Lesson 19 – JavaScript Basics

JavaScript is the programming language of HTML and the Web.

It is one of the 3 languages all web developers must learn:

- 1. HTML to define the content of web pages.
- 2. **CSS** to specify the layout of web pages.
- 3. JavaScript to program the behavior of web pages.



JavaScript Introduction:

- learn of what JavaScript (or JS for short) can do to HTML and CSS
- read the introduction at: https://www.w3schools.com/js/js intro.asp

How to insert JS to a webpage:

- read and try: https://www.w3schools.com/js/js whereto.asp
- discuss what are the advantages and disadvantages of:
 - a) using the <script> tag inside a page <head>,
 - b) using the <script> tag inside a page <body>,
 - c) using an external .js file.

How to print with JS:

- read and try: https://www.w3schools.com/js/js output.asp
- which way to print is the most useful to
 - a) change the content of a page?
 - b) send notifications to a user?
 - c) debug a behavior of a webpage?

Task:

Create a webpage that can draw various <u>TextArt</u> images by clicking different buttons.

Instructions:

- 1. First, create a new HTML file in Notepad++. Use the code from this example as a template.
- 2. Rename the myFunction() to drawTextArt1(), both in the definition and in the onclick attribute.
- 3. Change the displayed text of the button from Try it to Draw Art 1.
- 4. Select any of these <u>TextArt</u> images and copy it into the function, replacing the original text string. Use **backticks** (instead of double quotes ") to properly create multiline strings and **
br>** to insert **newline** characters. The backtick key is located just below ESC on US/UK keyboards, or at ALT-Gr+7 on SLK keyboard. Example string is shown below:

- 5. Check the result by opening the page in a browser and clicking the button. In case of any errors or unresponsive scripts, press F12 in a browser to display a debugging console.
- 6. Add additional functions and buttons to rewrite the demo paragraph with other TextArt images:)