## Day Two

**Activity:**

* [Welcome back - hangman on the whiteboard!](#_h01wzm78inbs)

**Discussion/Explanation Topics:**

* Refresher: variables, functions, etc. in YAEPL
* Transfer that knowledge to Javascript:
  + Variables
  + Function syntax – using and defining
  + Control statements – compare with YAEPLE, appreciate readability of an “if” statement
  + Loops - ditto

**Projects:**

* Rebuild the [two projects from Day One](https://docs.google.com/document/d/11zVqwWHxFNsEK-VJ5nJ9DQJfUhnSoLnMJ1xsoZZ_xhc/edit) in Javascript
* [Hangman the computer game](#_h01wzm78inbs)

**Homework:**

* Finish the Hangman game

**Comments After Class:**

* Students had the most difficulty, syntax-wise, with getting Javascripts variable declaration/assignment syntax right. That was probably because YAEPLE flips the syntax (command -> result-var) vs. Javascript (result-var = command).
* I think I forgot to put a slide describing Javascript arrays in. Oops. In general, though, students had some trouble separating the concept of array objects, their elements, and their indices. Oftentimes I would ask a student the type of, for example, [“Hello”, “There”][0], and hear “number,” referring to the index. Should spend more time on this in the future, instead of having it be an afterthought.
* The hangman project was a very good challenge, both for experienced students and new ones. Maybe spend more time explaining why it’s OK not to be able to finish it, if you’re practicing and learning something. I specifically told them I wanted them to spend at least half an hour on it for homework. If they have trouble, just spend the time trying things. If they finish early, they need to expand on it.
* It became clear rather quickly who the more “into it” students were – two of them in particularly spent almost their entire lunch break trying to get the hangman game to work.

# Hangman Activity

* A word is picked randomly, and the user/player gets to know how many letters there are
* The person gets X wrong guesses, each guess they choose a letter and if the letter is there they find out where in the word it is.
* If they guess the entire word before making X wrong guesses they win