HW 4

Firebase Stuff.

You already did the PE which does 1 to 3; so I’m figuring the best use of our class time isn’t going through that.

Show them how to get back to there JS starter code if they need to get it again later. CDN option? Ask them if they have found a better way

Strongly suggest you do PE4 the dog picker!

We can start this in class, but maybe shouldn’t finish it as there is a video out there!

Point out the create element versus innerHTML

(and can tie this. Back into the HW4 starter)

You don’t need to do PE 5

Show them the two things in 15 A to remind them! Or maybe they haven’t seen it yet:  
III. HW-4 Helper? - Suggestion: create a firebase.js code module

IV. Improved storage.js

Exam review

We didn’t really do tons on FETCH, but there will be some questions on it.. let’s take the fetch quiz now…

Some areas that maybe we didn’t cover as DEEPLY in class, but were covered through PE’s or things I want to alert you to…

* True or False: In the canvas drawing API, a 'sprite' is a set of points that visually represents a shape.
* In the canvas drawing API, a "sprite" is not a set of points that visually represents a shape. A sprite is generally a 2D image or animation that is used as part of a scene, often in game development. It is typically a graphical object that can be drawn on the canvas, moved, scaled, or manipulated.

There will likely be two questions related to Array Destructing

WRITTEN RESPONSE QUESTIONS BIG HINTS…

There may be a written one where you are asked to write a function that follows various things we have learned in class such as: Arrow, pure/impure, implied returns

What are some benefits to using modules in javascript

Write some code that takes data from an object and outputs html (for loop or map would be acceptable)