

Introduction to Programming

Class 2, 1 September 2016

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Goals for Today's Class

Goal 1: You will know the basic structure of a JavaScript program.

Goal 2: You will set up a JavaScript development environment.

Goal 3: You will know how to write and execute a simple JavaScript program.

Goal 2: You will set up a JavaScript development environment.

JavaScript Development Environment

Go to Haiku > Intro to Programming > Unit 1

- Chrome (browser)
- Sublime (text editor)
- GitHub Desktop (code repository manager)

Previous Goal: You will know what's expected of you in this class.

Syllabus

Form a group of three (Sweet Tooth).

Introduce yourself with name and grade.

2/100
or
1900?

Jigsaw

- Three minutes to read
- Two minutes each to teach
- Two minutes to discuss questions

Questions

Goal 1: You will know the basic structure of a JavaScript program.

What makes a JavaScript program?

Weather.html

- What looks familiar?
- What looks strange?

Goal 1: You will know the basic structure of a JavaScript program.

What makes a JavaScript program?

simpleApp.html

- What is common to weather.html and simpleApp.html

`<script> </script>`

`;`

`// comments`

`"string"`

Goal 2: You will set up a JavaScript development environment.

Set up environment

Github Desktop

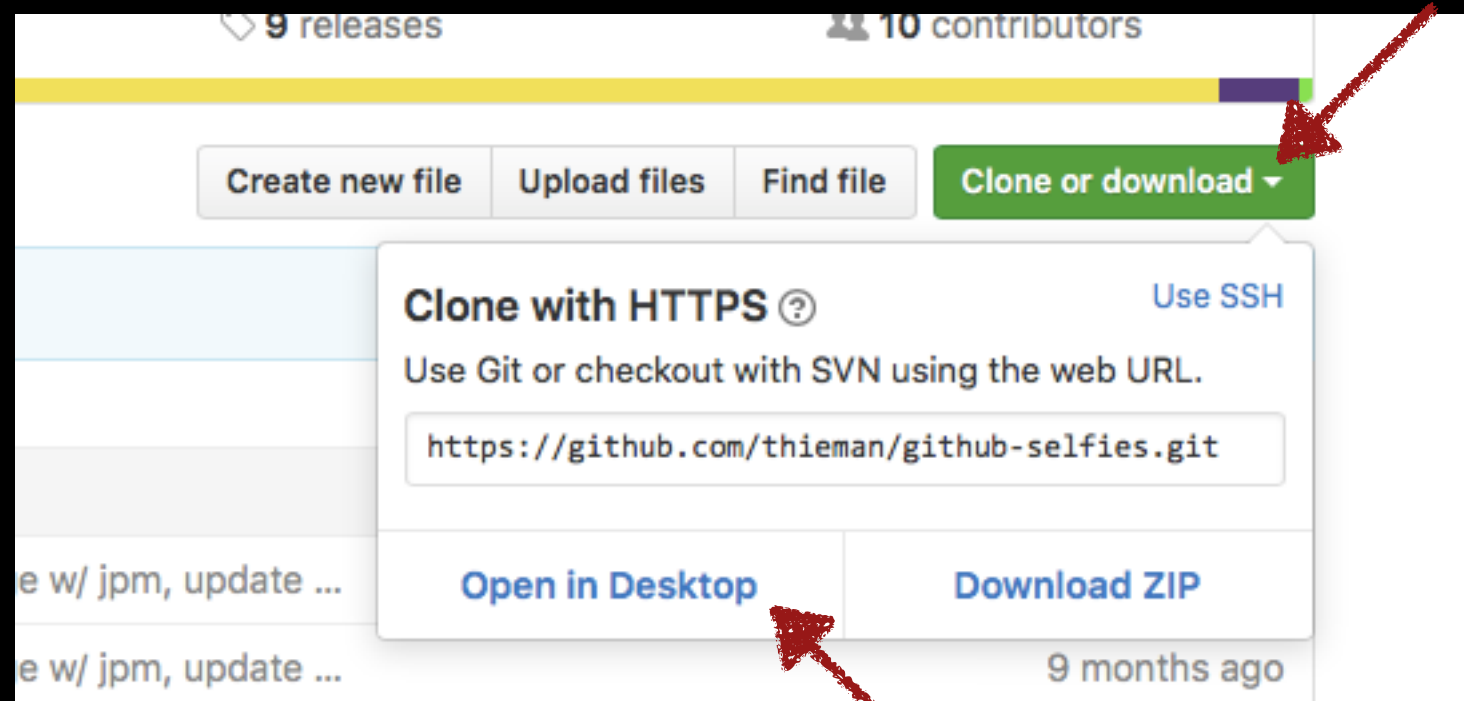
- Go to github.com
- **username** - firstnameL-asl
- **email** - asl email address
- **password** - first letters of first line of favorite song, followed by birth year, eg Mhllllll1978

Goal 2: You will set up a JavaScript development environment.

Set up environment

Github Desktop

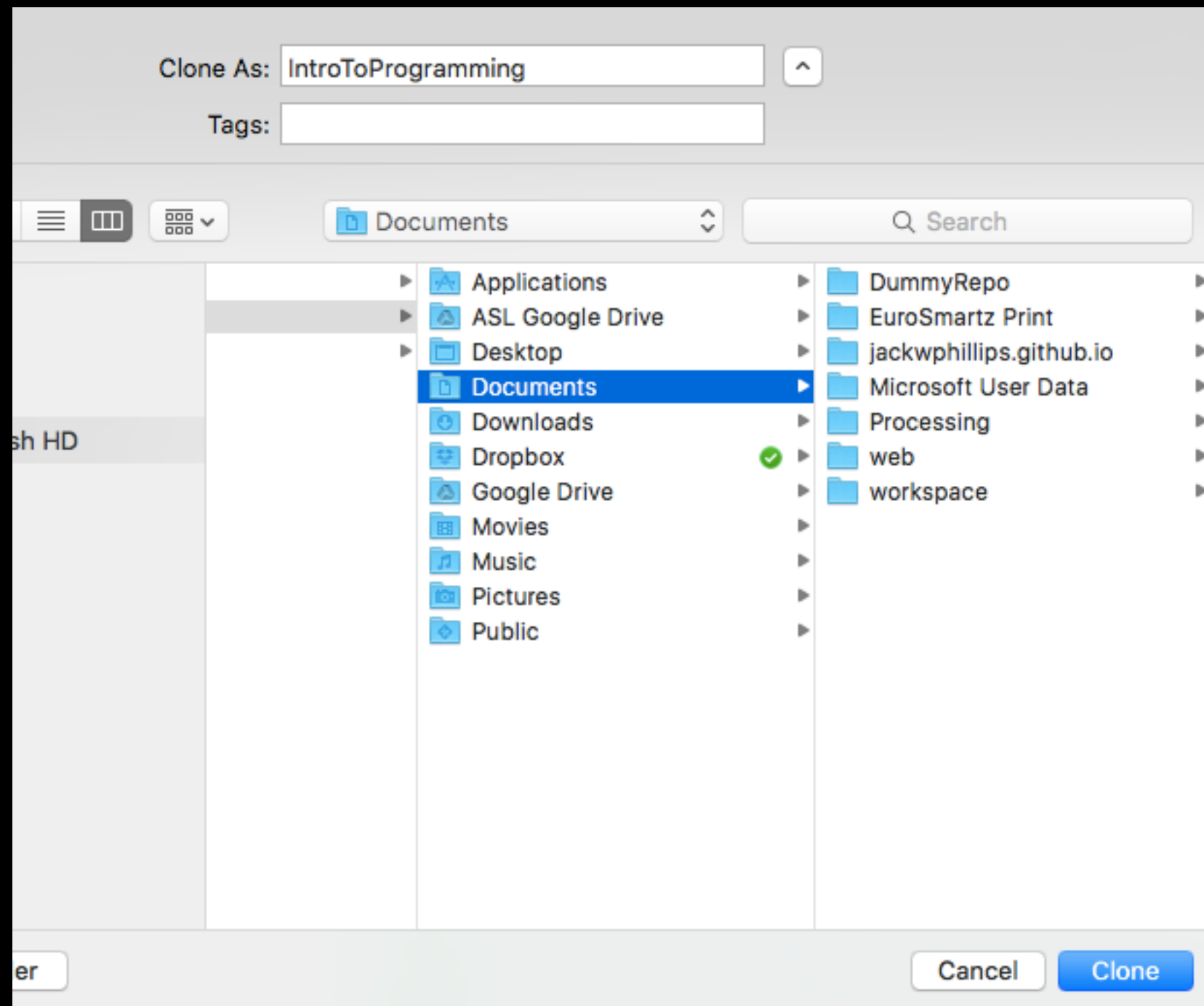
- Open github desktop
- Go to <https://github.com/jackwphillips-asl/IntroToProgrammingRepo>



Goal 2: You will set up a JavaScript development environment.

Set up environment

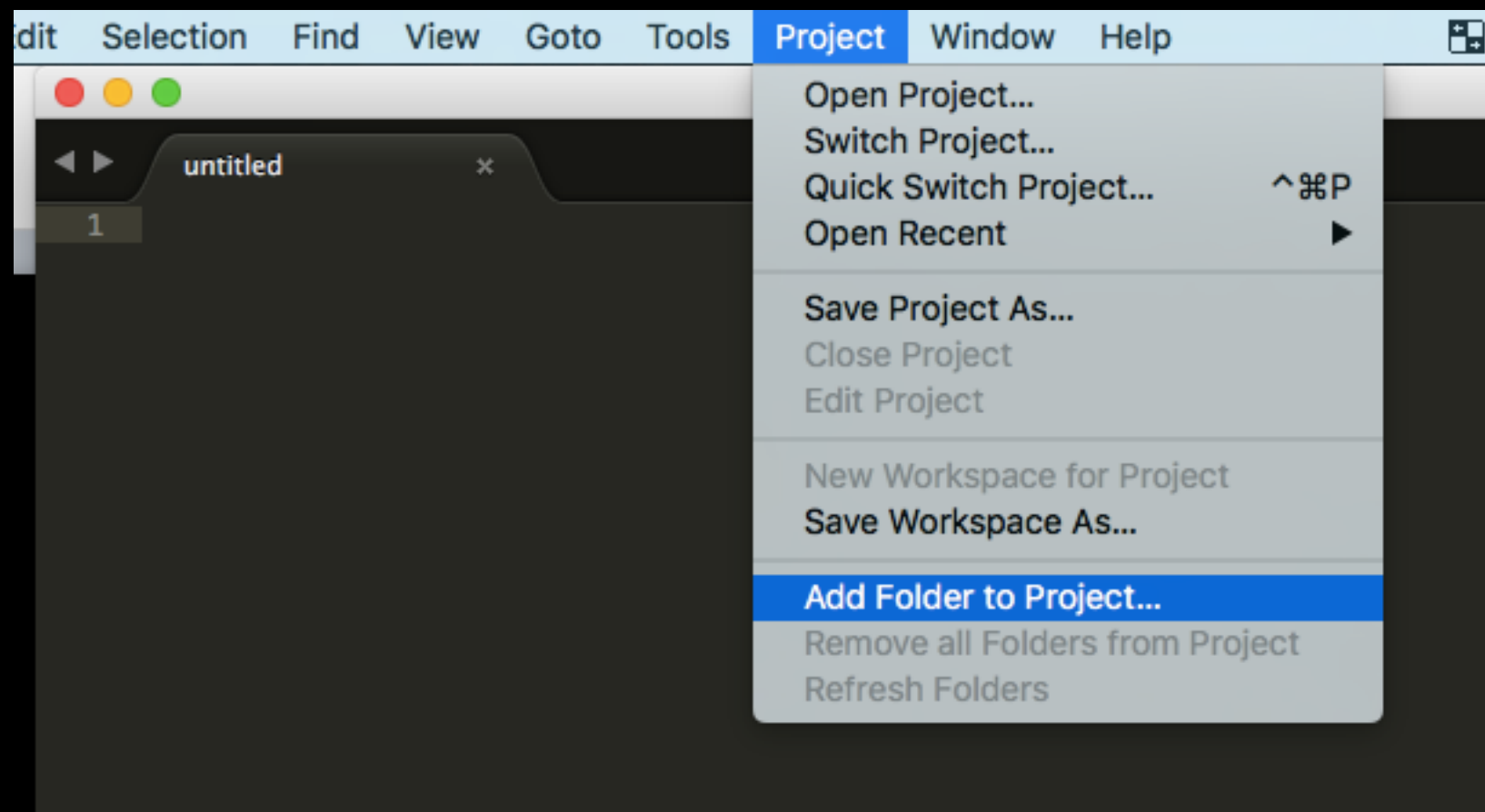
Github Desktop



Goal 2: You will set up a JavaScript development environment.

Set up environment Sublime

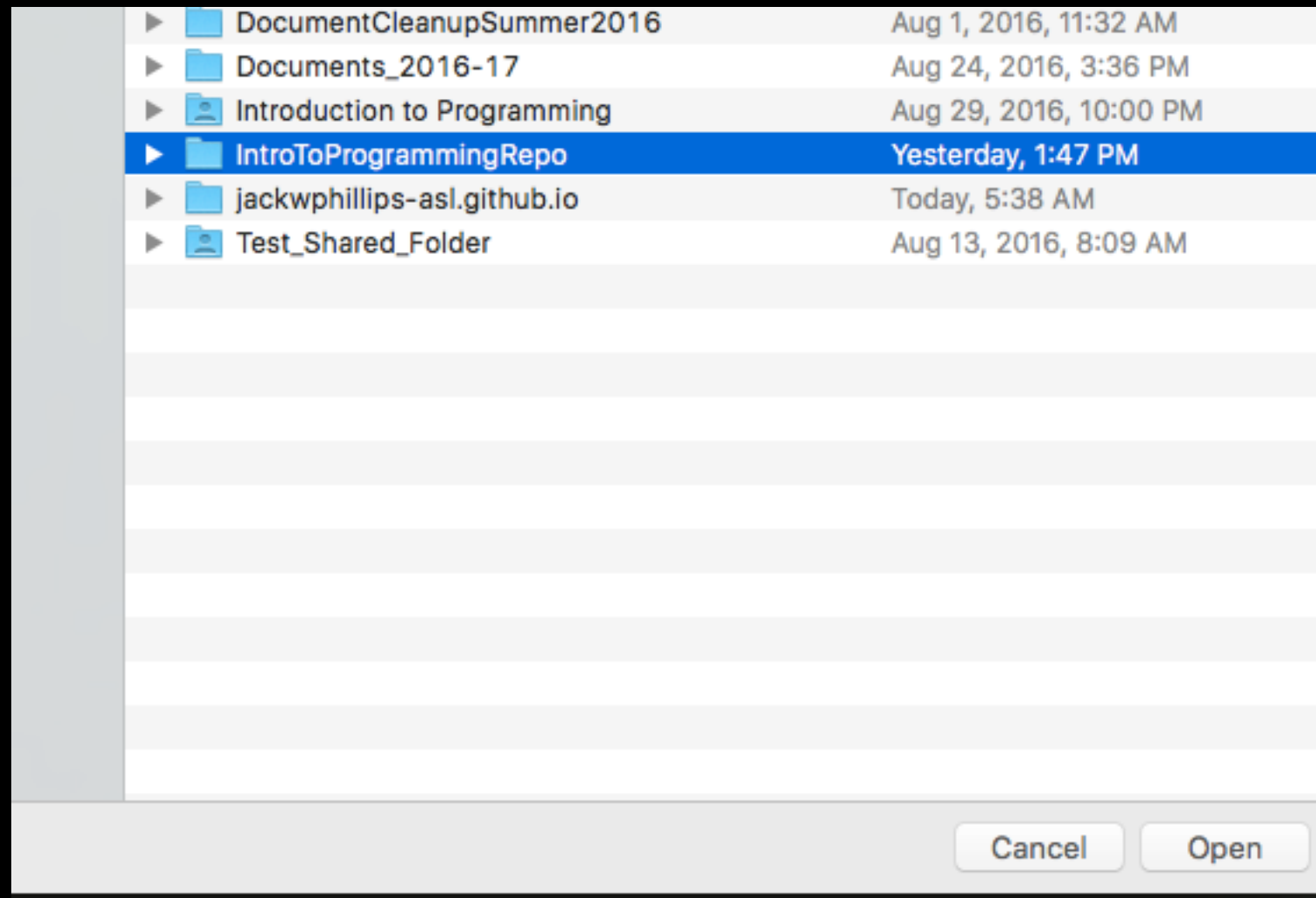
- Open sublime



Goal 2: You will set up a JavaScript development environment.

Set up environment Sublime

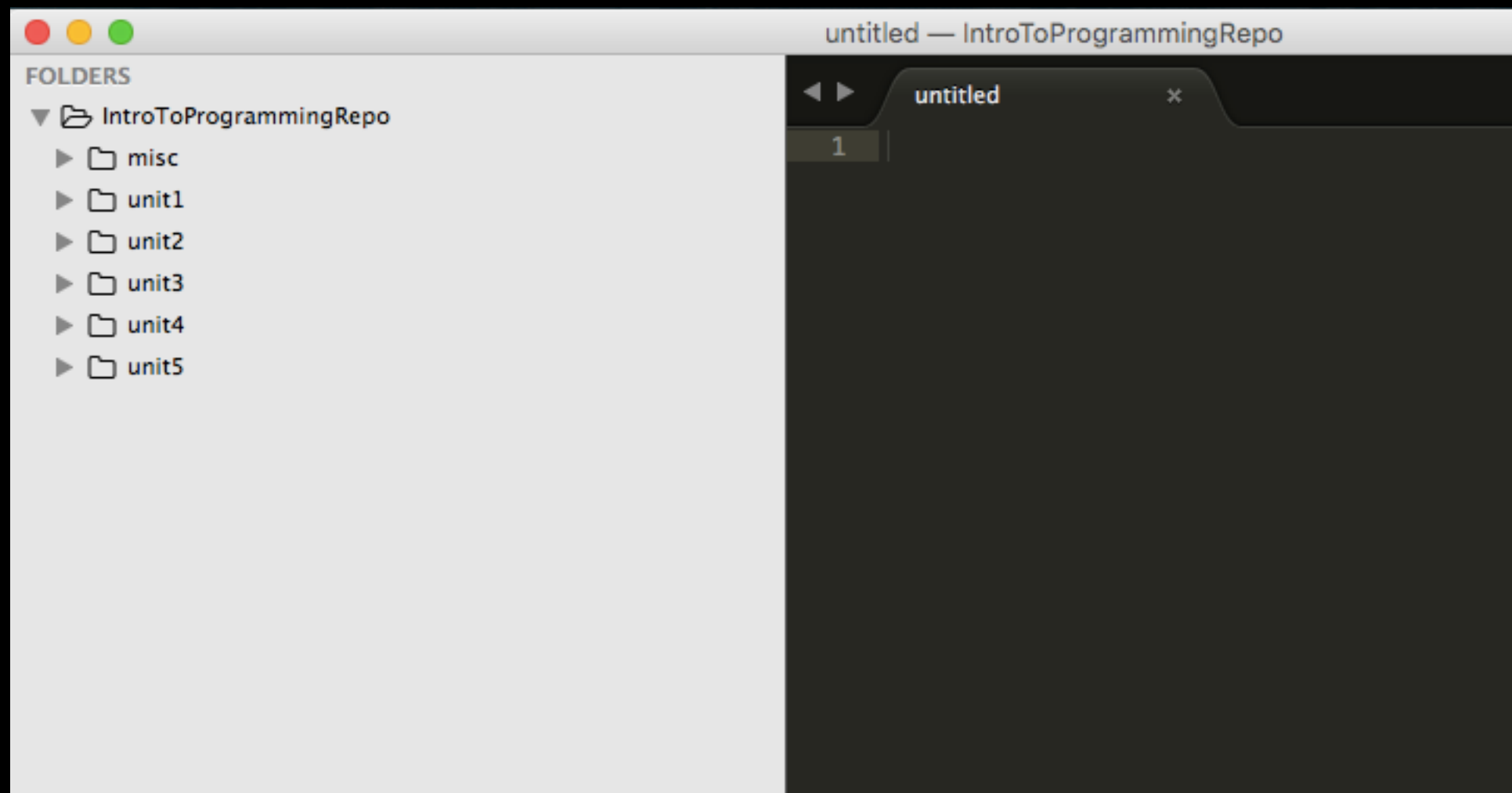
- Open sublime



Goal 2: You will set up a JavaScript development environment.

Set up environment Sublime

- Open sublime



< Back unit1 Edit



myFirstApp.html

95 bytes

01/09/2016, 08:36



simpleApp.html

116 bytes

01/09/2016, 08:36



myFirstApp.html



<!-- myFirstApp.html -->

HTML
comment

<script>

// Your code should go between the script tags.

</script>



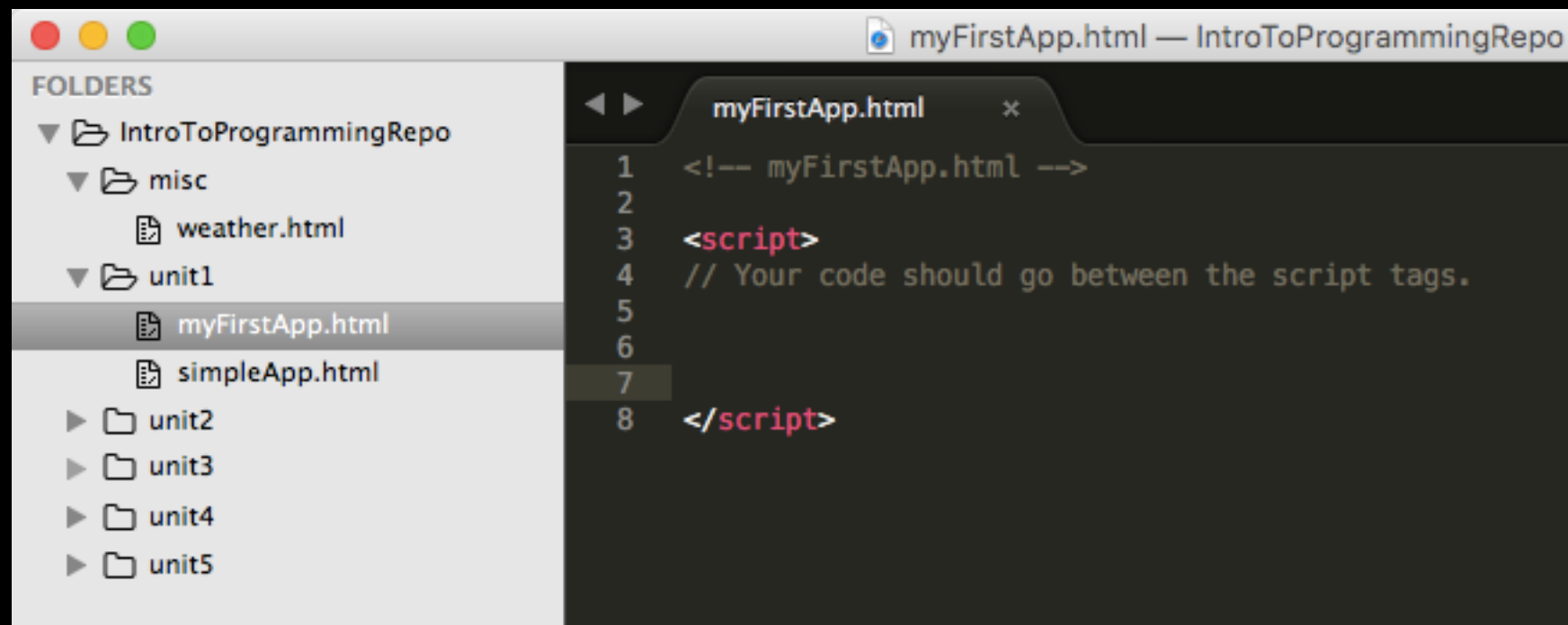
Goal 3: You will know how to write and execute a simple JavaScript program.

Write your first program

- In Sublime, open unit1/myFirstApp.html
- Write your first program that creates two alert boxes with a joke like:
(alert 1) Q: What goes up and down but does not move?
(alert 2) A: Stairs

Goal 3: You will know how to write and execute a simple JavaScript program.

Write your first program



Goal 3: You will know how to write and execute a simple JavaScript program.

Run your first program

- In Finder, find your app in
~/Documents/
IntroToProgrammingRepo/unit1
- Control-click > Open with... > Chrome

Goal 2: You will set up a JavaScript development environment.

Challenge

- Open only one computer, give to Pilot 1
- Pilot 1: Create an empty template for an app called `redirect.html`
- Pilot 2: Make the program tell the user using an alert box that "You are now being redirected to the American School in London website."
- Pilot 3: Open the ASL website using the correct address (<https://www.asl.org>) and the code
`window.open("address");` ← string