Introduction to Programming

Class 2, 9 January 2017

Jack Phillips <jack_phillips@asl.org>

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.

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

<u>Syllabus</u>

Form a group of three (Sweet Tooth).

Introduce yourself with name and grade.

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?

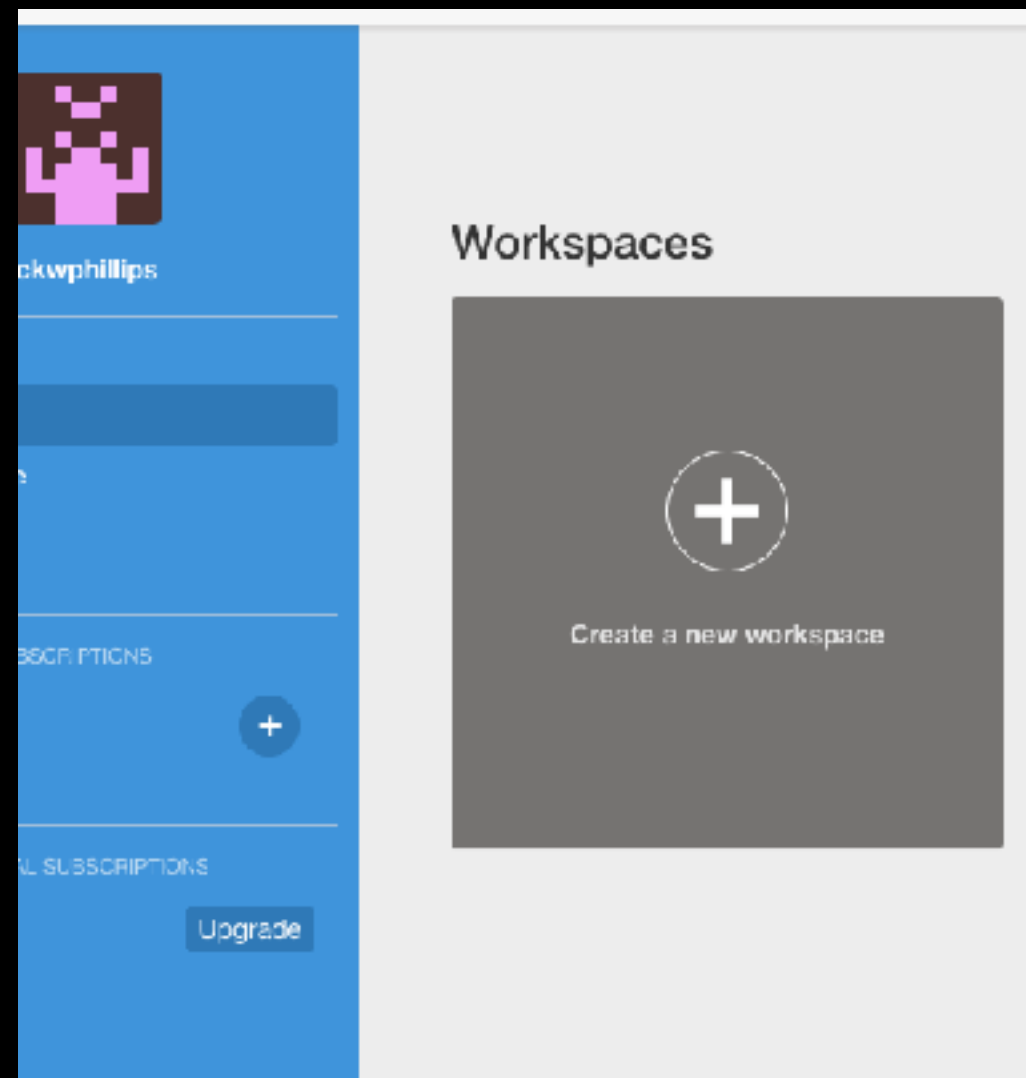**Goal 1:** You will know the basic structure of a JavaScript program.

What makes a JavaScript program? simpleApp.html

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

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

Set up Development Environment

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

Set up Development Environment

Workspace name
1

introtoprogramming

Description
2

YOURNAME's Into to Programming WorkSpace

Team
3

ASL Coders

4

Hosted workspace   **Clone workspace**   Remote SSH workspace   Salesforce

Clone from an existing workspace
Cloud9 will create an exact copy of your workspace. This includes tab-states, project settings and visiblity settings.

Clone workspace:
5

jackwphillips/intro_to_programming-unit1

You are currently cloning workspaces from your team ASL Coders. To clone your own workspaces, unset the value above.

6

Create workspace

development environment.

Directories and Files

Editor

Command Line

Clouds   File   Edit   Find   View   Goto   Run   Tools   Window   Support   Preview   ▶ Run

bash - "ubuntu@jack ×   [M] /README.md   ×   ✛

C   /README.md   Markdown ▾

▼ 📁 introtoprogramming
  ▼ 📁 IntroToProgrammingRepo
    ▶ 📁 misc
    ▶ 📁 unit1
      📄 README.md
  ▼ 📁 myCode
    ▶ 📁 unit1
    ▶ 📁 unit2
    ▶ 📁 unit3
    ▶ 📁 unit4
    ▶ 📁 unit5
  📄 README.md

Welcome to Introduction to Programming

This is your workspace. All of your code should go in the folder labeled "myCode".

bash - "jackwphillips ×   Immediate (Jav

jackwphillips:~/workspace $ |

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

Write your first program

In the command line enter:

```
$ sync
```

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

Write your first program

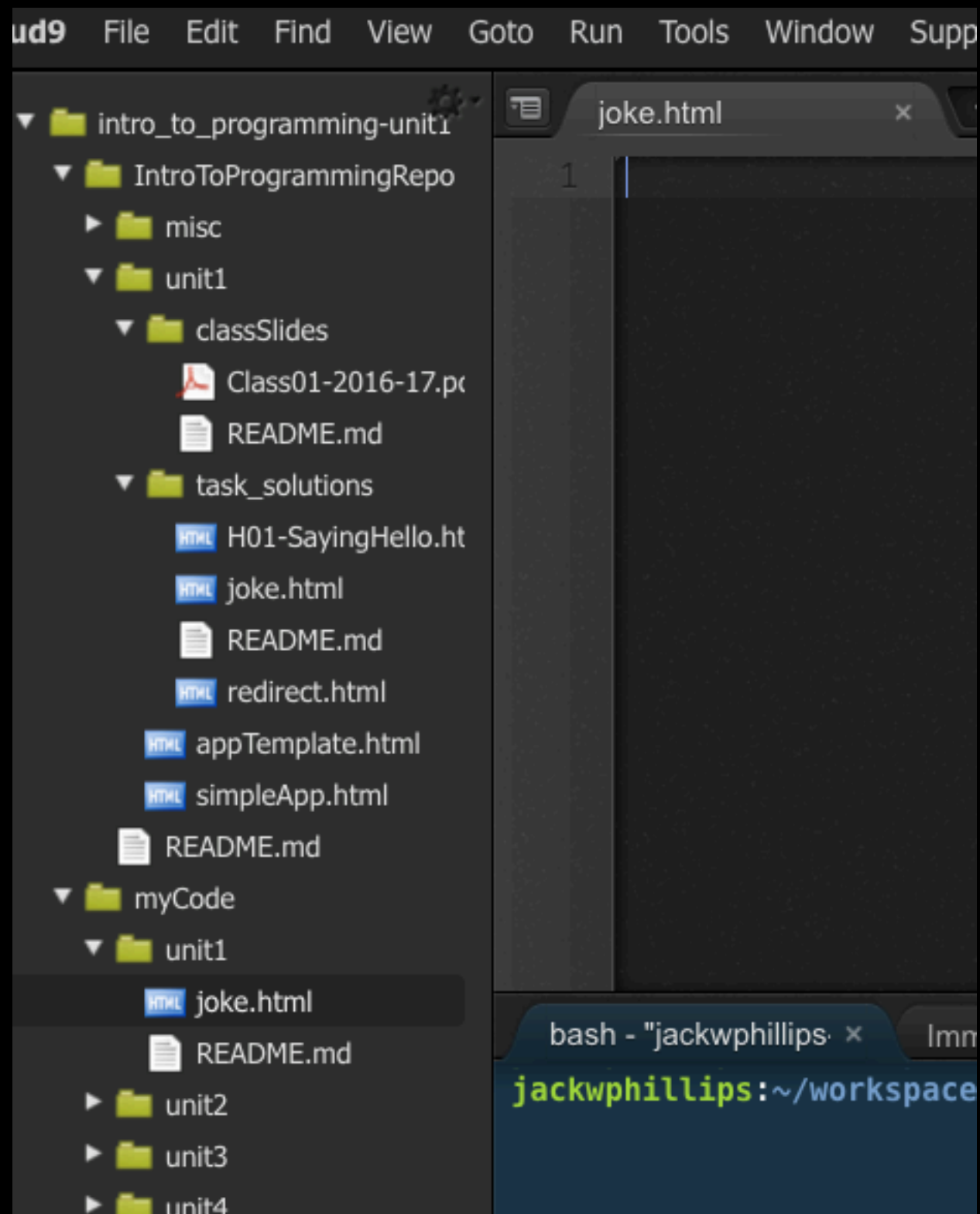- **Create a new file called joke.html in**

myCode/unit1

- **Write your first program that creates two alert boxes with a joke like:**
Q: What goes up and down but does not move?

A: Stairs

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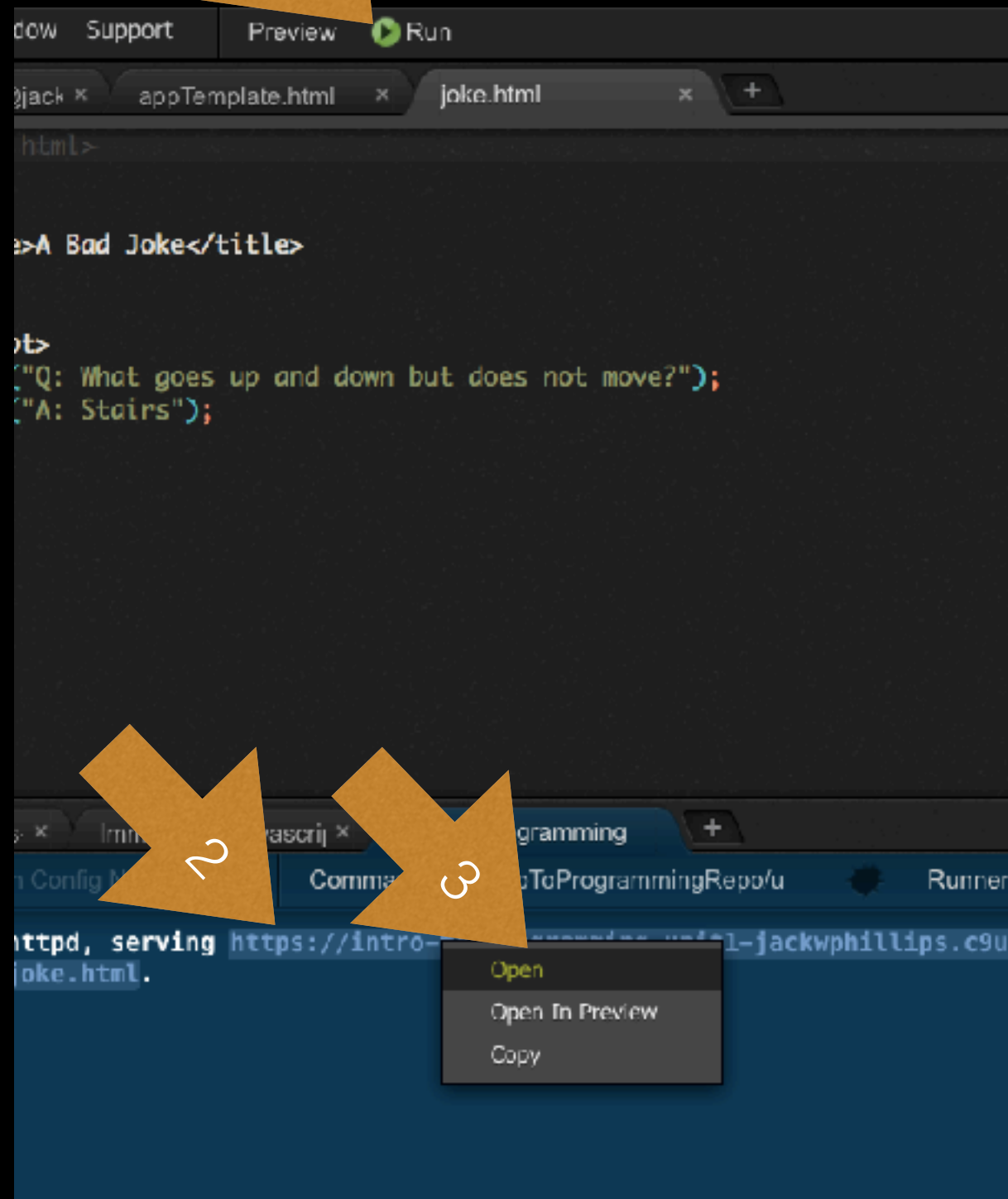
Write your first program

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

Run your first program

dow   Support   Preview   ▶ Run

?jack ×   appTemplate.html   ×   joke.html   ×   +

html>

e>A Bad Joke</title>

ot>
("Q: What goes up and down but does not move?");
("A: Stairs");

s ×   Imm   ascrij ×   gramming   +

Config   Comma   ToProgrammingRepo/u   🌼   Runner:

ttpd, serving https://intro-   n   uníal-jackwphillips.c9u
joke.html.

| Open |
| Open In Preview |
| Copy |

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

<u>Challenge</u>

- 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 (<u>https://www.asl.org</u>) and the code `window.open(`*`address);`*