



Web Apps Development



Part II - Advanced Features
Introduction

About me

About the Course

discussion on the homework

topic of the day

collaborative coding

little challenges

Given Content

HTML: structure and semantics

CSS: selectors, properties, and media queries

JAVASCRIPT: data types, variables, conditional statements, functions, scopes, objects, iteration, objects, event handlers, etc

New Content

APP STRUCTURE: Model-View-Controller Design Pattern

JAVASCRIPT APIs: Device Orientation, Geolocation, Web Storage, Canvas,
Media, Web Fonts

Project

GAME

Objects

Review

Beans + Water



Coffee

Javascript Objects

```
public class Ball {}
```

vs

```
var Ball = {};
```

Javascript Objects

```
public class Ball {  
    public int radius = 10;  
    public int getRadius() {  
        return this.radius;  
    }  
}
```

vs

```
var Ball = {  
    radius: 10,  
    getRadius: function() {  
        return this.radius;  
    },  
};
```

Exercise

creating objects

defining variables and functions

instantiation and object function call

Homework

create infinite number of objects with setInterval()

For questions & suggestions!

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