Lesson 20 – JavaScript Syntax

Goals: Get used to the **syntax** and command **structures** of JS including:

- *values, literals/variables,*
- *operators, operations/expressions,*
- *comparison and conditions,*
- *loops*

Syntax overview:

- read an overview at: https://www.w3schools.com/js/js_syntax.asp

Variables, declaration and data types:
- read and try: https://www.w3schools.com/js/js_variables.asp
- complete exercises: [1], [2], [3], [4], [5]

Comparison & conditions:
- read and try: https://www.w3schools.com/js/js_if_else.asp
- complete exercises: [1], [2]

Loops:
- read about FOR loop: https://www.w3schools.com/js/js_loop_for.asp
- complete exercises: [1], [2]
- read about WHILE loop: https://www.w3schools.com/js/js_loop_while.asp
- complete exercises: [3], [4], [5], [6]

Task:
- Create an *animation* consisting of at least *3 images* (using a JavaScript loop).
- Use either text-art images from the previous lesson or bitmap images. Some examples can be found in the images folder.
- You may use some kind of a *wait function*, to create a delay between rendering of individual images. Example follows:

```
<script>

function wait(ms){
   var start = new Date().getTime();
   var end = start;
   while(end < start + ms) {
     end = new Date().getTime();
   }
}

//Example usage
console.log('before'); // press F12 to see the log inside the console
wait(7000);  //7 seconds in milliseconds
console.log('after');

</script>
```