

In Today's Class You Will...

- Create a JavaScript file and include it in an HTML file
- Create *comments* in JavaScript
- Use *variables* to store and retrieve values
- Use *operators* to modify values

HTTP 5122

Front-End Web Development

HTTP5122

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Part 1: Programming Fundamentals

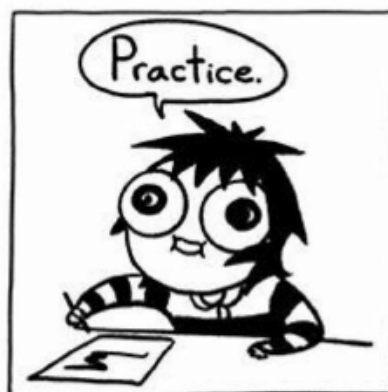
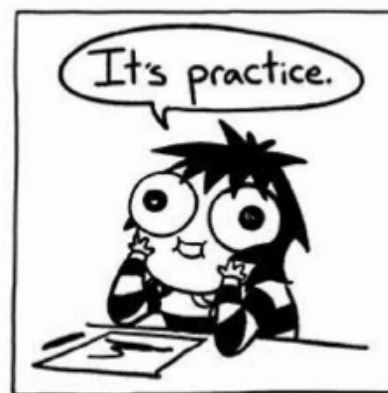
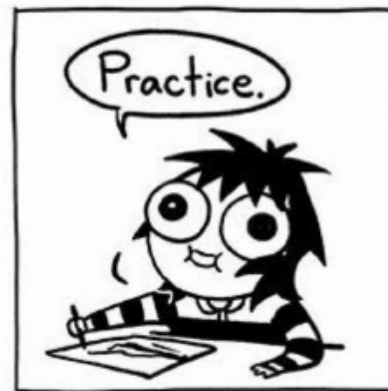
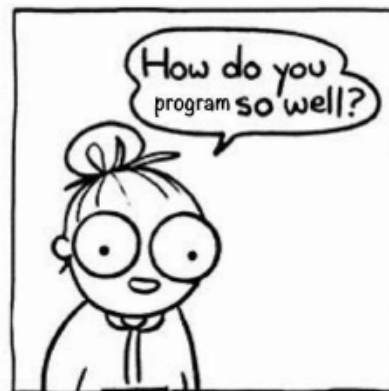
Solving Problems Like a Programmer

1. Create steps
 - break the solution down into ordered steps.
2. Understand constraints.
 - Identify the specific requirements in addition to the original problem

Spraul, V. Anton. (2012). *Think like a programmer an introduction to creative problem solving* (1st edition). No Starch Press.

Constraints/Requirements

8			4		6			7
						4		
	1					6	5	
5		9		3		7	8	
				7				
	4	8		2		1		3
	5	2					9	
		1						
3			9		2			5



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Its all magic.

JavaScript

- Internet's favourite programming language.
- Most popular scripting language and works on all major browsers.
- Scripting language is a lightweight programming language but very powerful.
- It was designed to add interactivity to web pages.
- Except for certain specialized libraries, JavaScript occurs entirely on the client, and not the server.
- JavaScript has nothing to do with Java.

JavaScript's Three Tiers of Awesome!!!

1. Comes with pre-built “magic” words.
2. Lets you make your own “magic” words (functions).
3. There are libraries of “magic” words that others have built that you can use. (e.g. jQuery)

Client-side JavaScript

- JavaScript can be run from 3 different points: inline, internal and external.
 - **Inline** – is insert a snippet of JavaScript code into html code for execute immediately when it is encountered.
 - **Internal** – is providing a section within the header of the html file where declarations and functions are called within the html file itself.
 - **External** – is providing a separate file that contains all JavaScript functions and declarations and is referred to by the html file through a reference link.

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