

PSEUDO CODE

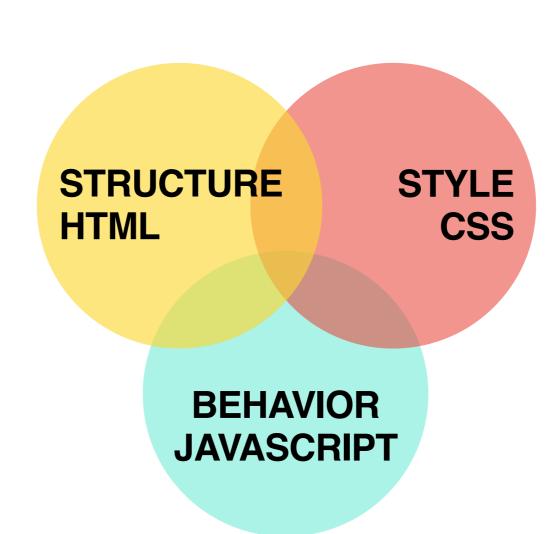
LEARNING OBJECTIVES

- Define website behavior and the practical uses of JavaScript.
- Practice thinking programmatically.
- Use JavaScript to add interaction to a webpage.
- Learn some basic JavaScript programming fundamentals.
- Utilize common tools to improve developer productivity.

HTML, CSS, AND JAVASCRIPT— THE THREE AMIGOS

THE THREE AMIGOS: STRUCTURE, STYLE, BEHAVIOR

- ► HTML = Noun
- ▶ CSS = Adjective
- Javascript = Verb



WHAT IS HTML?

HTML describes the organization and structure of pages

- I. Background of 1893 Columbian Exposition
 - A. Continued tradition of big fairs
 - 1. Previous world's fairs
 - a. London and the Crystal Palace, 1851
 - b. Philadelphia, 1876
 - 2. Chicago fair to be larger than earlier fairs
 - B. Emphasized cultural achievements
 - Planners D. H. Burnham and F. L. Olmsted
 - Nation's top artists, inventors, industrialists
- II. Background of George W. G. Ferris

WHAT IS HTML?

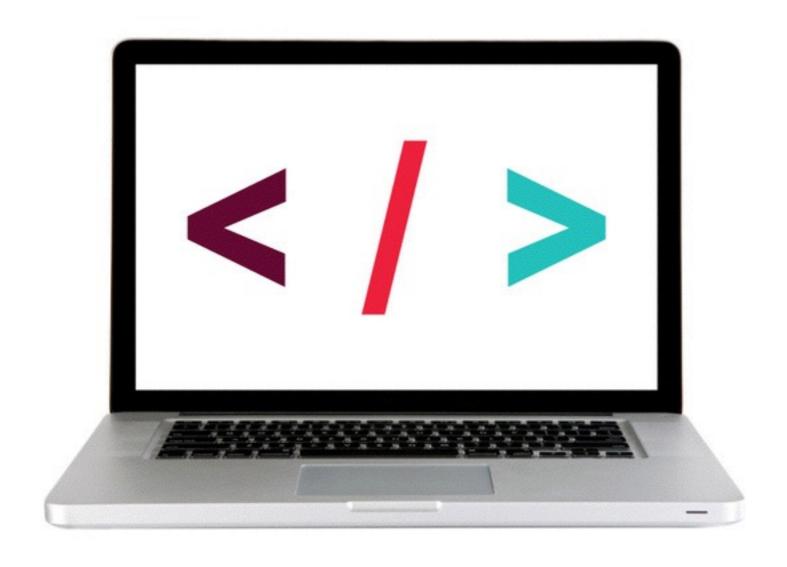
```
<!DOCTYPE html>
<html>
   <head>
         <title> This is a Web Page </title>
   </head>
   <body>
         This is a paragraph about web pages. 
         <a href="...."> This is a link to another page. </a>
   </body>
</html>
```

WHAT IS CSS?

CSS associates style rules with HTML elements

```
body {
    font-family: Arial;
    color: white;
    background-color: blue;
}
```

LET'S TAKE A CLOSER LOOK



WHAT IS JAVASCRIPT?

- Javascript defines how content behaves
- Interactions and animations
- Heavily used in single-page web apps

```
var color = prompt("What is your favorite color?");
document.getElementsByTagName('h1')[0].innerHTML = color
```

JQUERY IS YOUR FRIEND

Fast, small, feature-rich JavaScript library

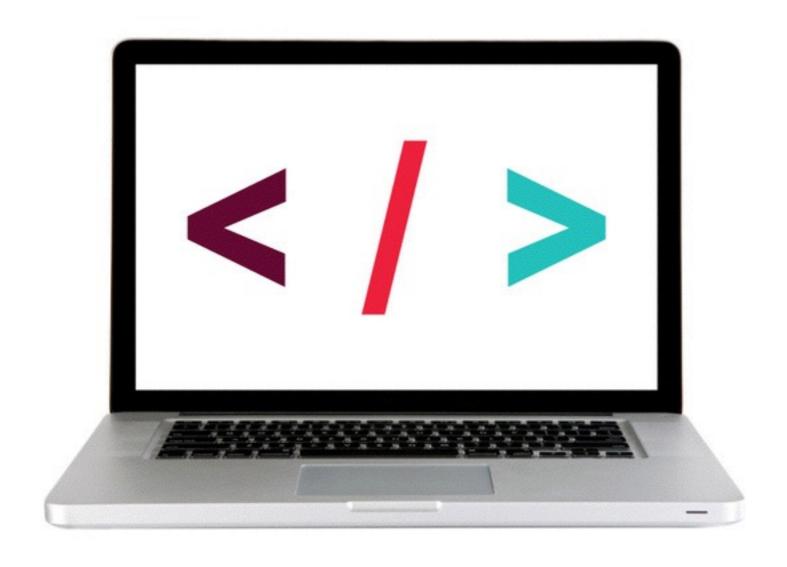
Javascript

```
document.getElementsByTagName('h1')[0].innerHTML = color
```

```
jQuery
```

```
$('h1').html(color);
```

LET'S TAKE A CLOSER LOOK



SO...WHAT CAN I DO WITH JAVASCRIPT?

Access Content

2 Modify Content

3
Program
Rules

React to Events



2 Modify Content 3 Program Rules 4 React to Events

You can use JS to select any element, attribute or text from an HTML page.

For example:

- Select the text inside all the elements on a page
- Select the element that has the id attribute with a value of email
- Find out what the user entered into a text input when they submit a form





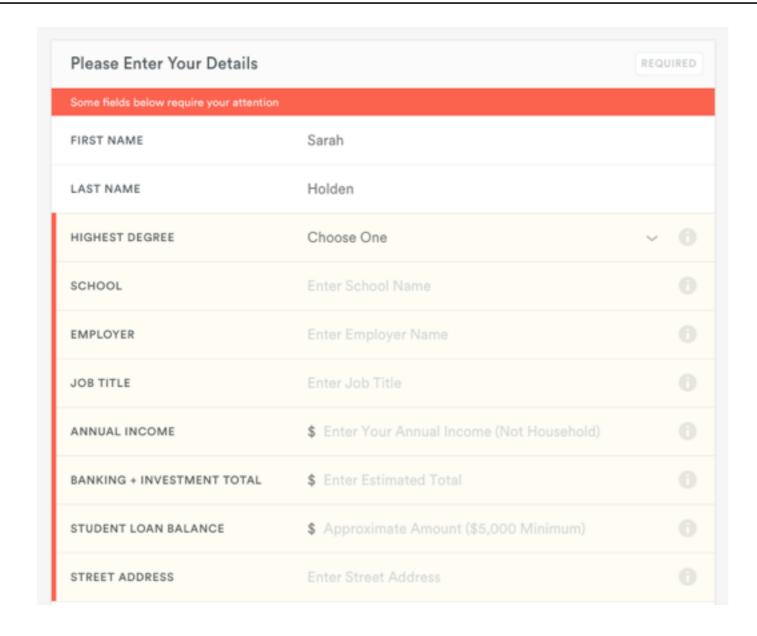
3 Program Rules 4 React to Events

You can use JS to add elements, attributes and text to the page (or remove them)

For example:

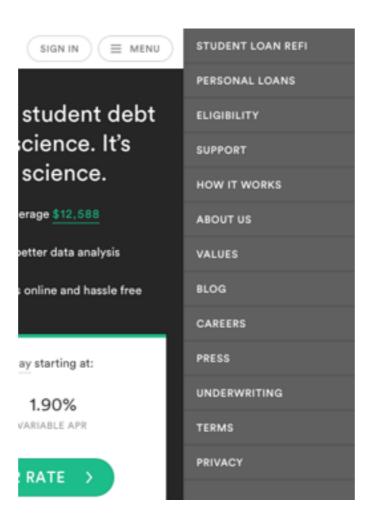
- Add an error message below a form
- ▶ Change the size, position, color, or other styles for an element
- Add or remove a class from elements to trigger new CSS rules for those elements

WHAT JAVASCRIPT CAN DO - MODIFYING CONTENT



Add an error message (and styles) to a form

WHAT JAVASCRIPT CAN DO - MODIFYING CONTENT



Change the size, position, color, or other styles for an element



2 Modify Content 3 Program Rules

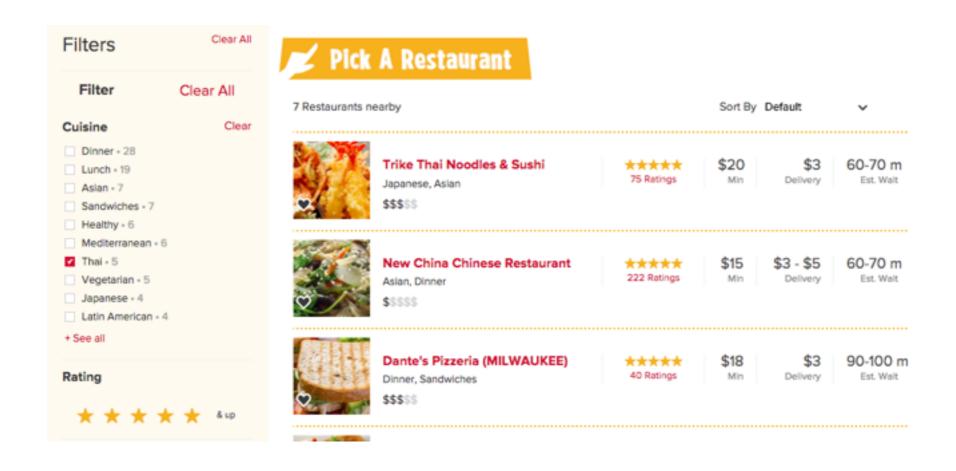
React to Events

You can specify a set of steps (instructions) for the browser to follow.

For example:

- Have images/text fade in as the user scrolls down the page
- Check to make sure the user has entered a valid email address into a form and display an error message if not
- Open a chat panel when the user clicks on a 'Chat with Us' button
- Filter data when the user selects a filter

WHAT JAVASCRIPT CAN DO - PROGRAM RULES



Filter data when the user selects a filter

Access Content

2 Modify Content

3 Program Rules 4 React to Events

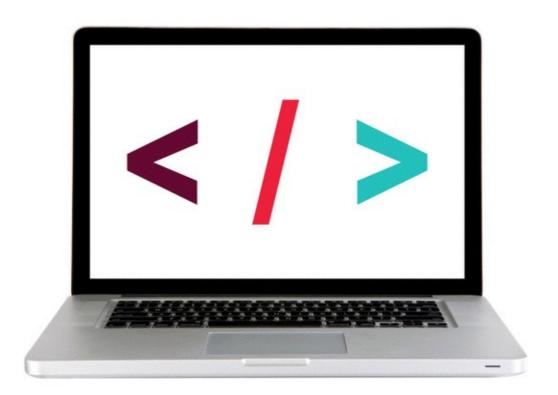
You can specify that a script should run when an event occurs

For example:

- When a button is clicked
- When the cursor hovers over an element
- When the user types information into a form
- When a page has finished loading
- When the user hits enter to submit a form

GET YOUR RATE >

LET'S TAKE A LOOK



https://kinhr.com/

FEWD

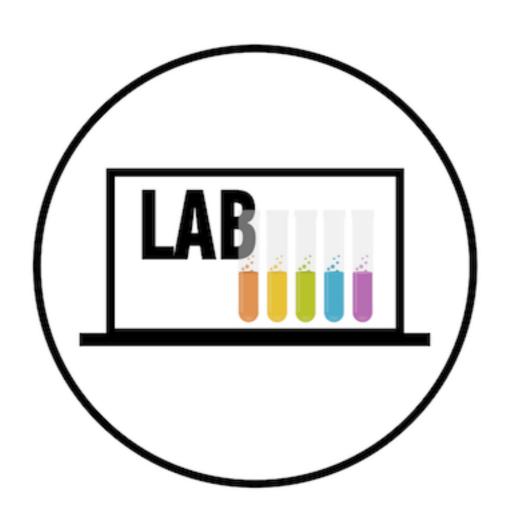
READINGJS

READING JS — COLOR SWITCHER WALK THROUGH



Color Switcher CodePen

LAB — TRAFFIC LIGHT



LAB — TRAFFIC LIGHT



KEY OBJECTIVE

Predict DOM output / changes by reading JS code.

TYPE OF EXERCISE

Partner

TIMING

15 min

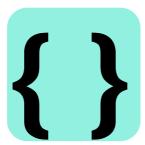
- 1. Take a look at the <u>Traffic Light</u> code in Codepen
- 2. The yellow button changes the bulb to purple and the green light does not work.
- 3. Make some minor changes to the code so that the traffic light works correctly.

JS SYNTAX

Syntax: Spelling and grammar rules of a programming language.

Like any language, there are formal rules around how to write Javascript. This is the syntax.









COMMENTS

```
// this is a single line comment
```

```
/*
this
is
a
multiline comment
*/
```

Sublime shortcut: 1) Highlight what you want to comment 2) command + /

PRO TIPS

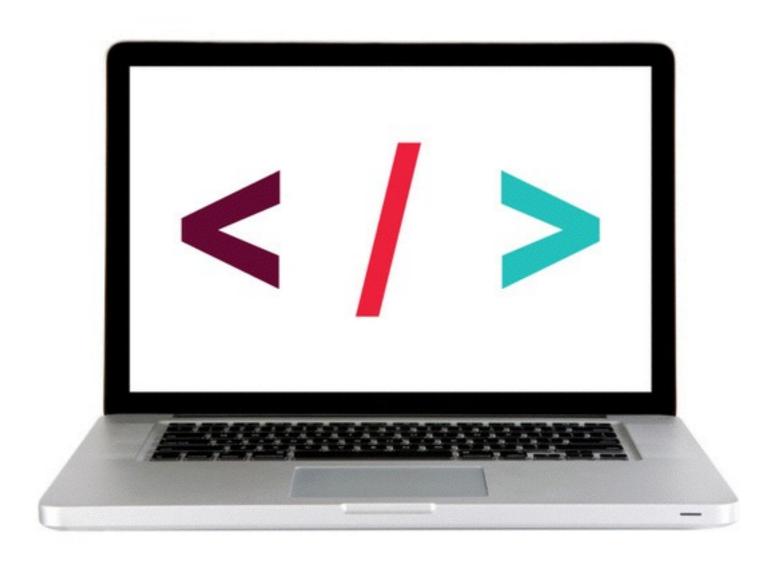
TO MAKE SURE YOUR JS IS HOOKED UP PROPERLY:

Add an alert to the top of your JS file and load the page in the browser

```
alert('Hello from JS!');
```

If you don't see an alert pop up when you load the page, you know you have linked your files incorrectly.

LET'S TAKE A CLOSER LOOK



INTRO TO PROGRAMING

PROGRAMMING

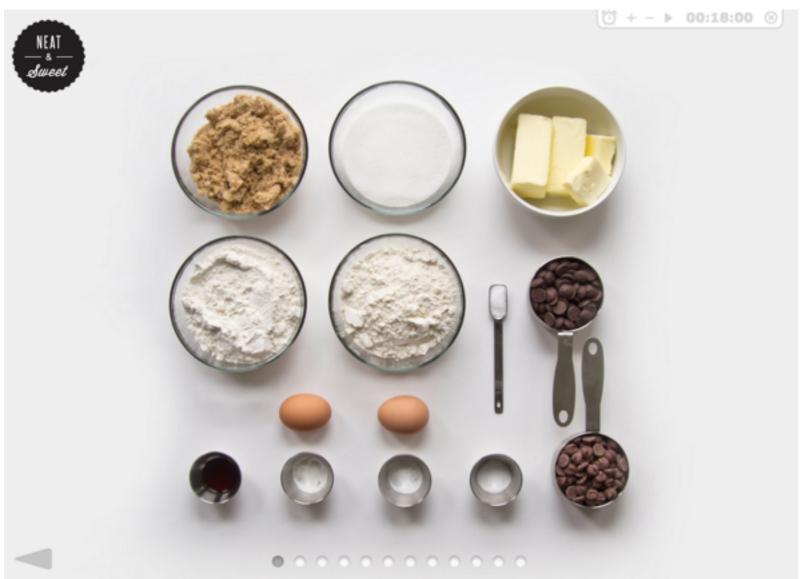
WHAT IS A PROGRAM?

A program is a set of instructions that you write to tell a computer what to do

WHAT IS PROGRAMMING?

 Programming is the task of writing those instructions in a language that the computer can understand.

WHAT IS A PROGRAM?



chocolate chip cookies

ingredients

2 cups minus 2 tablespoons cake flour

12/3 cups bread flour

11/4 teaspoons baking soda

11/2 teaspoons baking powder

11/2 teaspoons coarse salt

2 1/2 sticks unsalted butter

11/4 cups light brown sugar

1 cup plus 2 tablespoons granulated sugar

2 large eggs

2 teaspoons natural vanilla extract

1 cup dark chocolate chips

1 cup milk chocolate chips

1 teaspoon sea salt

Adapted from New York Times

Preparation Time: 25 minutes, plus at least 24 hours

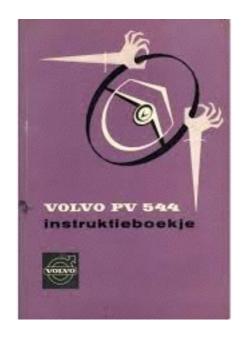
chilling time

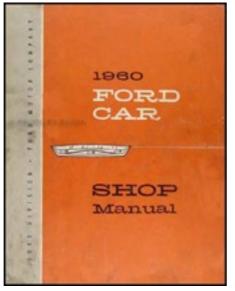
Cooking Time: 20 minutes

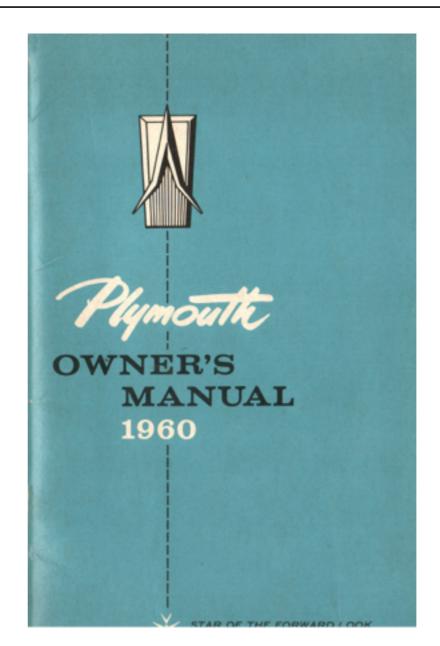
Yield: 2 dozen 3-inch cookies.

The secret to richer Chocolate Chip Cookies with a more sophisticated flavor is letting the dough rest for 24 to 36 hours before baking.

WHAT IS A PROGRAM?







BECOMING A PROGRAMMER

It isn't about the programming language!!!

It is about changing how you think.

HOW COMPUTERS 'THINK'

- Short answer they don't think!
- While computers don't think, they act as if they do, by sequentially executing simple instructions.
- The only things a computer knows are the things we tell it.
- A computer doesn't learn to perform tasks like you and I it needs to follow instructions every time it performs the task.

INTRO TO PSEUDO CODE

PSEUDO CODE

- When we write a program, we need to figure out a way to translate the ideas that are in our heads into code
- Pseudo code is a way to 'plan out' your program before coding it
- Pseudo code is a detailed yet readable description of what a computer program must do, expressed in plain english rather than in a programming language

THE IMPORTANCE OF PLANNING



PSEUDO CODE — THERMOSTAT

Goal: Write pseudo code for an application that would monitor the room temperature and adjust it so the room remains at a certain temperature.



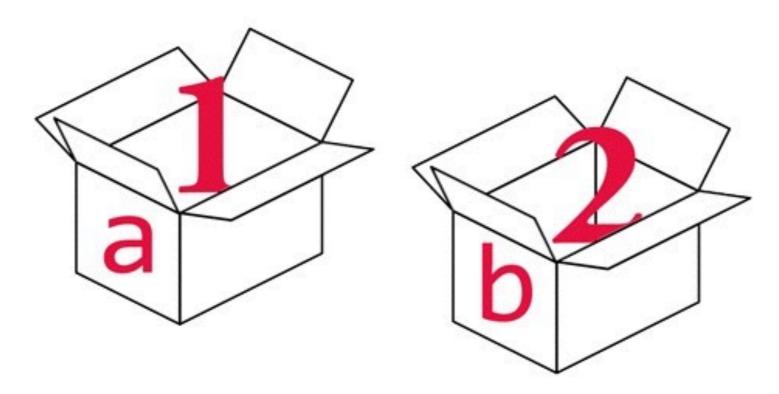
JAVASCRIPT FUNDAMENTALS

JS BASICS

VARIABLES

WHAT ARE VARIABLES?

- ▶ We can tell our program to remember (store) values for us to use later on.
- The 'container' we use to store the value is called a variable



JS BASICS

SYNTAX

Declaring a variable

Var age; Keyword Name

Assigning a variable

age = 29;

Name

Value

Both in one step

varage = 29;

Declaring a variable

var age;

Assigning a variable

age = 29;
Name Value

Name

Both in one step

varage = 29;

Keyword

Declaring a variable

Var age;

Keyword

Name

Name

Value

Both in one step

var age = 29;

Declaring a variable

Assigning a variable

$$- age = 29;$$

Both in one step

var champion = "Sarah"; champion = "Jeff";

ASSIGNMENT OPERATORS

	INITIAL VALUE:	OPERATOR:	EXAMPLE:	RESULT:
ASSIGN VALUE TO VARIABLE	var num = 8	=	num = 6	6
ADD VALUE TO VARIABLE	var num = 8	+=	num += 6	14
SUBTRACT VALUE FROM VARIABLE	var num = 8	-=	num -= 6	2

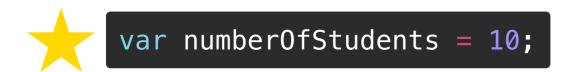
JS BASICS

RULES

VARIABLE CONVENTIONS



1. Variables start with a lowercase letter





2. If they contain multiple words, subsequent words start with an upper case letter.

```
var firstName = "Bob";
```



var number1 = 5.5;

```
var first name = "Bob";
```

3. Names can only contain: letters, numbers, \$ and _ (no dashes - or periods .)



>

var number-1 = 10;



var number.1 = 10;

VARIABLE CONVENTIONS



3. Variables cannot start with a number



```
var 1number = 10;
```

- 4. Case sensitive numberofstudents is not the same as numberOfStudents
- 5. Names should be descriptive



```
var lastName = "Smith";
```

```
var x = "Smith";
```

WHAT CAN BE STORED IN VARIABLES?

DATA TYPES:

STRINGS

"Today is Monday"

Letters and other characters enclosed in quotes

NUMBERS

10

22.75

- Positive numbers
- Negative numbers
- Decimals

BOOLEANS

true

false

Can have one of two values:

- True
- False

^{*} Note: we'll meet some more data types later on down the road, too!

TO SUMMARIZE

- 1. A variable has both a "name" and a "value"
- 2. That value can change
- 3. A variable can be used multiple times throughout the code

ORDER IS IMPORTANT!!!

var name = "Matt";



PRACTICE — VARIABLES



KEY	OBJ	IECT	<u>IVE</u>	

Practice declaring and assigning variables

TYPE OF EXERCISE

Individual/paired

LOCATION

starter_code> variables

EXECUTION

6 min

1. Follow the instructions under Part 2

JS BASICS

DATA TYPES

DATA TYPES

NUMBERS

MORE ABOUT NUMBERS

INTEGERS:

Integers are whole numbers

10

FLOATS:

Number that uses a decimal to represent a fraction

22.75

*Can perform arithmetic on number data types

ARITHMETIC OPERATORS

		OPERATOR:	EXAMPLE:	RESULT:
	ADDITION	+	2 + 4	6
	SUBTRACTION	-	8 - 1	7
	MULTIPLICATION	*	2 * 3	6
DIVISION	1	4/2	2	

DATA TYPES

STRINGS

MORE ABOUT STRINGS

A STRING:

- Stores textual information
- Is surrounded by quotes

"How is the weather today?"

'Cold'

METHODS AND PROPERTIES OF STRINGS

MAKE STRING LOWERCASE:

```
var str = "Hello World";
var res = str.toLowerCase();
// the result of res will be:
// hello world!
```

LENGTH OF A STRING (PROPERTY):

```
var str = "Hello World";
var n = str.length;
// the result of n will be 11
```

MAKE STRING UPPERCASE:

```
var str = "Hello World";
var res = str.toUpperCase();
// the result of res will be:
// HELLO WORLD!
```

^{**}Find a whole list of methods and properties for strings here

STRING CONCATENATION

- To take two strings and stick them together, use the + operator.
- This is called string concatenation.

```
var book = "Happy";
var summary = "Best book ever.";
var review = book + ": " + summary;
// Result will be: Happy: Best book ever.
```

DATA TYPES

BOOLEANS

BOOLEANS

Can have one of two values:



false

DATA TYPES

CONVERTING DATA TYPES

DATA TYPE CONVERSION

STRING TO INTEGER:

```
var intString = "4";
var intNumber = parseInt(intString, 10);
```

STRING TO FLOAT:

```
var floatString = "3.14159";
var floatNumber = parseFloat(floatString);
```

NUMBER TO STRING

```
var number = 4;
number.toString(); => "4";
```

JS BASICS

CONDITIONALS

JS BASICS

WHAT ARE CONDITIONALS?

IF STATEMENTS



CONDITIONAL LOGIC

If something is true, do one thing. If it is not, do something else. This type of logic or statemer is a condition.

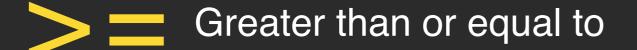
In JavaScript (and coding in general) you'll need to make comparisons all the time:

- ▸ Is a user logged in?
- → Has the user chosen three or more colors?
- ▸ Is the password correct?
- Does a user have enough money in their bank account?
- etc.

JS BASICS

COMPARISON OPERATORS

JAVASCRIPT — COMPARISON OPERATORS



Equal to _____

Less than or equal to

Not equal to



Greater than

Less than

ASSIGNMENT VS. COMPARISON — DON'T GET THEM CONFUSED!

ASSIGNMENT



var number = 7;

COMPARISON



or



```
if (number === 8) {
  // Do something
}
```

JS BASICS

JAVASCRIPT — IF STATEMENT

```
Condition
if (answer === 38)
  // Do something if true
```

```
if (age > 65) {
    $('h1').html("Senior Discount Applied");
}
```

JAVASCRIPT — IF/ELSE STATEMENT

```
if (answer == 38)
  // Do something if true
} else {
  // Do something if false
```

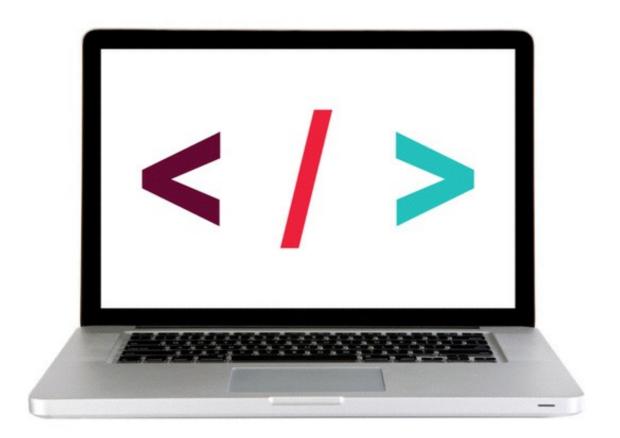
```
if (age > 65) {
    $('h1').html("Senior Discount Applied");
} else {
    $('h1').html("Sorry, you do not qualify for a discount.");
}
```

JAVASCRIPT — IF/ELSE IF/ELSE

```
if (answer === 38)
  // Do something if first condition is true
\} else if (answer === 30) {
  // Do something second condition is true
} else {
  // Do something if all above conditions are
false
```

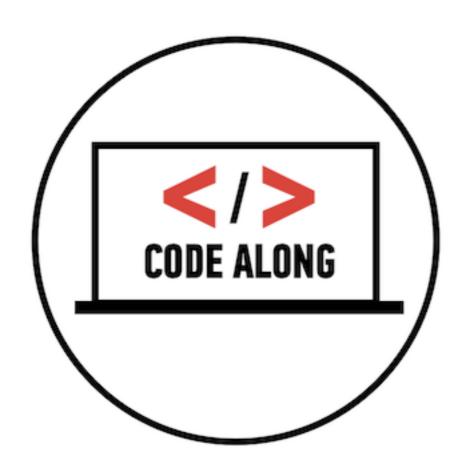
```
if (age > 65) {
    $('h1').html("Senior Discount Applied");
} else if (age < 18) {</pre>
    $('h1').html("Student Discount Applied");
} else {
    $('h1').html("Sorry, you don't qualify for a discount");
```

LET'S TAKE A CLOSER LOOK



View in **Codepen**

CODE ALONG — CONDITIONALS

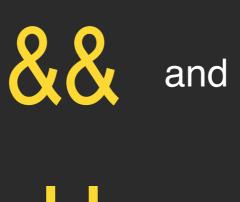


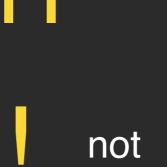
Let's code! starter_code > conditionals

JS BASICS

LOGICAL OPERATORS

JAVASCRIPT — LOGICAL OPERATORS

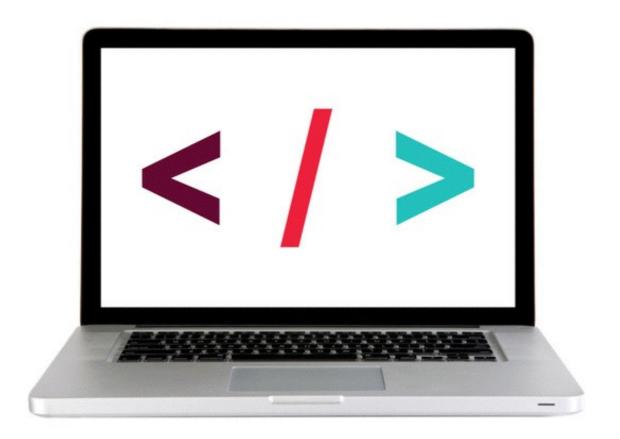




MULTIPLE CONDITIONS

```
if (name == "GA" && password == "YellowPencil"){
    //Allow access to internet
}
```

LET'S TAKE A CLOSER LOOK



View in **Codepen**

