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### **Objectives**

In today's class, we'll cover:



**Array Assignments** 



The Concept of for Loops



The Art of Pseudocoding



**Building Rock-Paper-Scissors** 





What is JavaScript? (And what is it used for?)

### **JavaScript Definitions**





JavaScript is the third of the three fundamental programming languages of the modern web (along with HTML and CSS).



JavaScript allows developers to create dynamic web applications capable of taking in user inputs, changing what's displayed to users, animating elements, and much more.



## What is a Variable?

(And how do we declare one?)

### Variable Basics



Variables are the nouns of programming.



They are "things" (numbers, strings, Booleans, etc.).

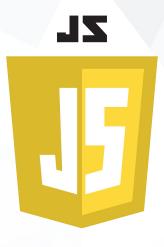


A variable is composed of a variable name and a value.

```
var name = "Snow White";
var dwarfCount = 7;
var isSleeping = true;
```



# What is meant by console.log? (And how does it differ from an alert, prompt, or confirm?)



What is an **array**?

### **Basic Variables**

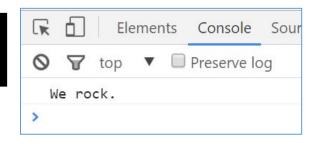


console. log displays discreetly to the debugger.



alert displays a pop-up message to the user.

console.log("We rock.");



alert("We Rock.");



### **Basic Variables**

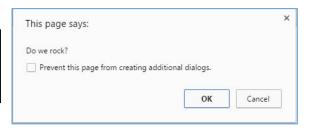


confirm displays a true/false popup.

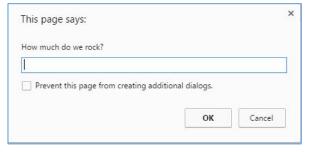


alert displays a prompt with a text-box input.

confirm("Do we rock?");



prompt("How much do we rock?");





How do we "write" text to the HTML itself?

### Writing to HTML

We can also use JavaScript to directly write to the HTML page itself using document.write().

### Test.html(sublime)

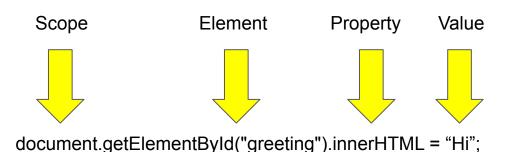
```
<!DOCTYPE html>
<html lang="en-us">
   <head>
     <meta charset="UTF-8">
     <title>Document Write</title>
  </head>
   <body>
     <script type="text/javascript">
        document.write("We're the greatest coders on earth.");
     </script>
  </body>
</html>
```

### Test.html (chrome)



### Really Writing to HTML....





```
<div id="greeting"></div>
  <script type="text/javascript">
    document.getElementById("greeting").innerHTML = "Hi";
  </script>
```



How do we **check** conditions?

### If/Else statements are critical

Each statement is composed of an if, else-if, or else (keyword), a condition, and the resulting code in { } curly brackets.

```
// If the user likes sushi (confirmSushi === true), we run the following block of code.
if (confirmSushi) {
 alert("You like " + sushiType + "!");
// If the user likes ginger tea (confirmGingerTea === true), we run the following block of code.
else if (confirmGingerTea) {
  alert("You like ginger tea!!");
// If neither of the previous condition were true, we run the following block of code.
else {
  document.write("You don't like sushi or ginger tea.");
```

### Conditional Statements and the && / ||

Multiple conditions can be evaluated in one

```
// if they like both
if (confirmGingerTea && confirmSushi){
   alert("You Like Both!");
}

// if they like Ginger Tea and/or Sushi
if (confirmGingerTea || confirmSushi){
   alert("You Like Either Tea or Sushi (maybe both!)");
}
```

### **Basic Arrays**



Arrays a type of variable that are collections.



These collections can be made up of strings, numbers, Booleans, other arrays, objects, anything.



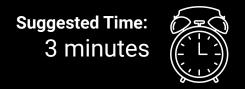
Each element of the array is marked by an index. Indexes always start with 0.

```
var nickCharacters = ["Tommy", "Doug", "Oblina"];
var diceNumbers = [1, 2, 3, 4, 5, 6,];
var mixedArray = ["Zoo", 12, "Carrot", 3];
```



# **Activity:**

Basic JavaScript Dissection



### **Activity:** Basic JavaScript Dissection



Re-examine the file sent to you during yesterday's class.



See if you can better understand how it works—at this point in today's class.



Prepare to share once the time is up.



Suggested Time: 3 minutes



**Activity:** Array Logging



### **Activity:** Array Logging



Follow the instructions provided in the file to *console*.log each of the names in the coolPeople variable.



**Hint:** You should be repeating the same line 6 times.



Be prepared to share once time is up.



Suggested Time: 5 minutes



# Activity: Array Setting



### **Activity:** Array Setting



Follow the instructions in the file provided to convert each item in the array to lowercase.



Make sure to only add in lines of code where instructed.



**Hint:** You will need to use the method .toLowerCase(). Research if you don't know how to use it.



Be prepared to share when time is up.



Suggested Time: 5 minutes

### Back to The Zoo Pen

**Array Name:** zooAnimals



Coded in JavaScript using an Array

```
// Our array of zoo animals.
var zooAnimals = ["Zebra", "Rhino", "Giraffe", "Owl"];
```

### Back to The Zoo Pen

**Array Name:** zooAnimals



```
// Array of zoo animals.
var zooAnimals = ["Zebra", "Rhino", "Giraffe", "Owl"];

console.log(zooAnimals[0]);
console.log(zooAnimals[1]);
console.log(zooAnimals[2]);
console.log(zooAnimals[3]);

Elements C

Zebra

Rhino

Giraffe

Owl

console.log(zooAnimals[3]);
```



# What's wrong here?

```
// Array of zoo animals.
var zooAnimals = ["Zebra", "Rhino", "Giraffe", "Owl"];

console.log(zooAnimals[0]);
console.log(zooAnimals[1]);
console.log(zooAnimals[2]);
console.log(zooAnimals[3]);

| Elements C
| Description | Comparity |
```

### Don't Repeat Yourself (DRY)

Repeated Code! Let's be more efficient.



# **Activity:**

For Loop Dissection



### **Activity:** For Loop Dissection



With a partner, spend a few moments trying to dissect the code sent to you.



Try to explain to one another what is happening in each line of code.



Feel free to do research if you are stumped. As a hint, look into the phrase "for loop".



Be prepared to share when time is up.



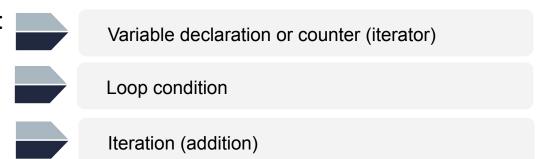
Suggested Time: 5 minutes

### Enter the For Loop

For loops are **critical** in programming.

We use for loops to run **repeated blocks of code** over a set period.

Each for loop is composed of a:



```
// Start with an Array.
var vegetables = ["Carrots", "Peas", "Lettuce", "Tomatoes"];

// Loops through each index of the Array.
for (var i = 0; i < vegetables.length; i++) {
   console.log("I love " + vegetables[i]);
}</pre>
```

### **Enter the For Loop**

```
// Start with an Array.
var vegetables = ["Carrots", "Peas", "Lettuce", "Tomatoes"];
// Loops through each index of the Array.
for (var | i = 0; | i < vegetables.length; | i++) {</pre>
  console.leg("I love " + regetables[i])
// Logs:
   I love (
             rots
   I love
   I love
             tuce
  I love
              atoes
                      Condition
                                     Increment
        Iterator
```

### **Enter the For Loop**

Code between the {} gets repeated each time the condition (in this case `i < 4`), evaluates to "true".

```
// Start with an Array.
var vegetables = ["Carrots", "Peas", "Lettuce", "Tomatoes"];
// Loops through each index of the Array.
for (var i = 0; i < vegetables.length; i++) {</pre>
 console.log("I love " + vegetables[i]);
// Logs:
// I love Carrots
   I love Peas
// I love Lettuce
  I love Tomatoes
```

### **Enter the For-Loop**

Running the code "loops" through and prints each element in the array.

```
// Start with an Array.
var vegetables = ["Carrots", "Peas", "Lettuce", "Tomatoes"];
// Loops through each index of the Array.
for (var i = 0; i < vegetables.length; i++) {</pre>
  console.log("I love " + vegetables[i]);
   I love Carrots
     love Peas
     love Lettuce
     love Tomatoes
```

### **Run That Loop**

```
// Start with an Array.
var vegetables = ["Carrots", "Peas", "Lettuce", "Tomatoes"];
// Loops through each index of the Array.
for (var i = 0; i < vegetables.length; i++) {</pre>
  console.log("I love " + vegetables[i]);
     When i = 0 ... console.log("I love Carrots")
    Carrots
                      Peas
                                      Lettuce
                                                      Tomatoes
    Index 0
                     Index 1
                                      Index 2
                                                       Index 3
```

#### **Run That Loop**

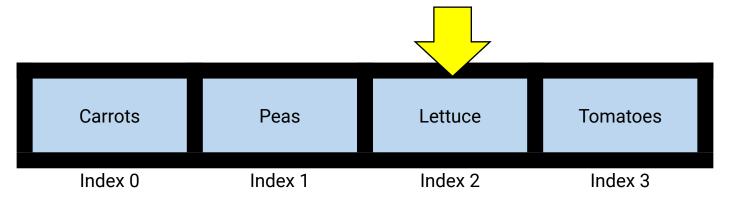
```
// Start with an Array.
var vegetables = ["Carrots", "Peas", "Lettuce", "Tomatoes"];
// Loops through each index of the Array.
for (var i = 0; i < vegetables.length; i++) {</pre>
  console.log("I love " + vegetables[i]);
                       When i = 1 ... console.log("I love Peas")
    Carrots
                      Peas
                                      Lettuce
                                                      Tomatoes
    Index 0
                     Index 1
                                      Index 2
                                                       Index 3
```

#### **Run That Loop**

```
// Start with an Array.
var vegetables = ["Carrots", "Peas", "Lettuce", "Tomatoes"];

// Loops through each index of the Array.
for (var i = 0; i < vegetables.length; i++) {
   console.log("I love " + vegetables[i]);
}</pre>
```

When i = 2 ... console.log("I love Lettuce")

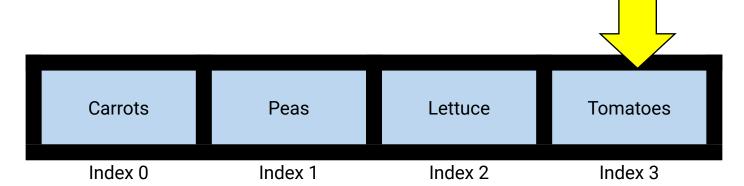


#### **Run That Loop**

```
// Start with an Array.
var vegetables = ["Carrots", "Peas", "Lettuce", "Tomatoes"];

// Loops through each index of the Array.
for (var i = 0; i < vegetables.length; i++) {
   console.log("I love " + vegetables[i]);
}</pre>
```

When i = 3 ... console.log("I love Tomatoes")





### **Activity:** For Loop Zoo



#### **Activity:** For Loop Zoo

 $\begin{bmatrix} 01 \end{bmatrix}$ 

Spend a few moments rewriting the code below using a for loop.

02

If you need help, use the code from the previous example as a guide.

03

Then try to explain to the person next to you how your code works.

```
// Array of zoo animals.
var zooAnimals = ["Zebra", "Rhino", "Giraffe", "Owl"];

console.log(zooAnimals[0];
console.log(zooAnimals[1];
console.log(zooAnimals[2];
console.log(zooAnimals[3];
```



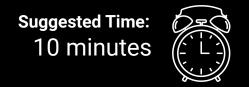
Suggested Time: 15 minutes

## Take a Break!





## **Group Activity** (2 people): Loop with Conditions



#### **Group Activity:** Loop with Conditions



Starting from scratch, write code that loops through the following array:

```
// This is our starting myFarm array.
var myFarm = ["chickens", "pigs", "cows", "horses", "ostriches"];
```



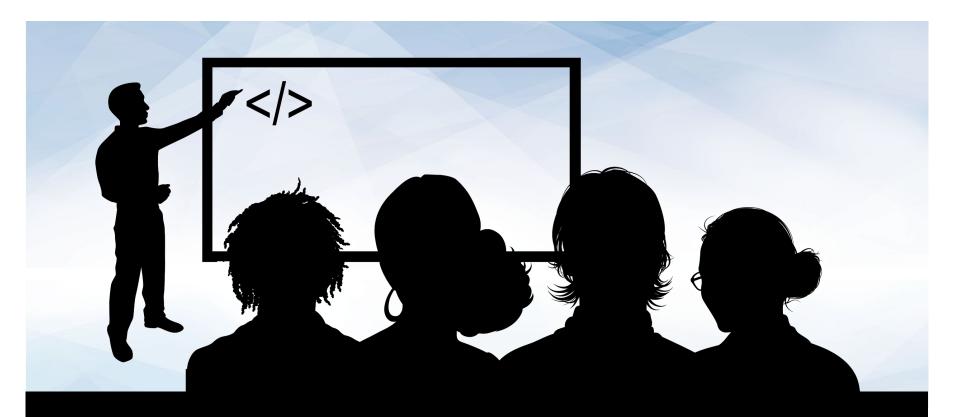
Use *console.log* to display the name of each animal on the farm.



Using the .charAt() method (research it), check if the first letter in the animal's name begins with a "c" or "o". If it does, create an alert saying: "Starts with c or an o!"



Suggested Time: 10 minutes



Instructor Demonstration Events & DOM Manipulation

#### **Random Numbers**

```
// returns a random integer from 0 to 9
var someNumber = Math.floor(Math.random() * 10);

// returns a random index from an array
var transportation = ["car", "bike", "walk"];
var someIndex = Math.floor(Math.random() * transportation.length);
// returns a random method of transportation
console.log(transportation[someIndex]);
```

#### Rock-Paper-Scissors with the Person Next to You!

Play five rounds.





#### Group Activity (2 people):

Pseudocode Rock-Paper-Scissors (RPS)



#### **Group Activity:** Pseudocode RPS



With a partner, spend a few moments outlining all the steps and conditions that go into a single game of rock paper scissors.



Try to break it down into steps that you could "code out."



Think of basic elements like loops, if-then statements, arrays, alerts, etc.



Be prepared to share your outlined approach.



Suggested Time: 8 minutes

## You just **pseudocoded!**



# And now, for the rest of the class ... **YOU** will be coding it out!

**Don't worry.** We'll be here to help you along the way.



# **Group Challenge** (4 people): Coding Out RPS

Suggested Time: 60 minutes



#### **Group Challenge:** Coding out RPS



In groups of four, begin the process of coding out the rock-paper-scissors game.



Do as much as you can on your own, but don't be afraid to ask for help if you feel your team is struggling.

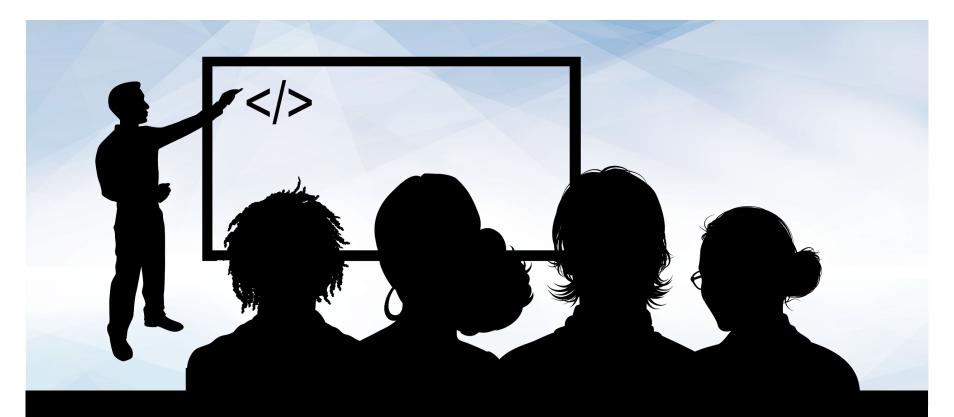


**Note:** Don't use *document*.write because it will delete the contents of your page, including your Javascript. Use *document*.querySelector or *document*.getElementById alongside either innerHTML or textContent to write to the DOM.



**Don't worry.** We know this is very challenging. We also know that you won't know where to start. In fact, we haven't shown you everything you need yet. But that's OK. Accepting confusion is a HUGE first step to becoming a coder!





Instructor Demonstration Let's Fill in the Missing Code (Together)

