



# FEWD - INTRO PROGRAMMING

# AGENDA

- HW Review and Present
- Introduction To Programming
- What JS Can Do
- Reading JS
- Lab - Practice JS

# INTRODUCTION TO PROGRAMMING

The computer will do what you tell it to do.

# 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.

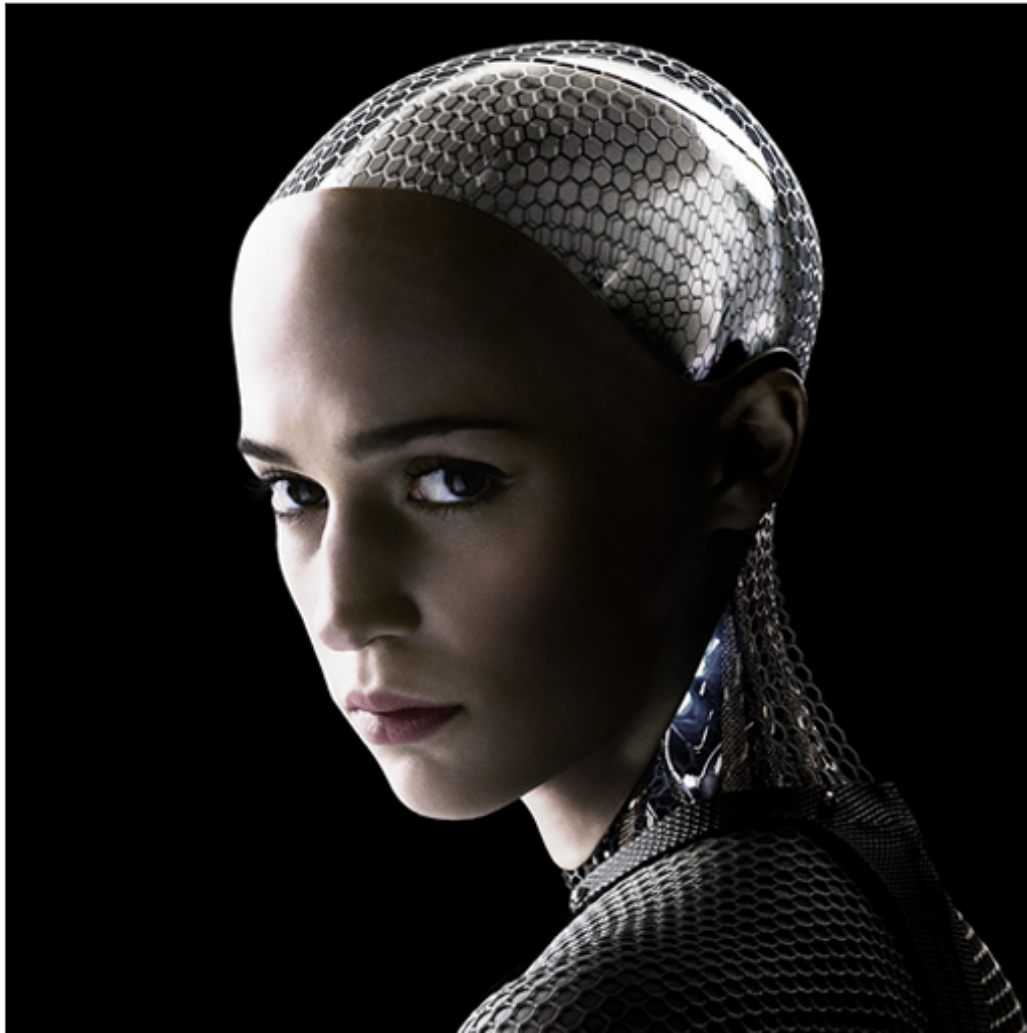
```
function validate(person) {  
  if (person.legs < toilet.front) {  
    console.error('Invalid!');  
    return false;  
  }  
}
```

# BECOMING A PROGRAMMER

You may think that becoming a programmer is all about learning a new language. However, it's more about changing the way you think.

We have to know how the computer thinks to change how we think.

# HOW COMPUTERS THINK





# Computers don't think, thank god.

## HOW COMPUTERS THINK CONT.

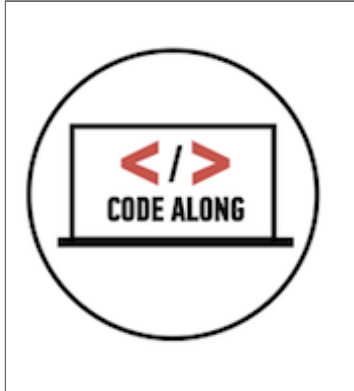
The slightly longer answer is that while computers don't think, they act as if they do, by sequentially executing simple instructions.

The only things a computer knows are the things we tell it.

# PSEUDO CODE

Pseudocode is the process of writing a program without using the syntax of a programming language.

Not only is this a good tool to learn about programming, but it's a good way to start a new project, at any level.



# THERMOSTAT

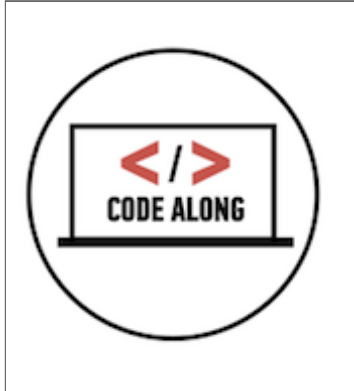


# ROCK PAPER SCISSORS

# WHAT IS JAVASCRIPT AND WHAT CAN IT DO?

# HIGH LEVEL JAVASCRIPT

- It's JavaScript, not Java!
- Created in 10 days by Brendan Eich in 1995 while working at Netscape
- Used to create interaction between websites and users
- Used to create *dynamic* web pages and web apps



# COLOR SWITCHER





# TRAFFIC LIGHT

