



# Intro to JavaScript

Data Boot Camp  
Lesson 14.1



# Class Objectives

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By the end of today's class you will be able to:



Understand JavaScript variables, data types, and statements.



Grasp basic JavaScript control flow (functions, loops, if/else statements).



Familiarize with JavaScript arrays.



Use and create functions in JavaScript, including built-in functions.



# Instructor Demonstration

## A Quick Intro to JavaScript

# A Quick Intro to JavaScript

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Hello  
new language!



# A Quick Intro to JavaScript

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## JavaScript fundamentals:



Arrays



Conditionals



Loops



Functions



Objects





# JavaScript

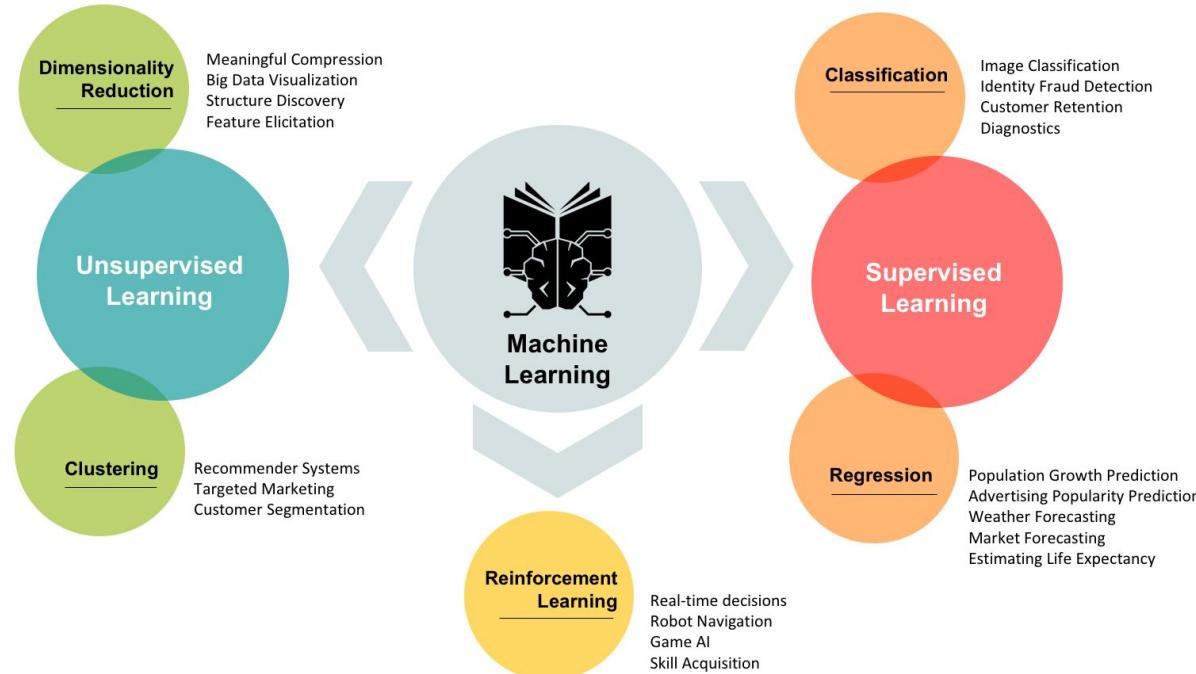
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## IoT & the Cloud

# A Quick Intro to Javascript

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## Machine Learning in the Browser



# How to Learn JavaScript

# Your Brain on JavaScript



# A Quick Intro to JavaScript

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Advice: Start Sloooow...

and eventually, this will be you:



# A Quick Intro to JavaScript

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Talk to us if you need extra help!



# A Quick Intro to JavaScript

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## General Tips

**Review Immediately:**  
We'll be building upon these concepts quickly. The firmer your grasp now, the better off you'll be.

**Redo the Exercises in Class:**  
Don't just reread! Actually spend the time to redo them from scratch on your own.

**Get Help:**  
Come to office hours. Ask conceptual questions. Ask specific questions. Just keep asking questions!

**Don't Be Afraid:**  
You will get this. It will take time, but you will get this. Just keep at it. Patience will pay off.





Instructor Demonstration  
Running JavaScript

# Running JavaScript

- JavaScript is known to be the language of the web, hence is associated with HTML, or inside HTML.
- The code is placed between a pair of `script` tags.
- The `console.log()` function prints out a message to a web browser's built-in console.



```
!<!DOCTYPE html>
<html lang="en">
  <head>
    <title></title>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1">
    <link href="css/style.css" rel="stylesheet">
  </head>
  <body>

    <script type="text/javascript">

      console.log("My script is stored within the HTML!")

    </script>

  </body>
</html>
```

# Running JavaScript

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- `src="app.js"`

```
<!DOCTYPE html>
<html lang="en">
  <head>
    <title></title>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width,
      initial-scale=1">
  </head>
  <body>

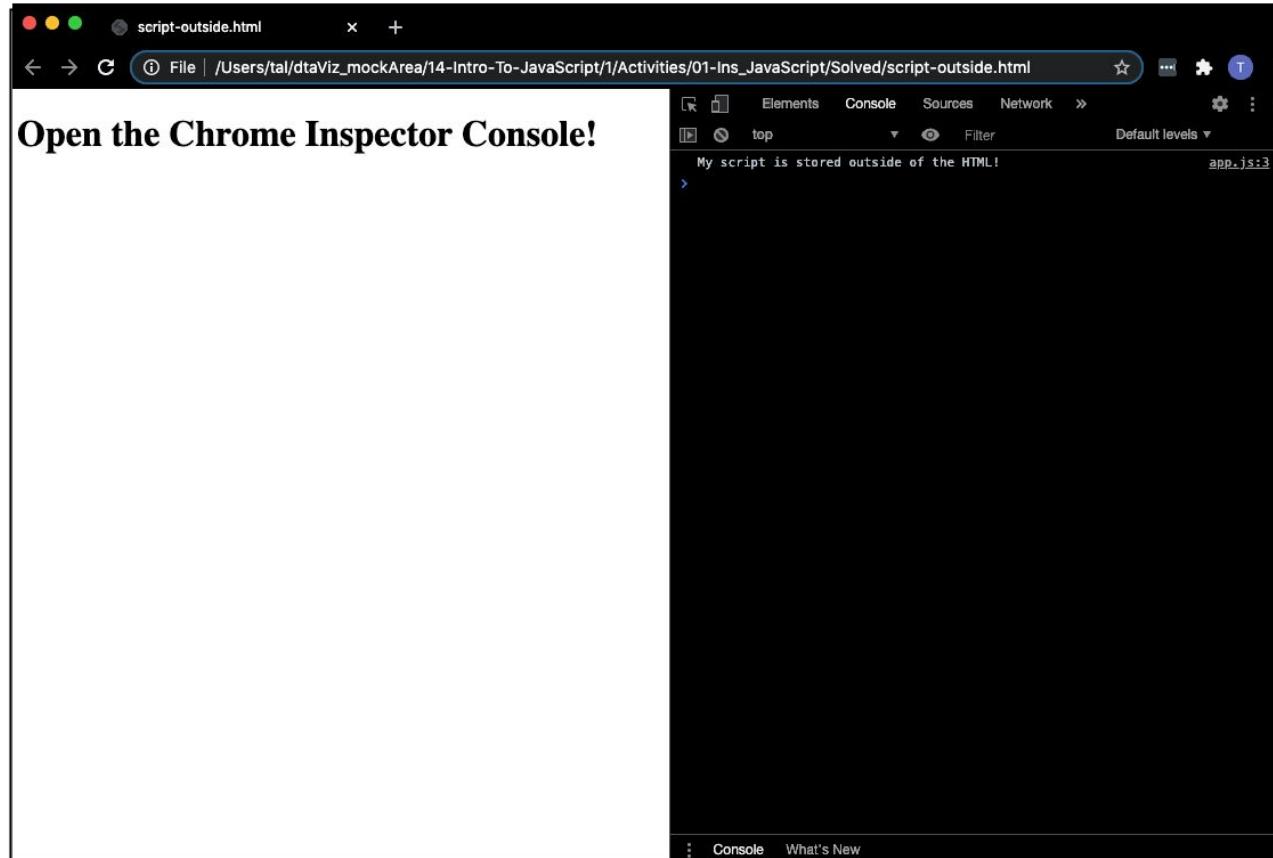
    <script type="text/javascript" src="app.js"></script>

  </body>
</html>
```

- `app.js`

```
// This code will run when linked to in HTML
console.log("My script is stored outside of the HTML!")
```

# Running JavaScript





## **Everyone Do: From Python to JavaScript**

In this activity, everyone will work our way through some of the introductory Python scripts and translate them into JavaScript code.

**Suggested Time:**  
**25 Minutes**



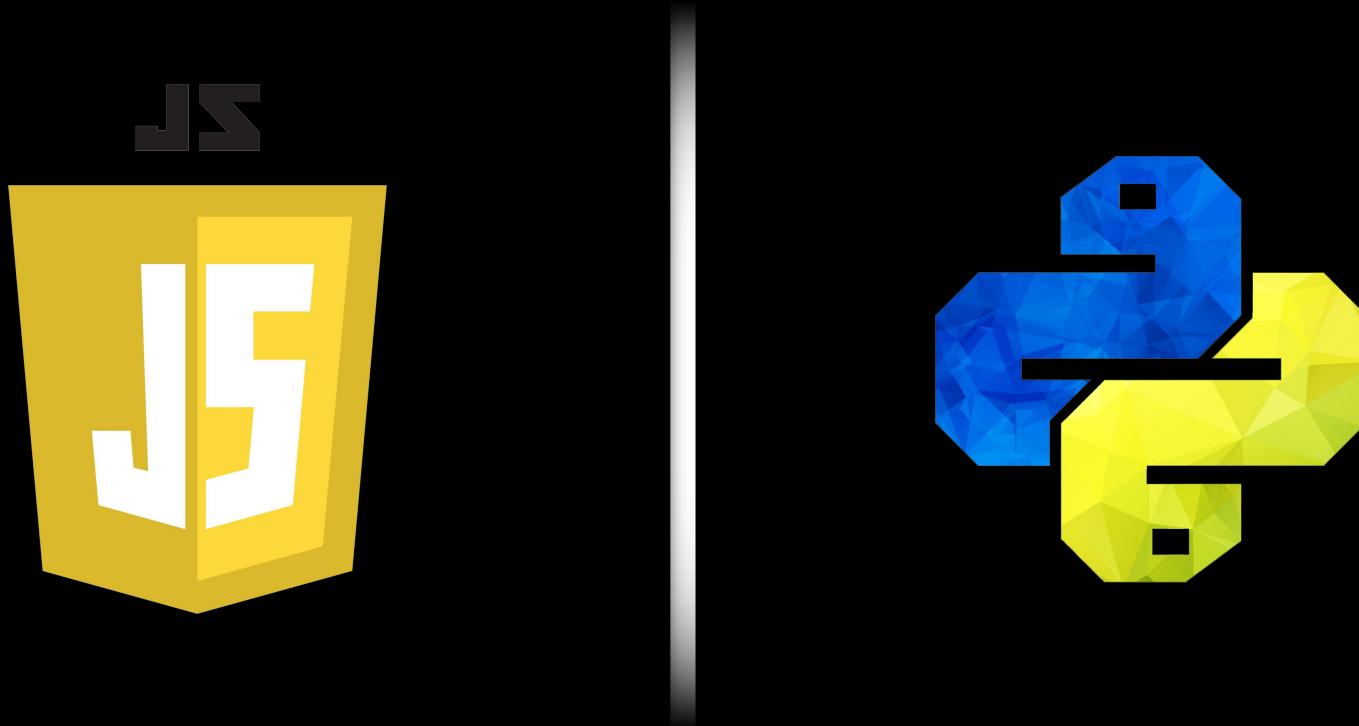
**FEW THINGS  
TO NOTE  
BEFORE OUR  
ACTIVITY**



# **Everyone Do:** From Python to JavaScript

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**JavaScript and Python are logically and syntactically similar.**



# Everyone Do: From Python to JavaScript

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## Variable:

```
var <variable Name> = <Value>;
```

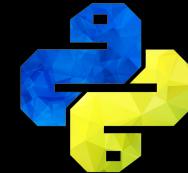


```
<variable Name> = <Value>
```



```
var name = "Mad Max";
```

```
name = "Mad Max"
```



# Everyone Do: From Python to JavaScript

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## Booleans:

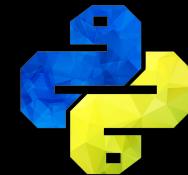
```
var <variable Name> = true;
```



```
<variable Name> = True
```

```
var satisfied = true;
```

```
satisfied = True
```



# Everyone Do: From Python to JavaScript

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## String Template + note:

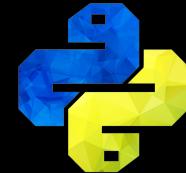
// JavaScript template literal

`console.log(`Hello ${name}!`);`



# Python f-string

`print(f"Hello, {name}!")`



# Everyone Do: From Python to JavaScript

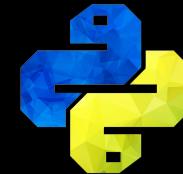
String format converted into numeric format:

// parseInt() function

# int() function

```
var weeklyWage = hourlyWage * parseInt(weeklyHours);
```

```
weekly_wage = hourly_wage * int(weekly_hours)
```



# <Time to Code>



**FEW THINGS  
TO NOTE  
BEFORE OUR  
SECOND LIVE  
CODE**



# Everyone Do: From Python to JavaScript

## Curly braces, === vs. Whitespace, indentation and ==

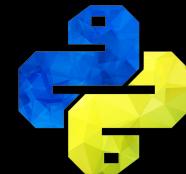
```
// Check is one value is equal  
// to another
```

```
# Check is one value is equal to  
# another
```

```
if (x === 1) {  
    console.log("x is equal to 1");  
}
```



```
if x == 1:  
    print("x is equal to 1")
```



# Everyone Do: From Python to JavaScript

## Conditionals

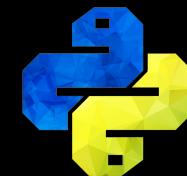
// &&

```
if (x === 1 && y === 10) {  
    console.log("Both values  
returned true");  
}
```



# and

```
if x == 1 and y == 10:  
    print("Both values  
returned true")
```



# Everyone Do: From Python to JavaScript

## Conditionals

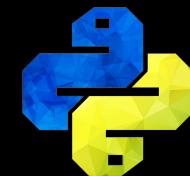
// ||

```
if (x < 45 || y < 5) {  
    console.log("One or the other  
statements were true");  
}
```



# or

```
if x < 45 or y < 5:  
    print("One or the other  
statements were true")
```



# Everyone Do: From Python to JavaScript

## Conditionals

// Nested if...else if...else

```
if (y < 5) {  
    console.log("x is less than 10 and y is less than 5");  
}  
else if (y === 5) {  
    console.log("x is less than 10 and y is equal to 5");  
}  
else {  
    console.log("x is less than 10 and y is greater than  
5");  
}
```

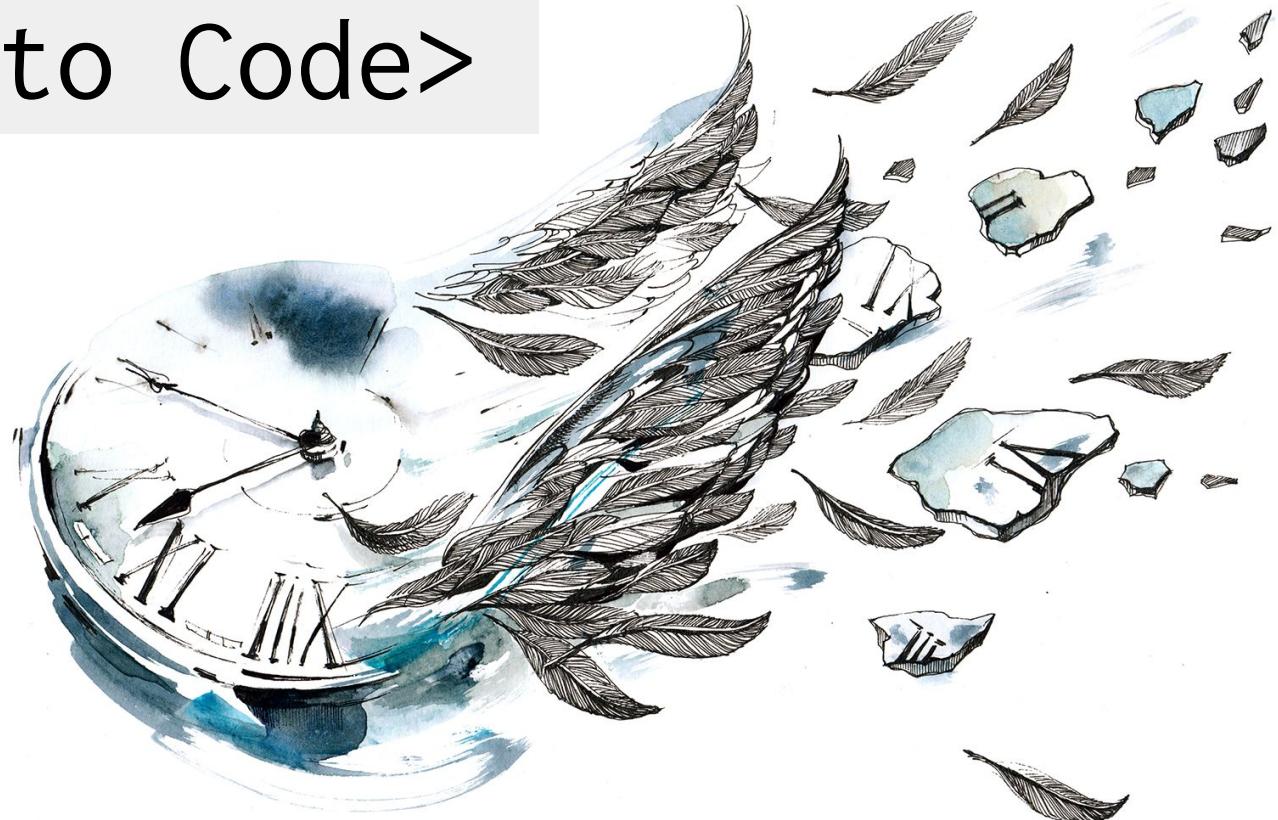


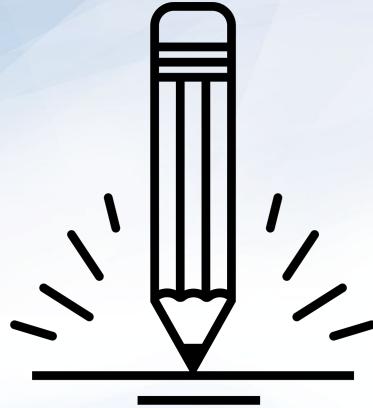
# Nested if...elif...else NESTED

```
if x < 10:  
    if y < 5:  
        print("x is less than 10 and y is less than  
5")  
    elif y == 5:  
        print("x is less than 10 and y is equal to  
5")  
    else:  
        print("x is less than 10 and y is greater  
than 5")
```



# <Time to Code>





## Activity: Javascript Loan Approver

In this activity, you and your partner will use JavaScript to make a loan decision for a variety of conditions.

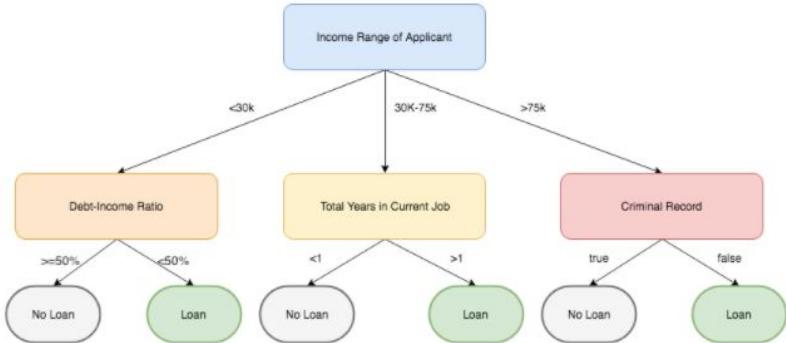
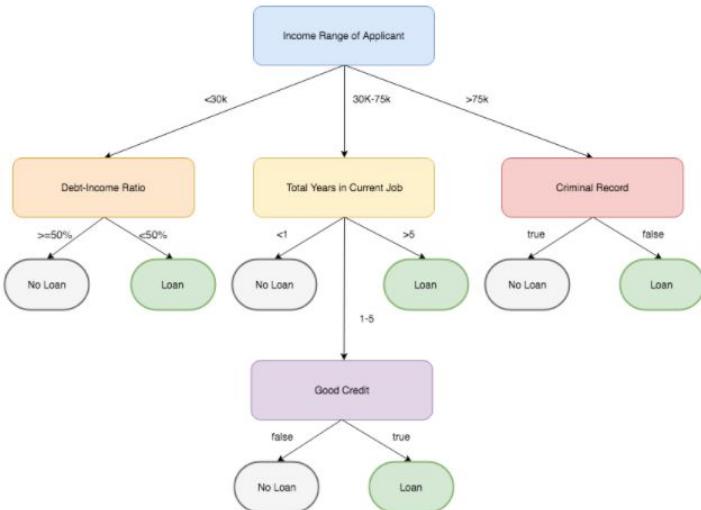
Suggested Time:  
10 Minutes



# Javascript Loan Approver

## Instructions:

- Use the starter files and complete the logic to calculate a loan decision.
- Use the decision tree (right) to code the JavaScript conditional statements needed to make a loan decision.



- **Bonus:**
  - Use the advanced decision tree and write the logic to make a loan decision.
- **Hints:**
  - Start at the top of the tree and write the `if, else if, else` statement for income level. Then, fill in each of those with the `if, else` statements needed for the final decisions.
  - Consider writing the code in Python first and then translate it to JavaScript.





**Time's Up! Let's Review.**



# Everyone Do: JavaScript Arrays

In this activity, we will be introduced to arrays in JavaScript.

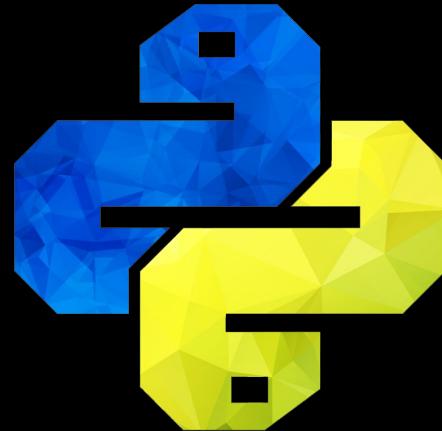
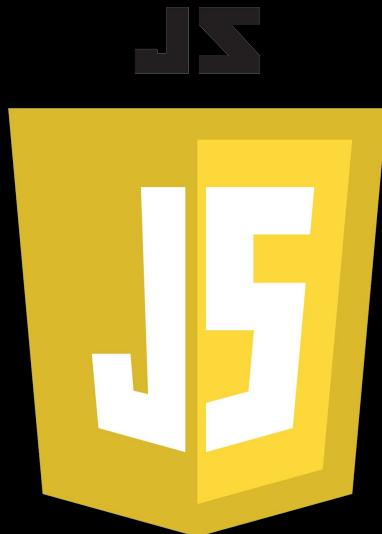
Suggested Time:  
15 Minutes



# Everyone Do: JavaScript Arrays

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JavaScript **arrays** are pretty similar to Python **lists**.



# Everyone Do: JavaScript Arrays

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## Arrays:

JavaScript array



```
var lettersArray = ["a", "b", "c", "d"];
```

index



```
var firstLetter = lettersArray[0];  
var secondLetter = lettersArray[1];
```

a

b

# Everyone Do: JavaScript Arrays

---

## Arrays:

.push()

```
lettersArray.push("e");
```

```
var letterArray = ["a", "b", "c", "d",  
"e"];
```

.slice()

```
var slicedArray1 = lettersArray.slice(1);  
// Return the first three items of an  
array  
  
var slicedArray2 = lettersArray.slice(0,  
3);  
// Return the second and third items of an  
array  
  
var slicedArray3 = lettersArray.slice(1,  
3);
```

# Everyone Do: JavaScript Arrays

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## Arrays:

.join()



```
var joinedArray = lettersArray.join(", ");
```

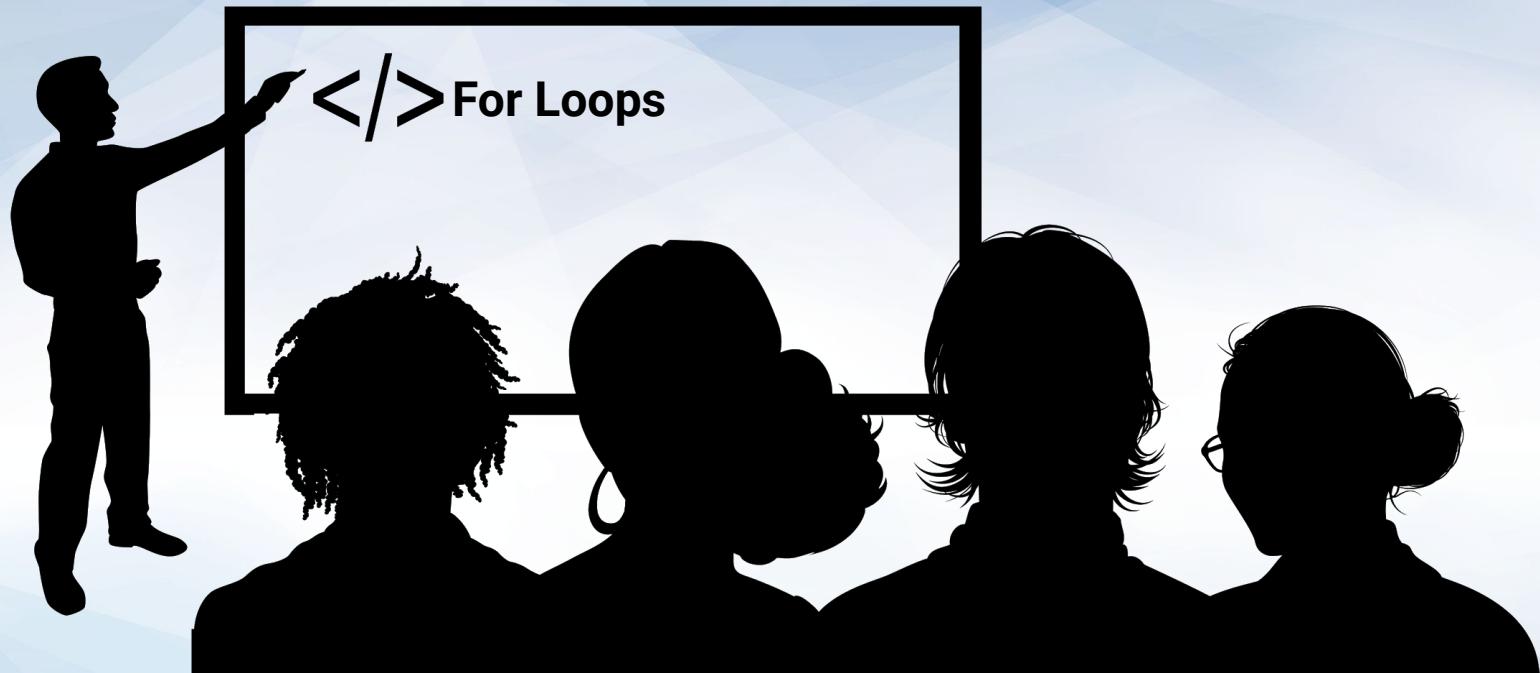
.split()



```
var soundArray = soundOfMusic.split(" ");
```

# <Time to Code>





Instructor Demonstration  
For Loops

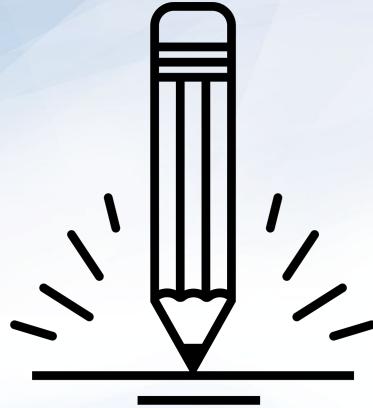
# For Loops

---

- `for` loops in JavaScript.

→ Start  
→ End condition  
→ Increment

```
for (var i = 0; i < 10; i++) {  
    console.log("Iteration #", i);  
}
```



## Activity: Movie Scores

In this activity, you will use conditionals and loops to iterate through an array of movie scores and sort scores into new arrays by their values.

**Suggested Time:**  
**20 Minutes**



# Movie Scores

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## Instructions:

- Given a list of movie scores, determine how many good, ok and bad movies were there.
  - Create a for loop to go through the `movieScore` list.
  - Add scores over 7 to the `goodMovies` array.
  - Add scores between 5 and 7 to the `okMovies` array.
  - Add the rest of the scores to the `badMovies` array.
  - Also, calculate the average rating for all of the movies.
  - Finally, print out how many good, ok and bad movies there were and what the overall total score was.
- 
- **Hints:**
    - You will need to research how to push elements to an empty array.
    - Check your slack for the [documentation](#) to find the length of the array.



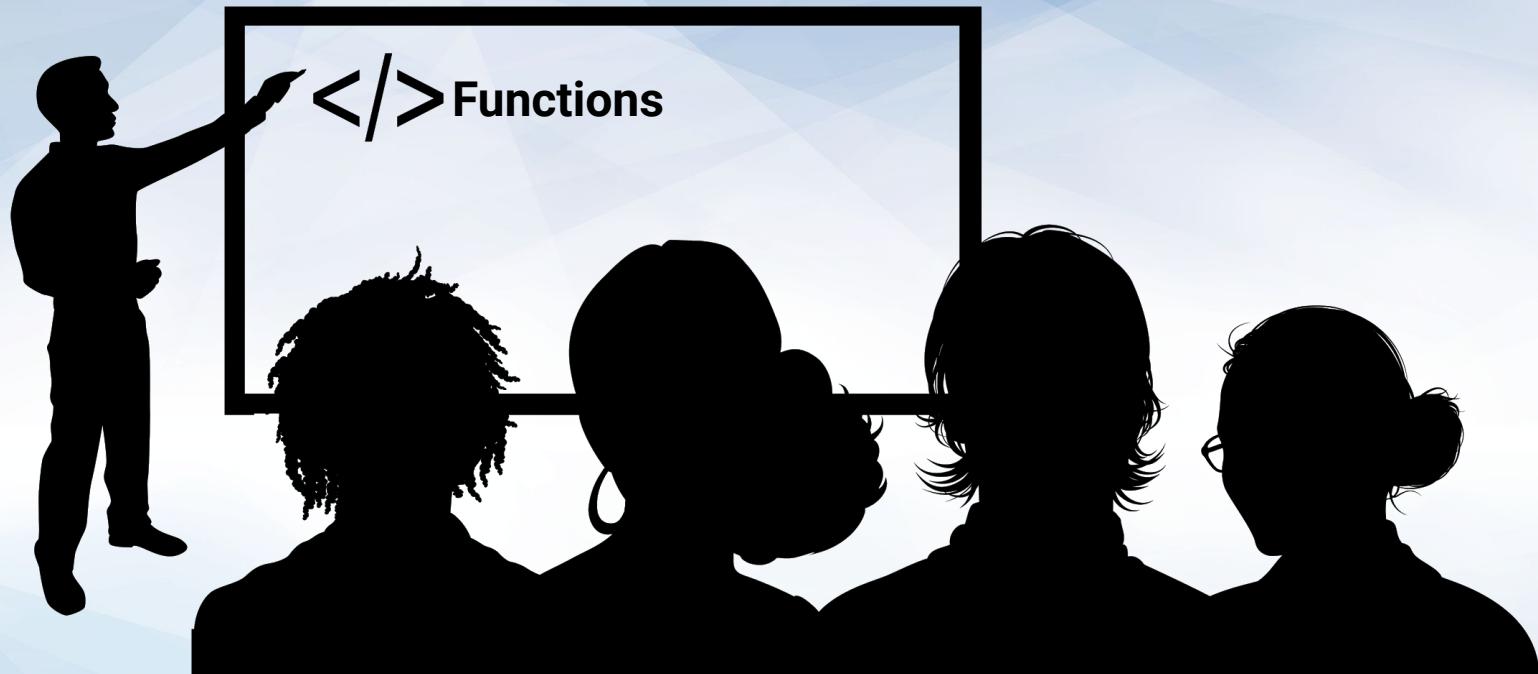


**Time's Up! Let's Review.**



Break



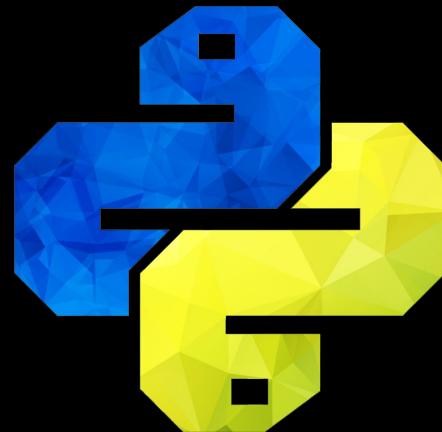


## Instructor Demonstration Functions

# Everyone Do: JavaScript Arrays

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Comparing functions in **JavaScript** and **Python**.



# Functions

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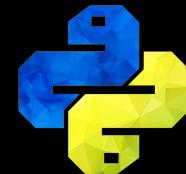
function

```
function printHello() {  
    console.log("Hello there!");  
}
```



def

```
def print_hello():  
    print("Hello there!")
```



# Functions

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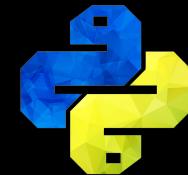
function

```
printHello();  
console.log(addition(44, 50));
```



def

```
print_hello()  
addition(44, 50):
```



# Functions

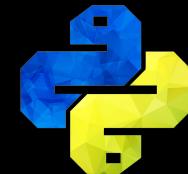
// Accepts a parameter and iterates through an array

```
function listLoop(userList) {  
    for (var i = 0; i < userList.length; i++) {  
        console.log(userList[i]);  
    }  
}  
  
var friends = ["Sarah", "Greg", "Cindy",  
"Jeff"];  
  
listLoop(friends);
```



# Takes in a list and loops through

```
def list_loop(user_list):  
    for i in user_list:  
        print(i)
```



# Functions

```
// Functions can call other  
functions
```

```
function doubleAddition(c, d) {  
    var total = addition(c, d) * 2;  
  
    return total;  
}  
  
// Log results of doubleAddition function  
console.log(doubleAddition(3, 4));
```



```
# Uses a previous declared  
function
```

```
def double_addition(c, d):  
    total = addition(c, d) * 2  
  
    return total
```



# Functions

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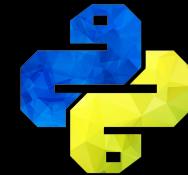
// JavaScript built in  
functions

```
var longDecimal = 112.34534454;  
var rounded Decimal = Math.floor(longDecimal);  
console.log(rounded Decimal);
```

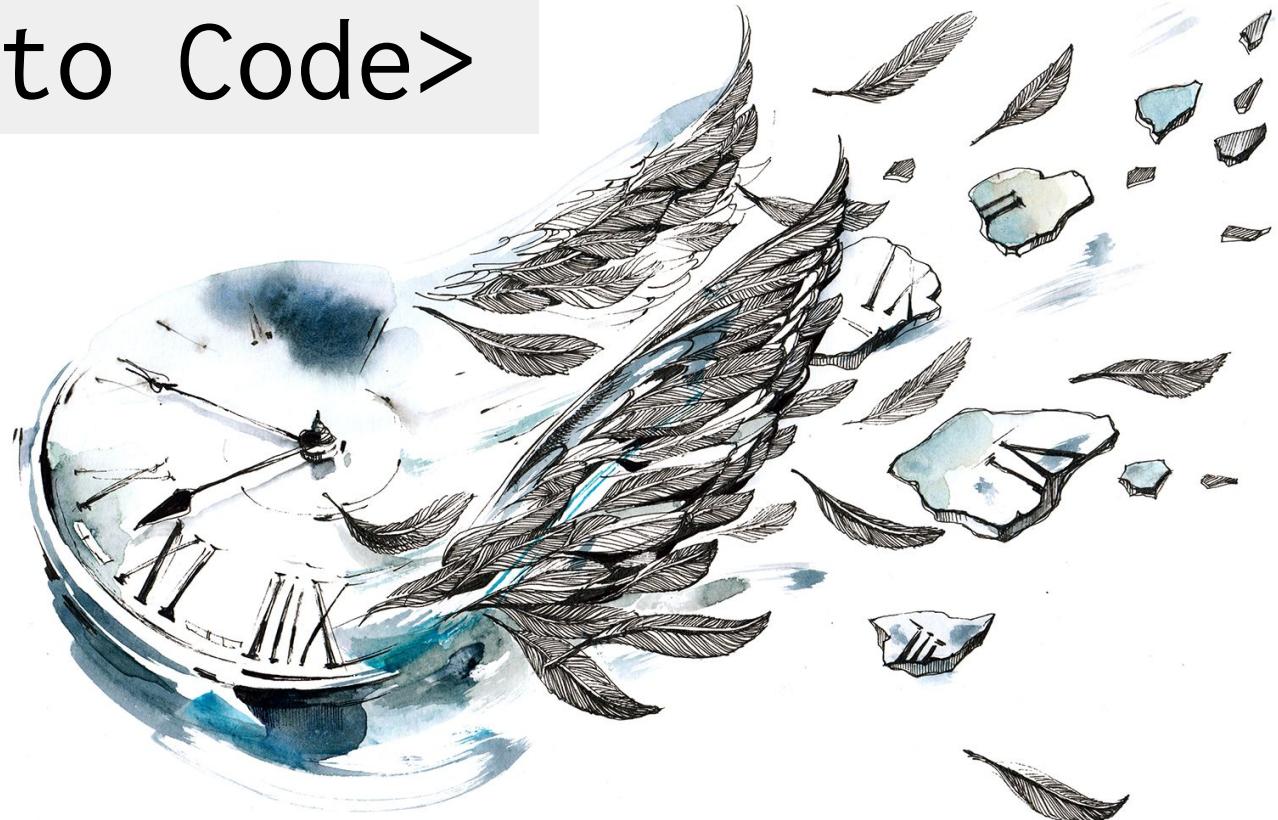


# Python built in function for  
rounding

```
long_decimal = 112.34534454  
rounded_decimal = round(long_decimal)  
print(rounded_decimal)
```



# <Time to Code>





## Activity: Statistics Functions

In this activity, you will create functions that returns statical values from any given array of data.

Suggested Time:  
20 Minutes



# Movie Scores

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## Instructions:

- Using the movie array from earlier as a starting point, create functions that will return statistical values from any given array of data.
  - Create functions that will find the following:
    - Mean
    - Variance
    - Standard Deviation
  - Each function should `console.log` both the name of the statistic used and its value. For example "The Mean is: 33.3".
  - The functions should be able to take any array of numbers and return the statistical value.
  - After you have the functions working with movie data set run them on the following additional data points:
    - `monthlyAvgRainFall = [3.03, 2.48, 3.23, 3.15, 4.13, 3.23]`
    - `mileRunTimes = [5.06, 4.54, 5.56, 4.40, 7.10]`
- **Hints:**
- Use the Javascript Math library to handle calculations needing exponents or square roots.
  - Check your slack to refresh how to calculate [variance](#) and [standard deviation](#).





**Time's Up! Let's Review.**

A close-up photograph of a baby with light blue eyes and a wide-open mouth, appearing surprised or excited. The baby is wearing a bright pink, puffy jacket. The background is a dark, textured surface covered in numerous small water droplets, suggesting a window pane after rain. The lighting is soft, highlighting the baby's face and the texture of the water droplets.

What?  
Homework?