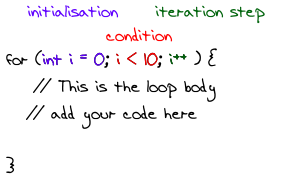
Lesson 20 – JavaScript Syntax



**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]](https://www.w3schools.com/js/exercise_js.asp?filename=exercise_js_variables1), [[2]](https://www.w3schools.com/js/exercise_js.asp?filename=exercise_js_variables2), [[3]](https://www.w3schools.com/js/exercise_js.asp?filename=exercise_js_variables3), [[4]](https://www.w3schools.com/js/exercise_js.asp?filename=exercise_js_variables4), [[5]](https://www.w3schools.com/js/exercise_js.asp?filename=exercise_js_variables5)

**Comparison & conditions:**

* read and try: <https://www.w3schools.com/js/js_if_else.asp>
* complete exercises: [[1]](https://www.w3schools.com/js/exercise_js.asp?filename=exercise_js_conditions1), [[2]](https://www.w3schools.com/js/exercise_js.asp?filename=exercise_js_conditions2)

**Loops:**

* read about FOR loop: <https://www.w3schools.com/js/js_loop_for.asp>
* complete exercises: [[1]](https://www.w3schools.com/js/exercise_js.asp?filename=exercise_js_loops1), [[2]](https://www.w3schools.com/js/exercise_js.asp?filename=exercise_js_loops2)
* read about WHILE loop: <https://www.w3schools.com/js/js_loop_while.asp>
* complete exercises: [[3]](https://www.w3schools.com/js/exercise_js.asp?filename=exercise_js_loops3), [[4]](https://www.w3schools.com/js/exercise_js.asp?filename=exercise_js_loops4), [[5]](https://www.w3schools.com/js/exercise_js.asp?filename=exercise_js_loops5), [[6]](https://www.w3schools.com/js/exercise_js.asp?filename=exercise_js_loops6)

**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>