
techLab

First Meeting

A yellow square containing the letters 'JS' in a bold, black, sans-serif font.

JS

Hello, Lancer.

This is a series of lessons about Javascript and its Frameworks. We are gonna look at many interesting things, such as:

1. How to build a website
2. How to create and deploy a server
3. How to create iOS and Android apps

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Variables.

**A variable can be many
things.**

We define it.

—

I got the variables.
Now what?

Now we can start playing with JS.

We can use any operator that we want to change, add, subtract, multiply and divide our variables.

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Conditions.

A condition allows us to
check whether a statement
is true or false.

—

Objects.

An object is a variable with many parameters.

We can modify and access them.

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**Alright. We got through the
“basic” stuff.**

**Let's see something cool
now.**

—

Alarms.

**We use alarms to display
something through our
browser.**

—

Dates.

**Javascript knows exactly
what time it is.**

**You just have to know
how to ask.**

What are we gonna learn today?

Variables

Conditions

Objects

Cool Stuff

And this is all for today.

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In the next lecture:

Functions

Basic HTML

Take Away Project.

Create a Fahrenheit to Celsius Converter

—

Not sure on what to do?
Our wiki is right here.
Just take a photo of the QR code.

