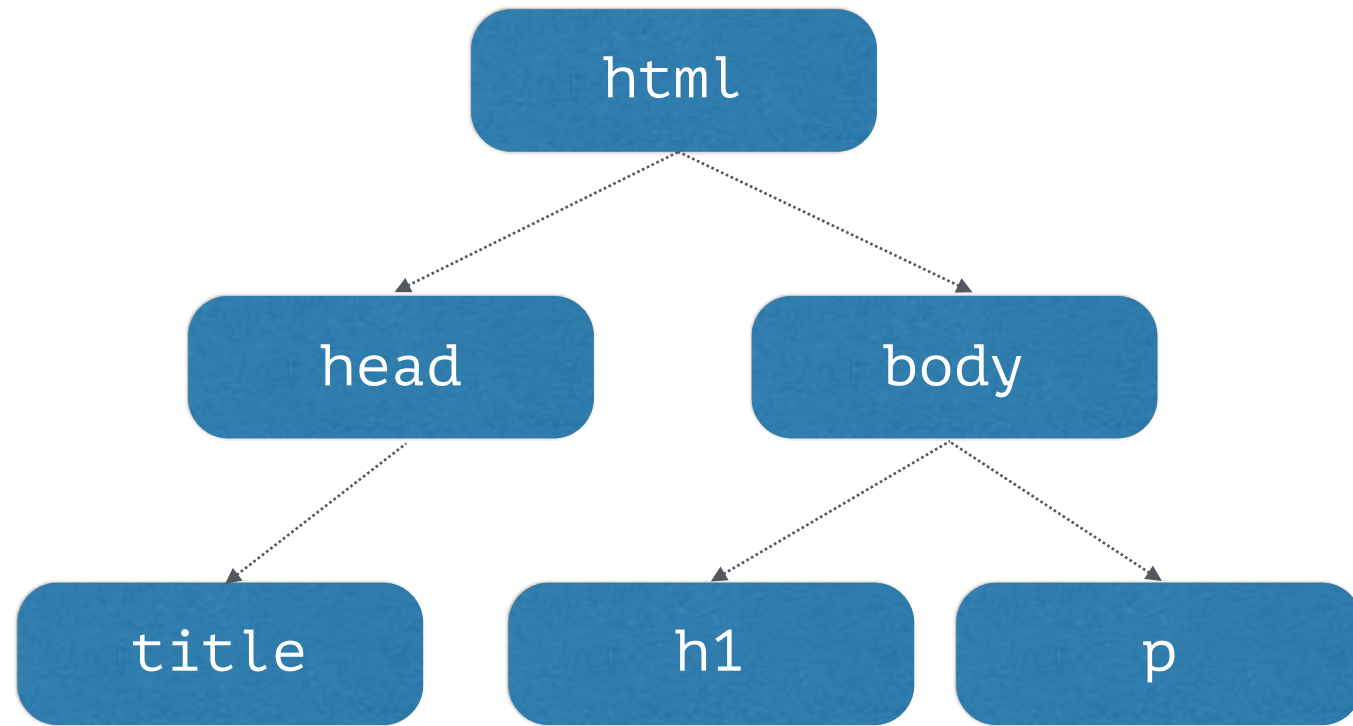
```
<html>  
  <head>  
    <title>Hello</title>  
  </head>  
  <body>  
    <h1>  
      Hello  
    </h1>  
    <p>  
      Lorem Ipsum..  
    </p>  
  </body>  
</html>
```



```
<html>
  <head>
    <title>Hello</title>
  </head>
  <body>
    <h1>
      Hello
    </h1>
    <p>
      Lorem Ipsum..
    </p>
  </body>
</html>
```



```
<html>
  <head>
    <title>Hello</title>
  </head>
  <body>
    <h1>
      Hello
    </h1>
    <p>
      Lorem Ipsum..
    </p>
  </body>
</html>
```



DOM Manipulation

ID Selector

```
<h1>  
  Hello  
</h1>  
<a id="clickme">  
  Lorem Ipsum...  
</p>
```

#clickme

```
document.getElementById("clickme").remove();
```

Class selector

```
<div class="green">  
  Hello  
</div>  
<div class="red">  
  [...]  
</div>  
<div class="red">  
  [...]  
</div>
```

.red

```
document.getElementsByClass("red")
```

```
<div id="cart" class="red">  
  [...]  
</div>
```

```
<div id="cart" class="red">  
  [...]  
</div>
```



```
document.getElementById("cart").classList.add('animated');
```



```
<div id="cart" class="red animated">  
  [...]  
</div>
```

Event Handling

`click` `submit` `scroll` `focus`

```
var btn = document.getElementById("clickme");  
btn.addEventListener("click", animate);  
  
function animate(event){  
    var target = event.target  
    target.classList.add('animated');  
    target.classList.add('infinite');  
    target.classList.add('pulse');  
}
```

jQuery



<https://code.jquery.com/jquery-1.11.3.min.js>

```
$ ( document ) .ready ( function ( ) {  
    // The jQuery-dependent code  
} ) ;
```