

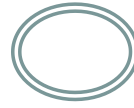
Full Stack Developer Program



JavaScript Overview and Introduction

Pooja Godse
&
ALK Bilahari

Outline



- Overview of Technologies
- Web Technologies
- About JavaScript
- Traditional Web Development
- Java Script Applications
- Start to code in JavaScript



Technologies

Web Technologies

1. UI DEVELOPMENT
2. MOBILE APPLICATIONS
3. E-COMMERCE SOLUTIONS
4. CMS DEVELOPMENT
5. INTERNET MARKETING
6. WEB & GRAPHIC DESIGNING





www.mshahtech.com

Of all the Technologies,
Web Technologies have been here since ages and they are here to stay.

Your thoughts please

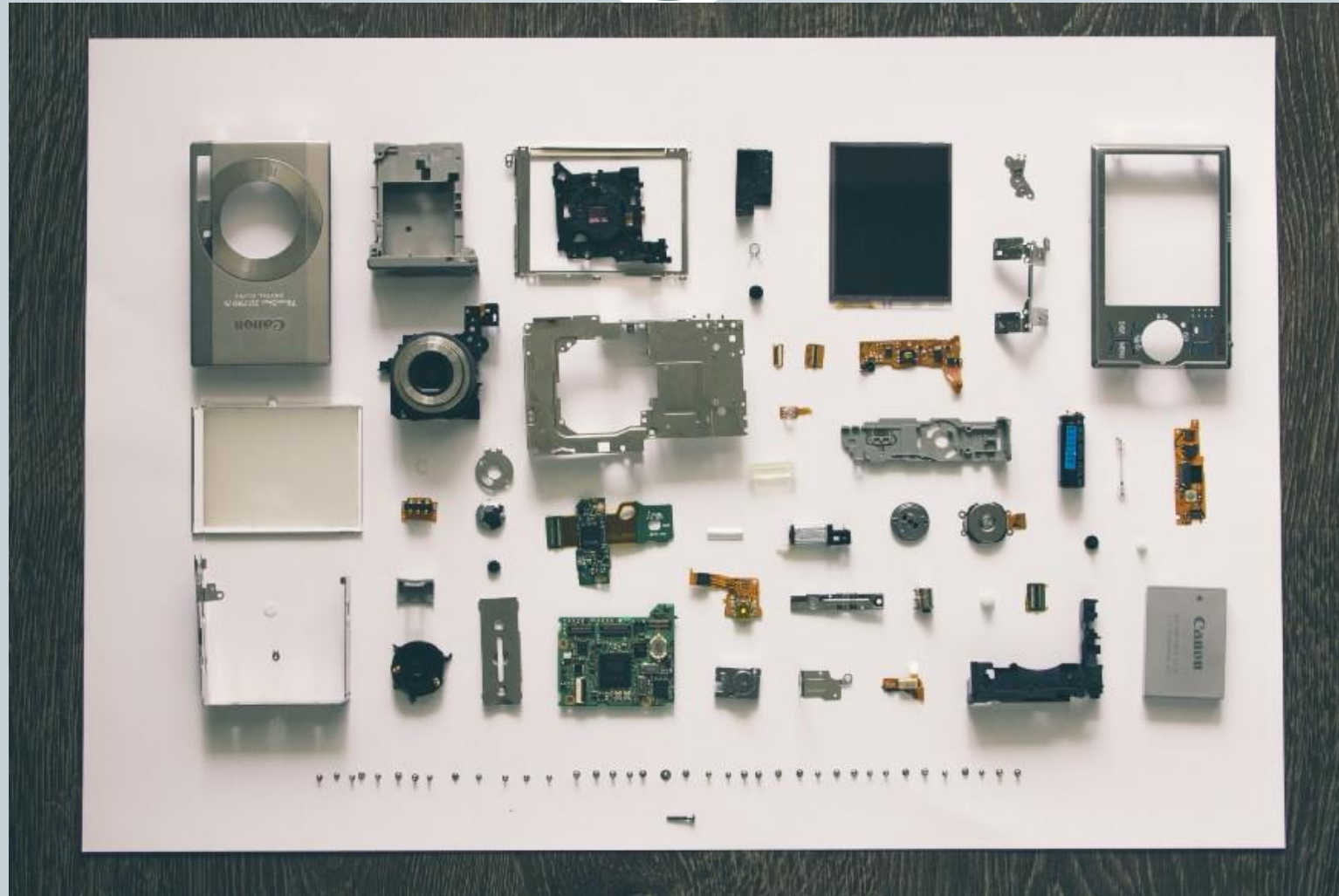
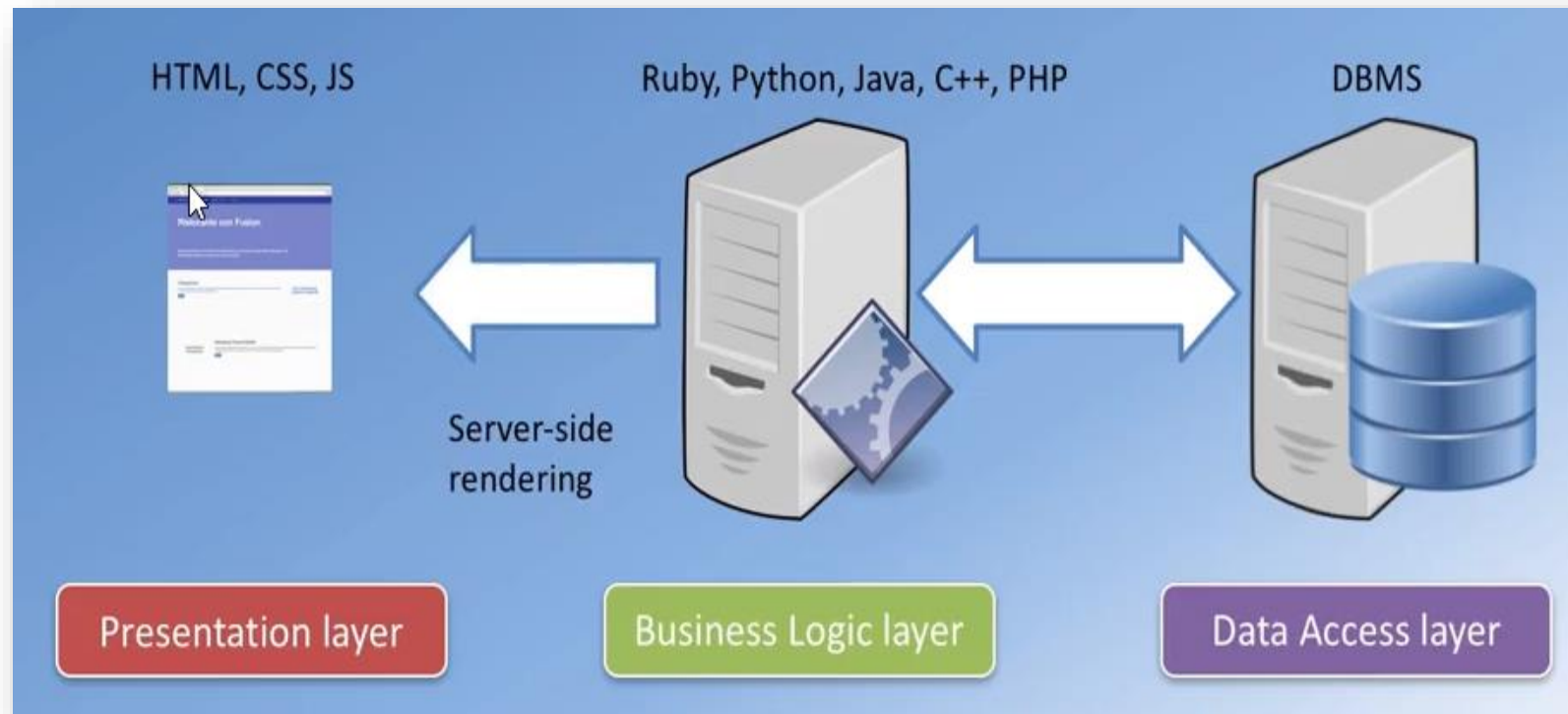


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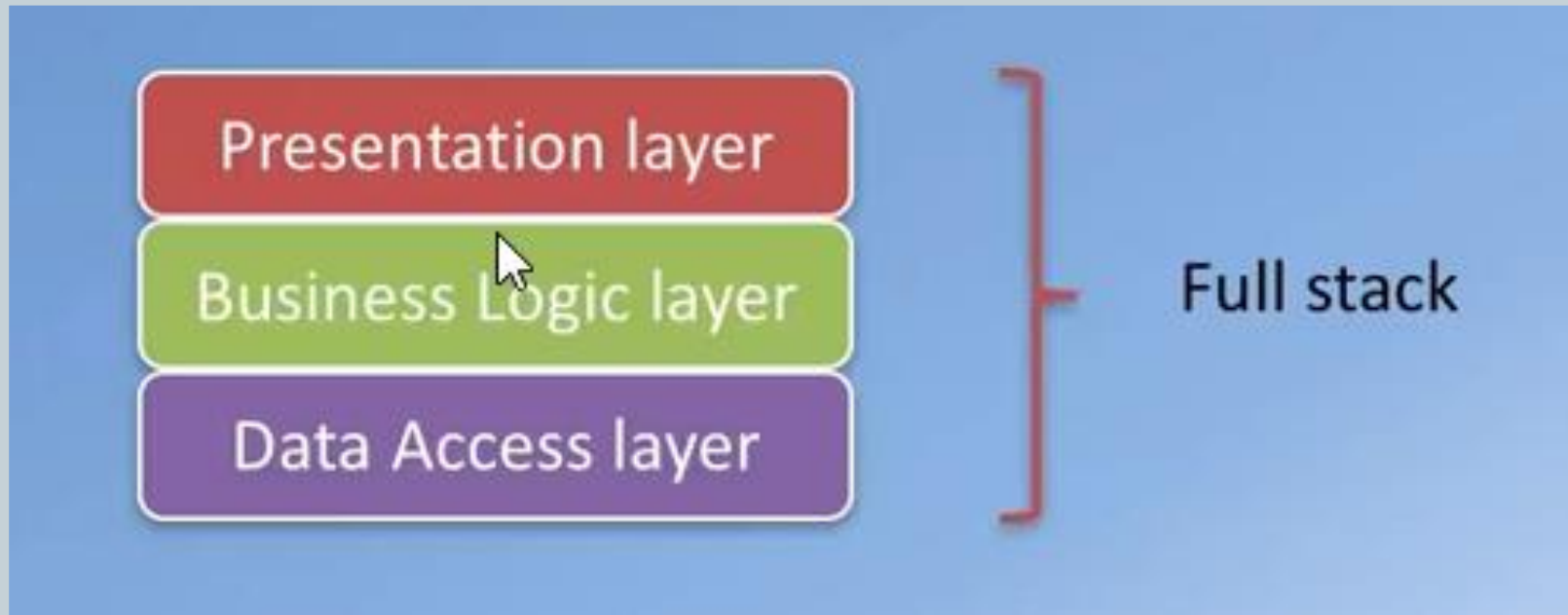
Traditional Web Development



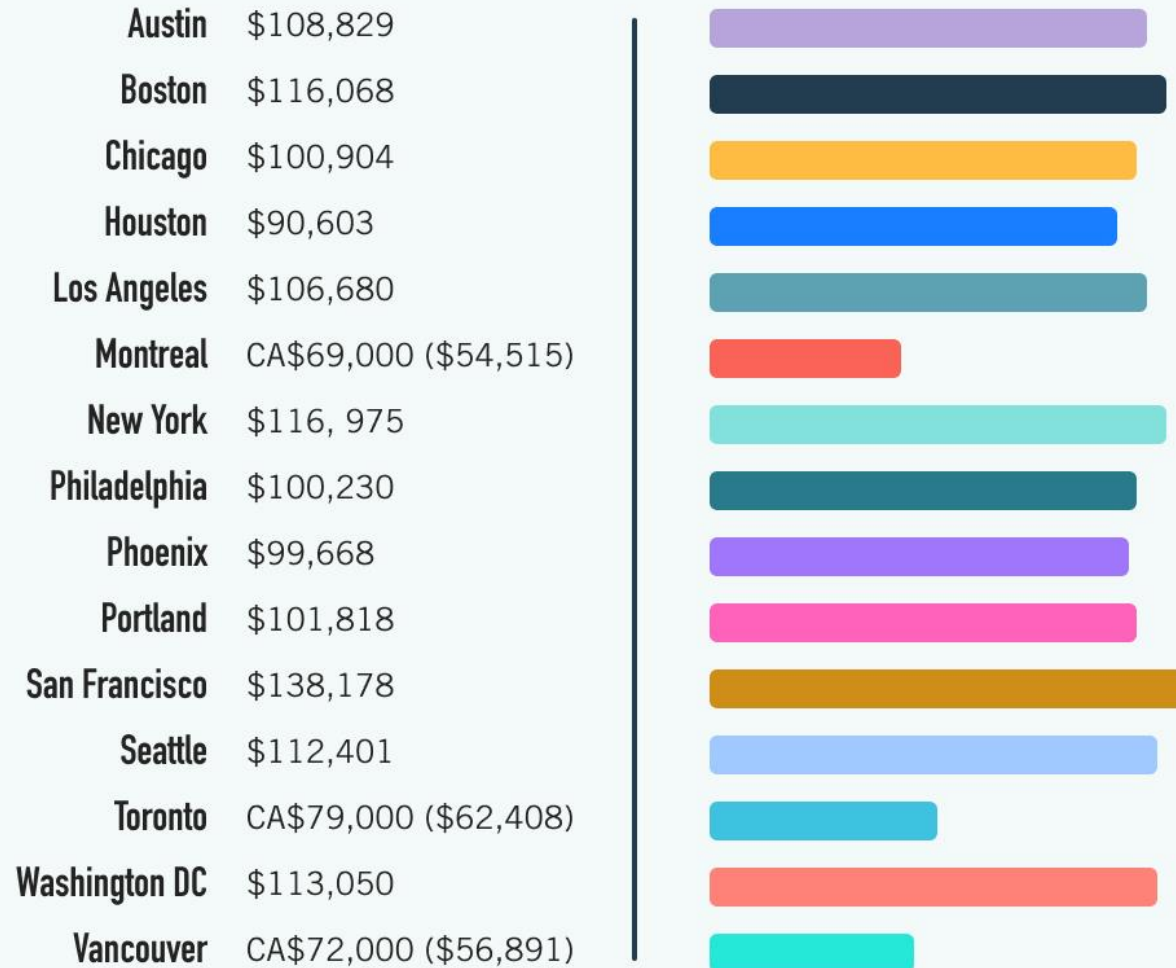
Technical Stack



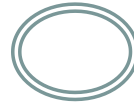
Stack or Technical Stack- a particular combo of technologies frequently used by a community of software or web application developers.



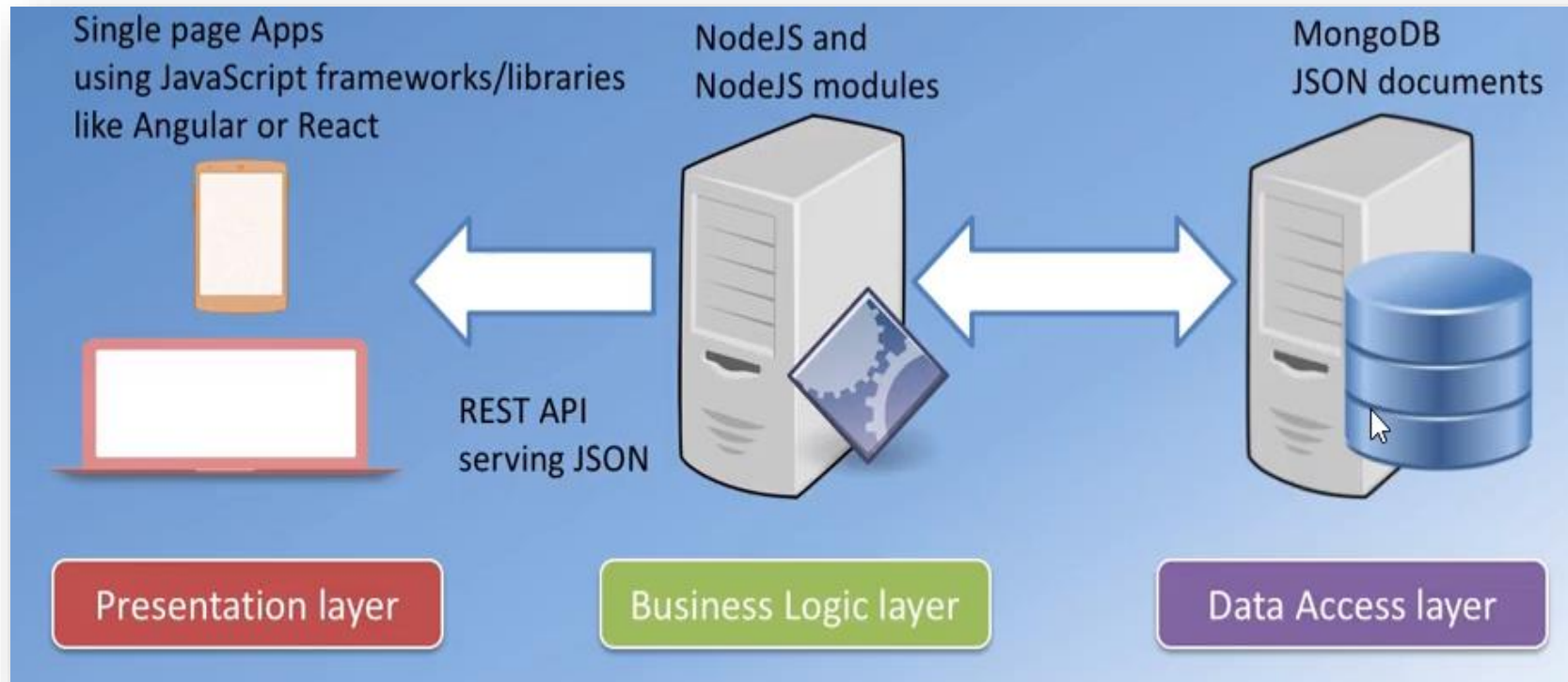
North American Full-Stack Developer Salaries



JS in Technical Stack



Increasing trend to use single language(JavaScript)



Rewind



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Go



Did you know...

...that it took three years to sell 100 million hamburgers, but by our 15th anniversary, we were selling them at a rate of 3.5 million per day?

Click on the [Golden Arches](#) to continue



Procareer Academy

Pic courtesy- dialymail.co.uk



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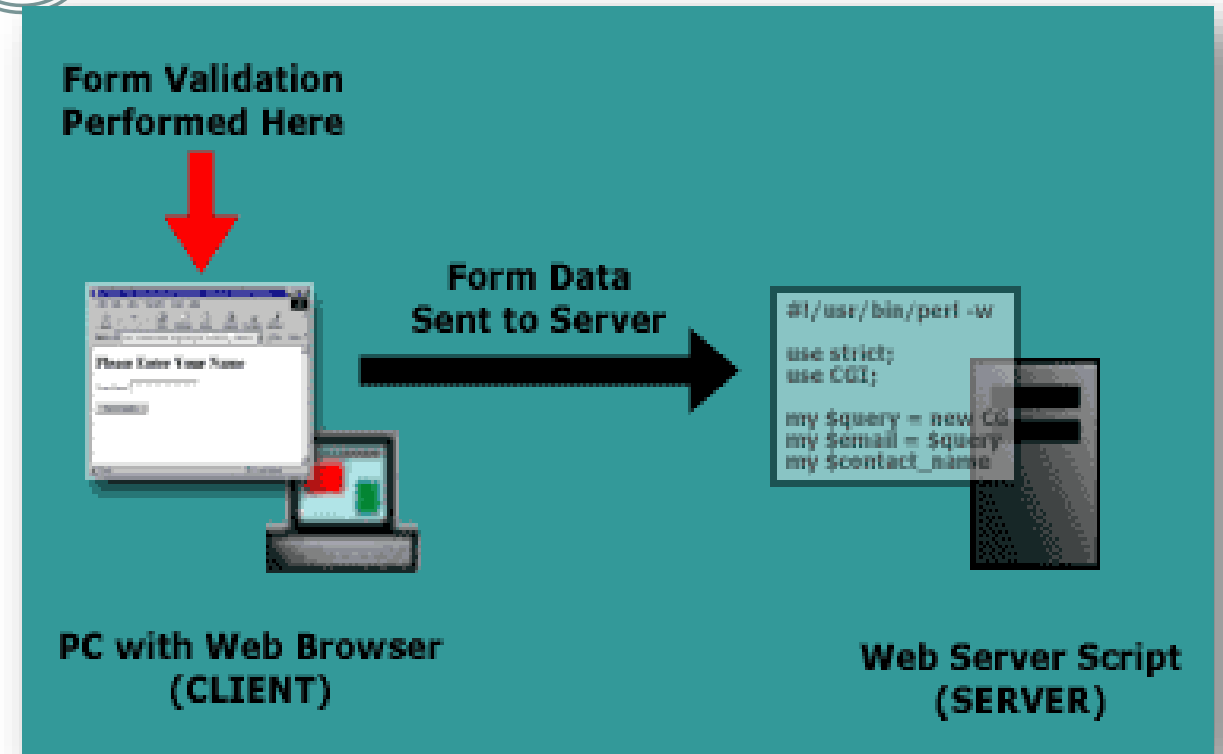
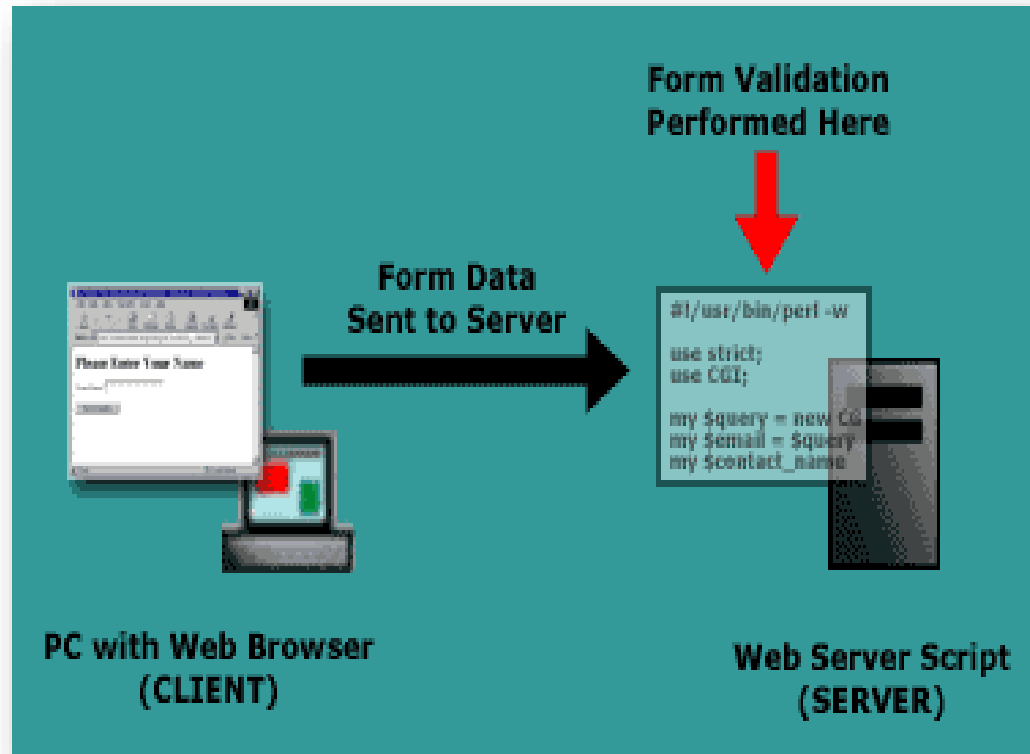
Exclusive Deals

About Our Food

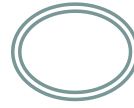
Locate

Gift Cards

JavaScript – In olden days (1990s)



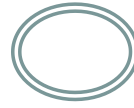
History of JS



- **Brendan Eich** is an American computer programmer and technology executive.
- **Netscape and Eich designed JavaScript** as a scripting language for use with the company's flagship web browser, **Netscape Navigator** , in 1995.

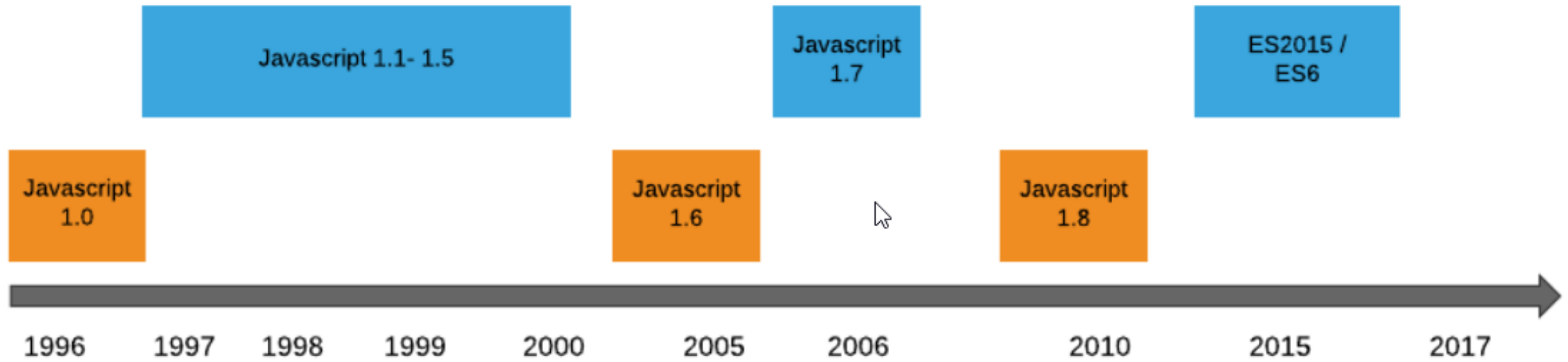
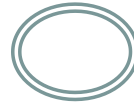


History of JS



- JavaScript became the ECMA-262 standard in 1997
- After Netscape handed JavaScript over to ECMA, the Mozilla foundation continued to develop JavaScript for the Firefox browser.

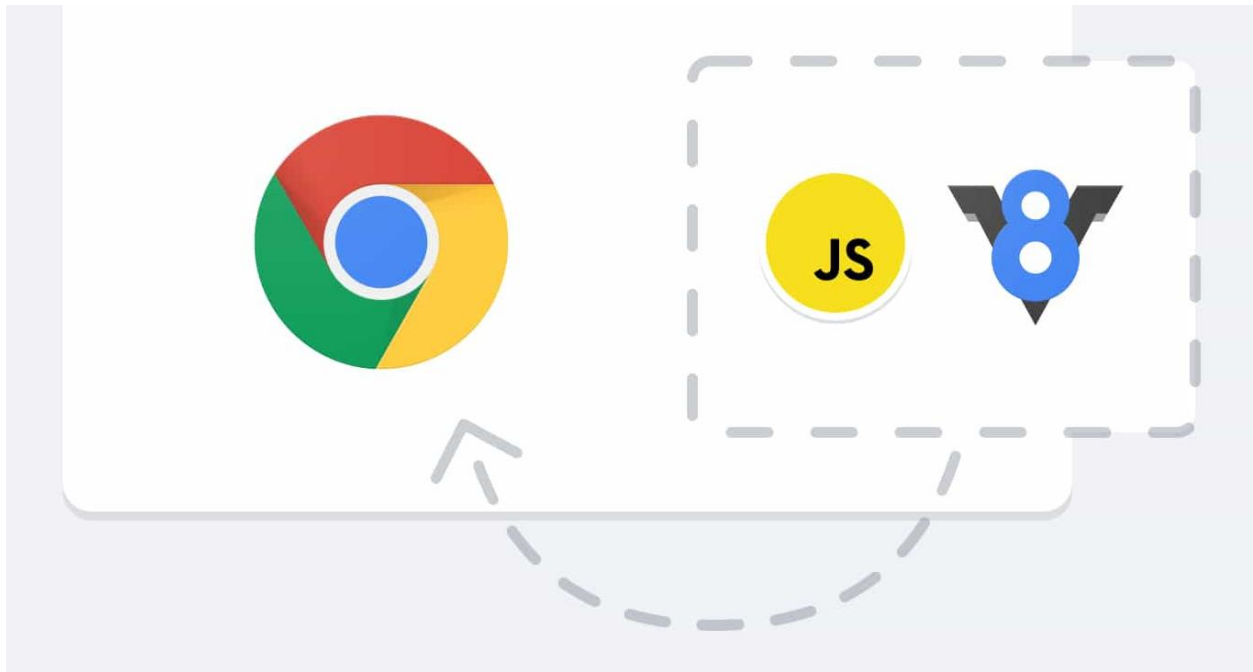
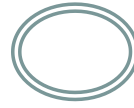
JS Time line



JavaScript



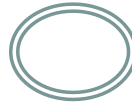
V8 Engine



V8 JavaScript Engine

- Built for Google Chrome
- Just-In-Time compiler
- No interpreter

NodeJS



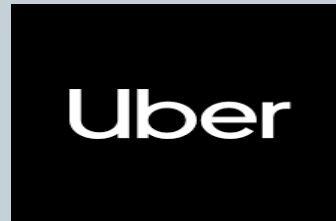
Node.js

- Cross-platform
- Server-side
- ES6+ support

Applications of JS



- Adding **interactive behavior** to web pages
- Creating **web and mobile apps**.
- Building web servers and developing server applications.
- Game development.



About JavaScript

JS

- JavaScript is primarily known as the language of most modern web browsers.
- JavaScript is a **powerful, flexible, and fast** programming language now being used for increasingly complex web development and beyond
- Since JavaScript remains at the core of web development, it's often the **first language learned by coders** eager to learn and build.
- JavaScript **powers the dynamic behavior** on most websites.

Supported Browsers



Firefox
Mozilla Foundation



Chrome
Google



Opera
Opera Software

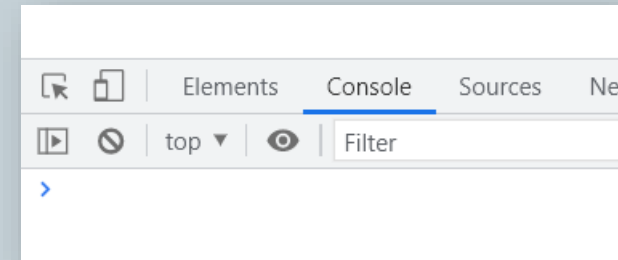
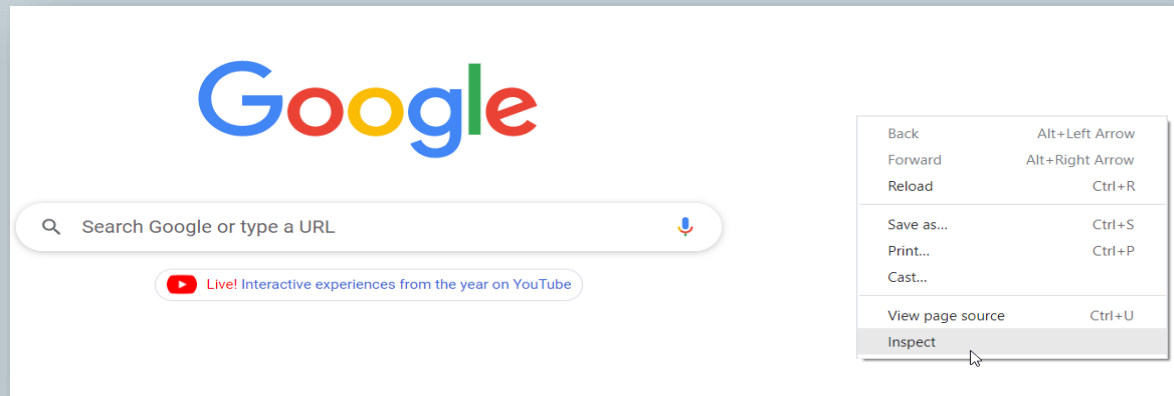


Edge
Microsoft

Google Chrome is recommended

Executing JS code in Chrome

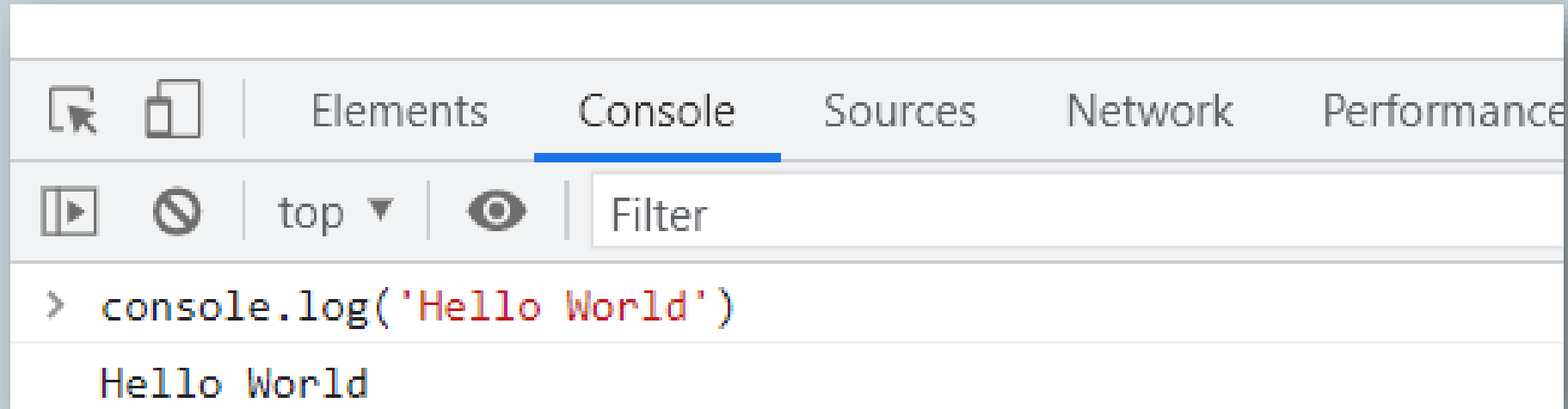
1. Open Chrome and Ctrl + Shift + I to open the Developer Tools' Console Tab
Or right click on screen and select 'Inspect' option and click on 'Console'
2. Should see this symbol- >



Coding at >



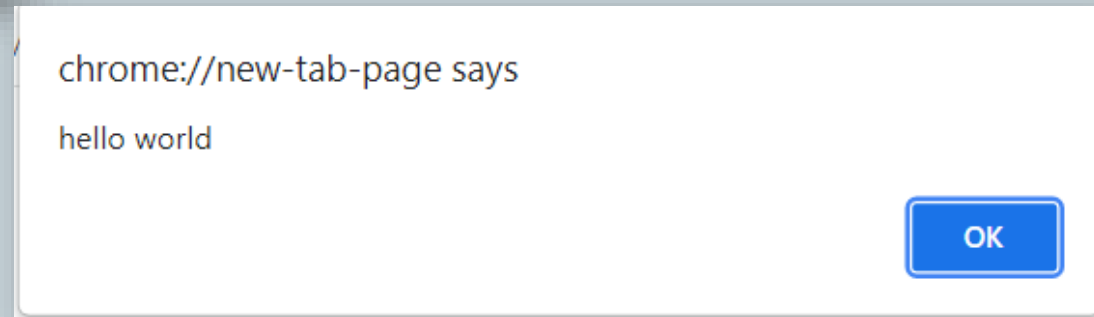
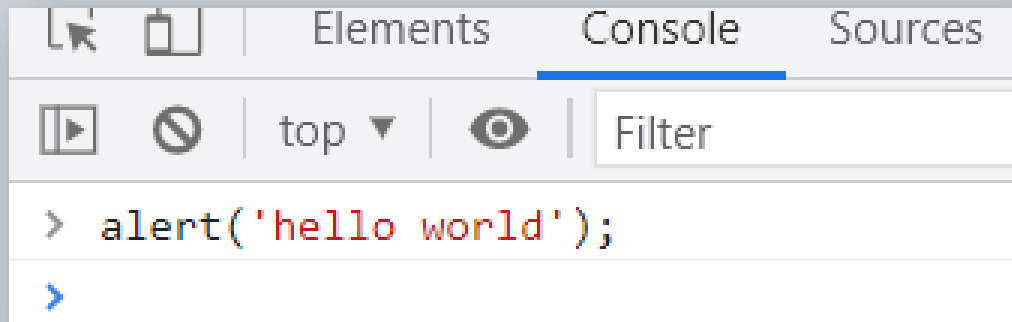
- Print– console.log



Alert user

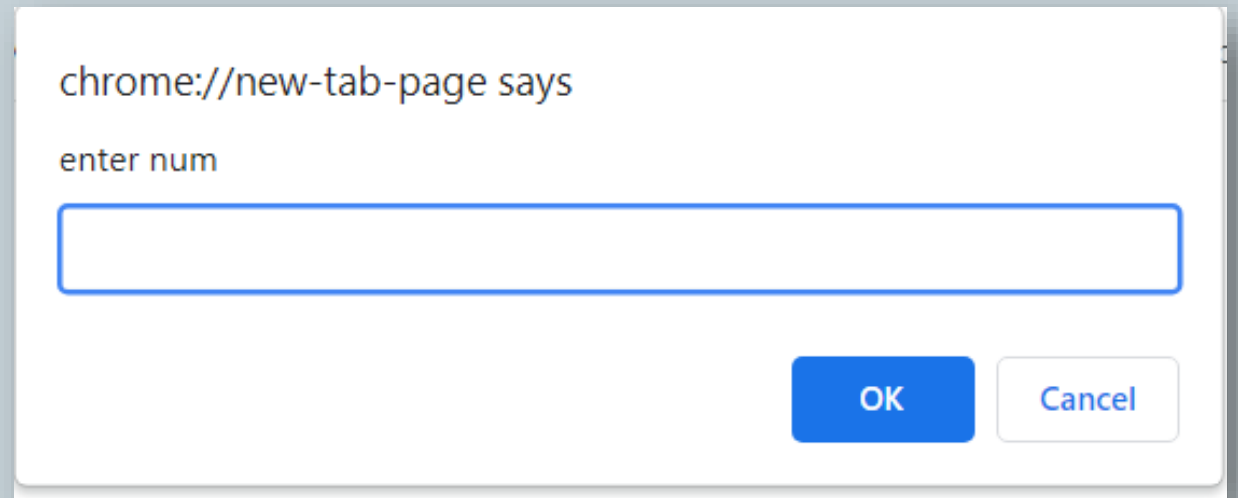
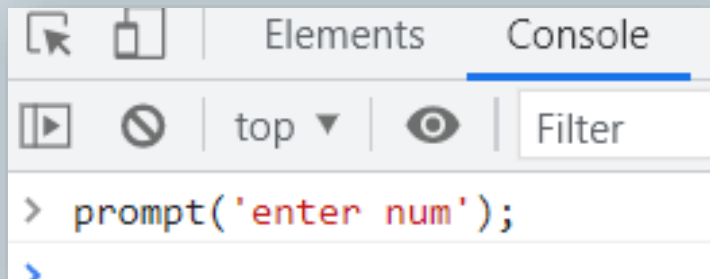


Alert or say Hello World using alert



Accept value from user

Prompt



Accept/request values , add and display



```
> let num = prompt('enter first'); let num1= prompt('enter another'); console.log(parseInt(num1)+parseInt(num));  
30
```

chrome://new-tab-page says

enter first

chrome://new-tab-page says

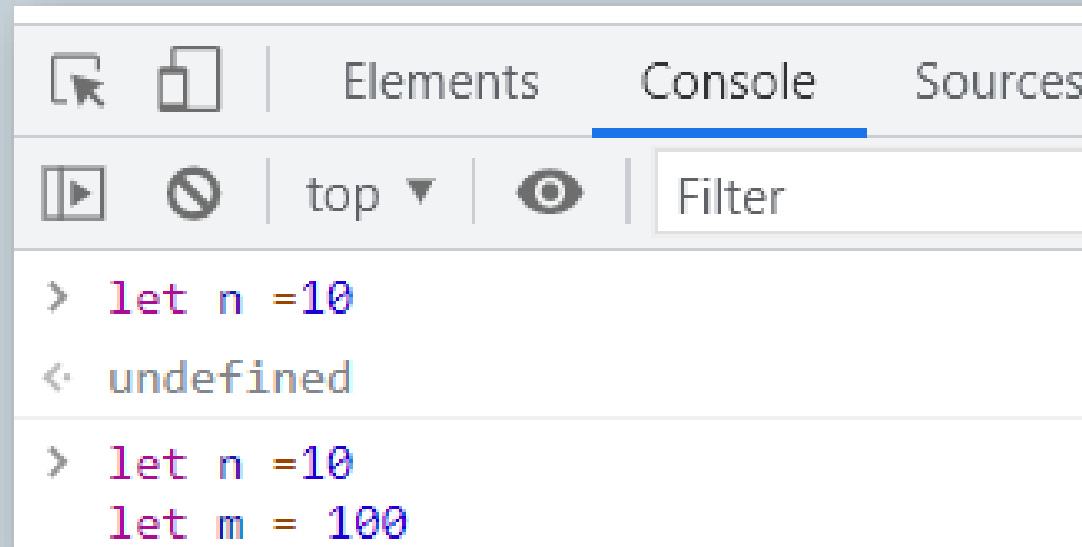
enter another

Note the parseInt.

Store values



Store values in variables



The screenshot shows a web browser's developer console with the 'Console' tab selected. The console displays two lines of JavaScript code and their corresponding outputs. The first line is `> let n = 10`, which outputs `< undefined`. The second line is `> let n = 10` followed by `let m = 100` on the next line, which outputs nothing visible.

```
> let n = 10
< undefined

> let n = 10
let m = 100
```

Add two numbers



Store using 'let' and add

A screenshot of a web browser's developer console. The console has tabs for 'Elements', 'Console', and 'Sources', with 'Console' being the active tab. Below the tabs, there are icons for running code, a refresh icon, a dropdown menu showing 'top', an eye icon, and a 'Filter' input field. The console log shows two separate code executions. The first execution shows a prompt character followed by 'let n =10', and the result 'undefined'. The second execution shows a prompt character followed by 'let n =10', 'let m = 100', and 'console.log(n+m)', with the result '110' displayed below the code.

```
> let n =10
< undefined

> let n =10
  let m = 100
  console.log(n+m)
110
```

Confirm box. Yes or no?

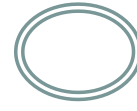


```
> let q = confirm('did you write the exam well?'); console.log(q);  
true
```

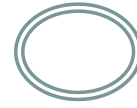
chrome://new-tab-page says
did you write the exam well?

OK

Cancel



Questions?



Thank you.