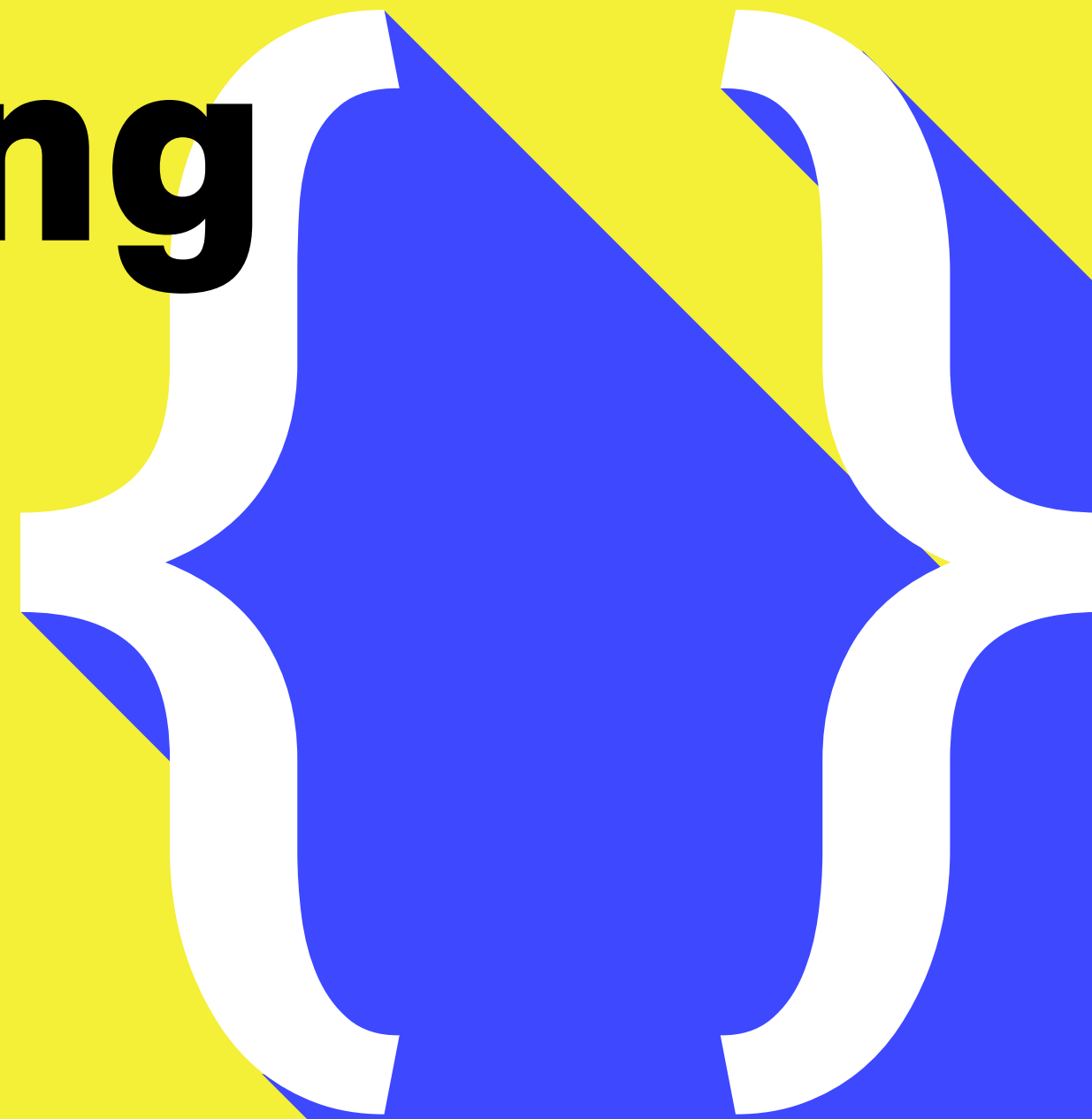


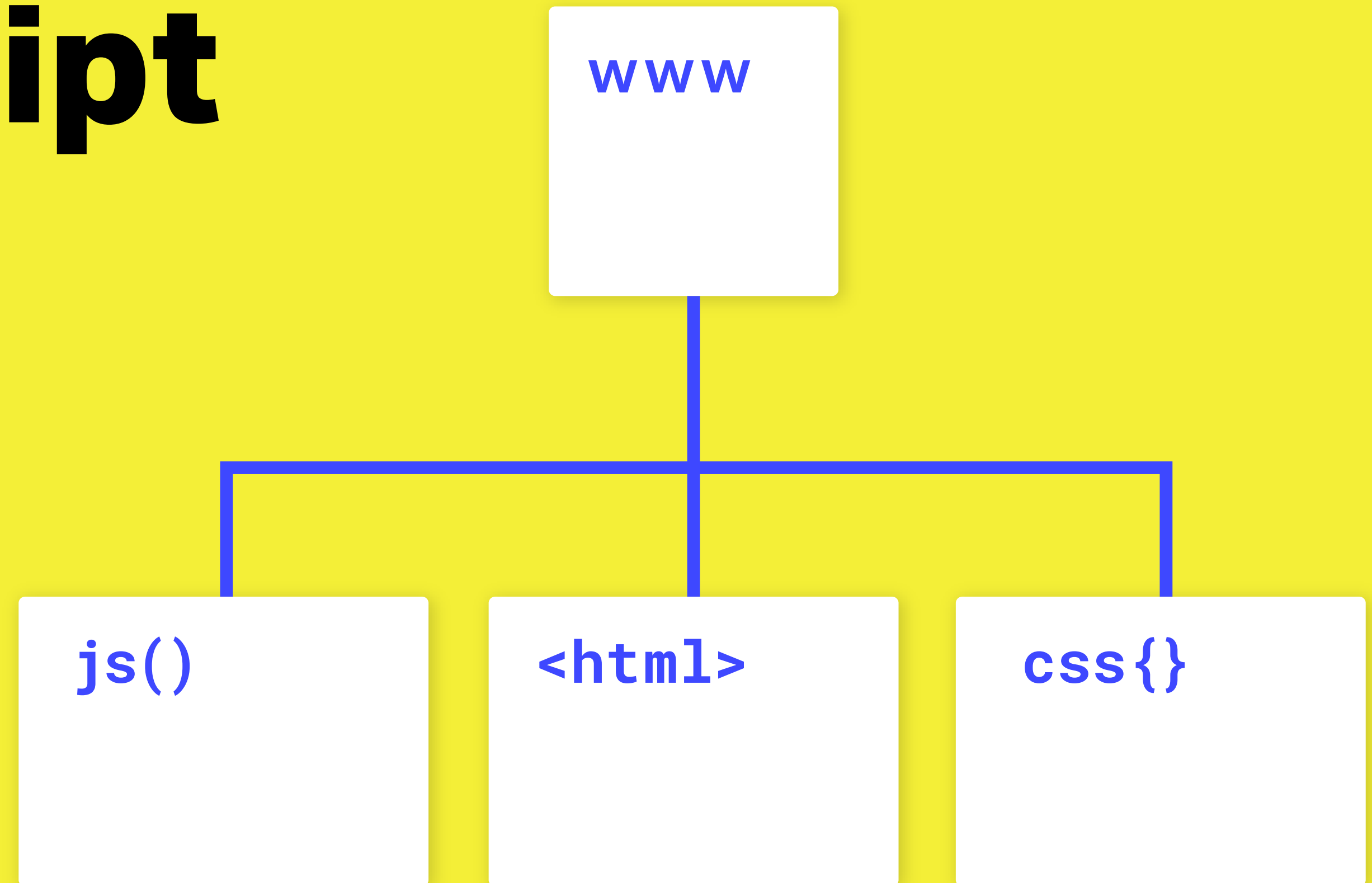
?

# Why Coding



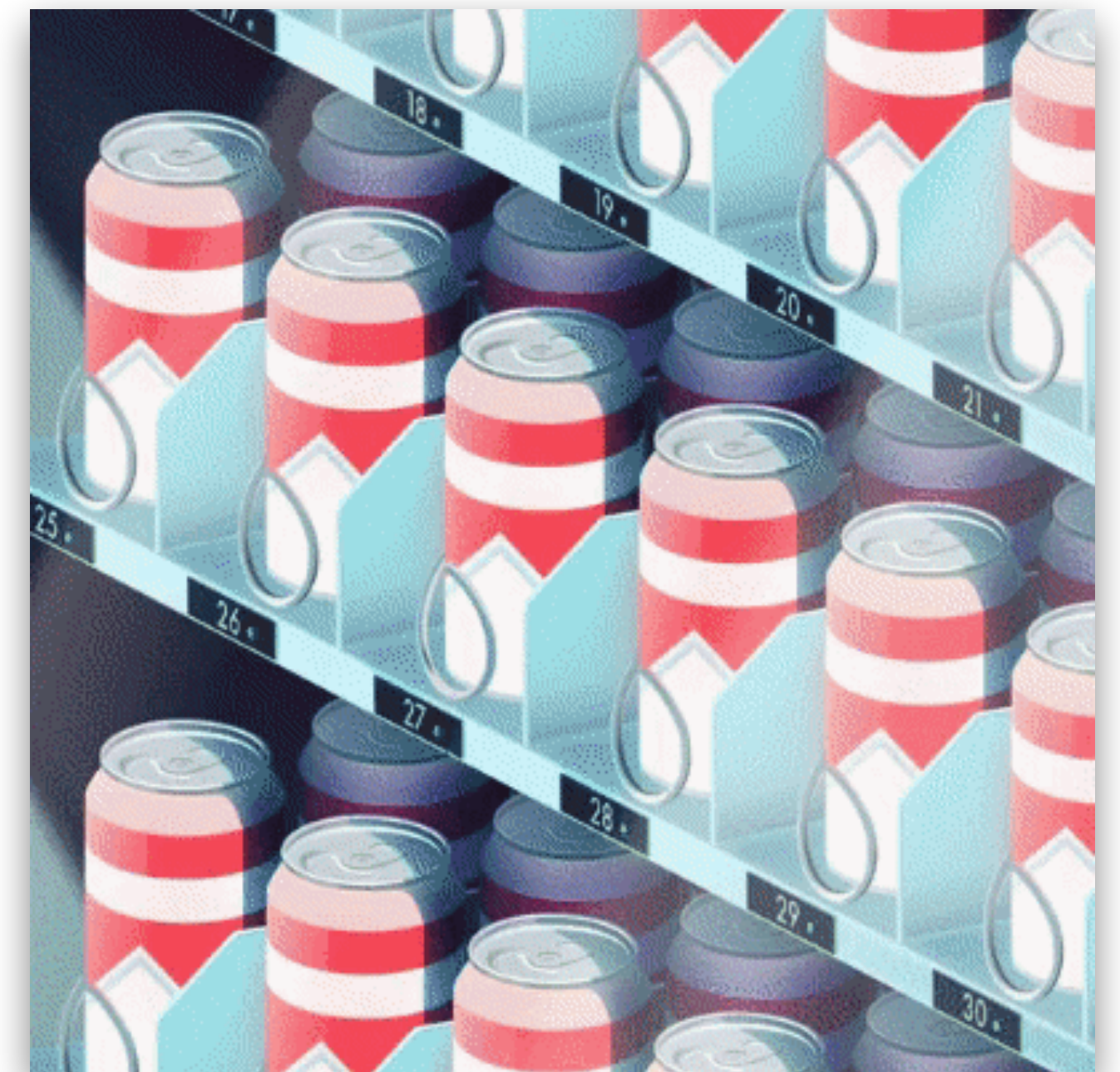
?

# Why Javascript





# Coding feels like ...



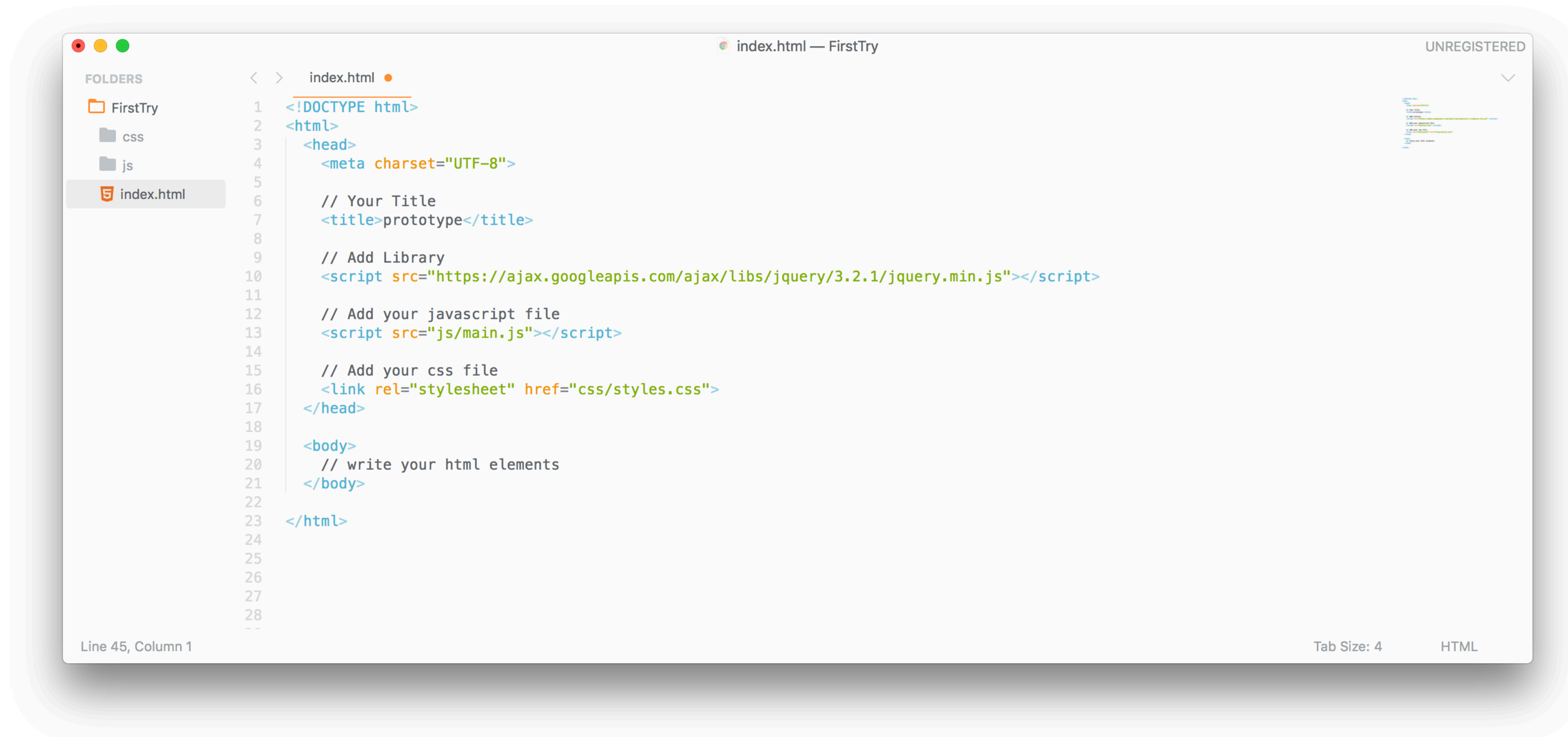


**... and  
sometimes**



# Get Started

# Code Editor



Get Started

# Download

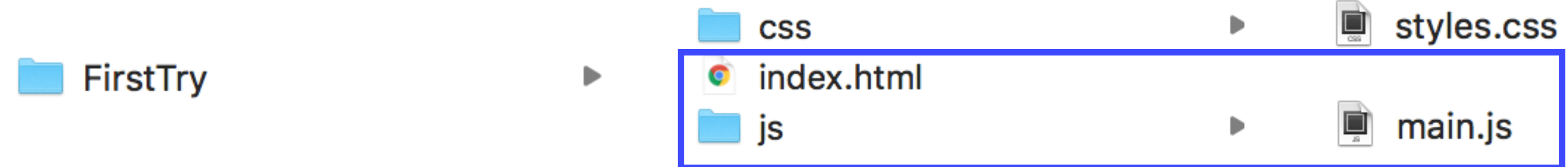
<https://www.sublimetext.com/>

<https://www.sublimetext.com/3>

[https://github.com/janiswalser/Tutorium\\_18-19](https://github.com/janiswalser/Tutorium_18-19)

Get Started

# Structure





# Get Started

# Implement .js

```
<!DOCTYPE html>
<html>
  <head>
    <meta charset="UTF-8">

    // Your Title
    <title>prototype</title>

    // Add Library
    <script src="https://ajax.googleapis.com/ajax/libs/jquery/3.2.1/jquery.min.js"></script>

    // Add your javascript file
    <script src="js/main.js"></script>

    // Add your css file
    <link rel="stylesheet" href="css/styles.css">
  </head>

  <body>
    // write your html elements
  </body>
</html>
```

Javascript

# Basics

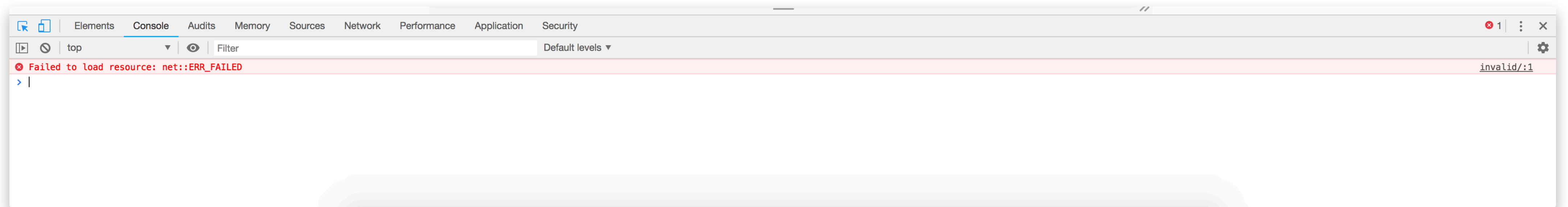


## Basics

# Your best friend – Console

```
console.log(„Hello World“)
```

```
alert(„Hello My Friend“)
```



## Basics

# Variables

```
var example1 = 7;
```

```
let example2 = 7.77;
```

```
console.log(example1);
```



## Basics

# Strings

```
//Strings
```

```
var name = „Dylan“;
```

```
let name2 = "Max";
```

## Basics

# Numbers challenge

```
let example3 = parseInt("33 World 22");
```

```
let example4 = parseFloat('44 Dylan 33');
```

```
let example5 = 55.3333.toFixed(0);
```

```
let example6 = 200.0.toFixed(2);
```

## Basics

# Booleans

```
let example7 = true;
```

```
let example8 = false;
```

## Basics

# Arrays

```
let example9 = ['programming', 'design', 'art'];
```

```
console.log(example9);
```

```
console.log(example9[0]);
```



## Basics

# Operators

Operator	Description
+	Addition
-	Subtraction
*	Multiplication
**	Exponentiation ( <u>ES6</u> )
/	Division
%	Modulus (Division Remainder)
++	Increment
--	Decrement

## Basics

# Comparison Operators

Operator	Description
<code>==</code>	equal to
<code>===</code>	equal value and equal type
<code>!=</code>	not equal
<code>!==</code>	not equal value or not equal type
<code>&gt;</code>	greater than
<code>&lt;</code>	less than
<code>&gt;=</code>	greater than or equal to
<code>&lt;=</code>	less than or equal to

## Basics

# Logical Operators

Operator	Description
&&	logical and
	logical or
!	logical not

Lets Go

# Your First Steps





## First Steps

# Objects

```
let example12 = {  
  firstName: "Dylan",  
  lastName: "Israel"  
};
```

## First Steps

# Objects

```
let example12 = {  
  firstName: "Dylan",  
  lastName: "Israel"  
};
```

## Display some data

```
// At first write this ->      <p id="demo"></p>      <- in your html
```

```
document.getElementById("demo").innerHTML = example12.firstName + example12.lastName;
```

## First Steps

# Functions

```
function myFunction(p1, p2) {  
    return p1 * p2;  
}
```

```
console.log(myFunction(4, 3));
```

## First Steps

# Conditional Statements

- Use `if` to specify a block of code to be executed, if a specified condition is true
- Use `else` to specify a block of code to be executed, if the same condition is false
- Use `else if` to specify a new condition to test, if the first condition is false
- Use `switch` to specify many alternative blocks of code to be executed



# First Steps

## If

```
let hour = 10;
```

```
if (hour < 18) {  
    console.log("Good day");  
}
```

## First Steps

# if () {} else {}

```
let hour = 10;
```

```
if (hour == 12) {  
    console.log("Good day");  
} else {  
    console.log("Fuck Monday");  
}
```

## First Steps

# switch() {}

```
let studentAnswer = 'D';
switch(studentAnswer) {
  case 'A':
    console.log('A is wrong. ');
    break;
  case 'B':
    console.log('B is wrong. ');
    break;
  case 'C':
    console.log('C is correct. ');
    break;
  default:
    console.log('Not a real answer. ');
}
```

## First Steps

# Loops

```
for (let i = 0; i < 5; i++) {  
  console.log(i);  
}
```

## First Steps

# While

```
var count = 0;
while (count < 20) {
    count++;
}
console.log(count);
```