

# JavaScript // jQuery Review & Timing Events

---

The Coding Bootcamp

# Class Objectives

---

- Reinforce knowledge of JavaScript & jQuery.
- Understand JavaScript Timing Events including `setTimeout`, `clearTimeout`, & `setInterval`.
- Experience working on, and talking about code with other developers.
- Implement complex logical conditions to meet an objective.

# Coin Flipper Activity

---

- Make a Coin Flipper game.
- Follow the directions in the html file.
- *How the app works:* The user chooses Heads or Tails, and the computer randomly selects heads or tails and displays the outcome on the screen. The app then displays whether or not the user won or lost.

## BONUS:

- Put your JavaScript in its own file and link to it in the HTML.
- Keep track of the number of Heads or Tails and display the results on the screen.
- Add CSS styling.

## \$(this) Activity

Typically using jQuery `$(this)` selector is a good habit when you code with multiple items of the same type, or with the same class. -Chris



- Work with a partner
- Together, open the supplied HTML file and answer all questions.

## setTimeout / clearTimeout

---

**vanilla** JavaScript methods, not jQuery!

```
var windowTimeout =  
setTimeout(function1, 5000);
```

```
clearTimeout(windowTimeout);
```

## Execution context

---

“You have to be careful with `$(this)`. You need to assign your `this` in the outer scope to a variable.

The `this` keyword always refers to the `this` of the current scope, which changes any time you wrap something in `function() { ... }`.”

# Simple Timer Recap (0:10)

---

## Simple Timer

- Slack out the following instructions and files:
- **Instructions:**
  - Make a page with a a simple timer that sends an alert and plays a sound after 15 seconds.
  - Have it send an alert when 5 seconds has passed, 10 seconds has passed and when the time is up.
  - You will use this to time the break!

**Break!**





# setTimeout vs setInterval

---

**setInterval fires again and again in intervals, while setTimeout only fires once.**

`setTimeout(expression, timeout);` runs the code/function once after the timeout.

`setInterval(expression, timeout);` runs the code/function in intervals, with the length of the timeout between them.

# Stopwatch Activity

00:30

Start

Stop

Reset

Lap

Lap 1 : 00:05

Lap 2 : 00:10

Lap 3 : 00:15

Lap 4 : 00:20

# Stopwatch Activity!

---

- Unzip the attached file.
- Open `stopwatch.js` and follow the instructions in the file.
- You will not need to edit the HTML file!
- Use jQuery and the timing events you learned today to create a stopwatch with Start, Stop and Reset buttons.
- **Bonus:** Add a lap timer.
- **Bonus:** Use CSS to style the timer

# SlideShow Activity!

---

- Unzip the attached file.
- Create a slideshow using jQuery and JavaScript Timing Events.
- Select a few images and make a slideshow.
- Display the "loading.gif" image in between each picture for one second.
- **Bonus:** Add CSS styling.

# JavaScript Assignment - Trivia Game

---

Choose a game to build from:

Option One: **Basic Quiz** (Timed Form)

Option Two: **Advanced Assignment** (Timed Questions)

Create a new “Triviagame” folder on your GitHub repo

Create a README.md

Add To Your Portfolio

Styling and theme are completely up to you. Get creative!

Remember to deploy your assignment to Github Pages.

# Homework Advanced

---

## Totally Trivial Trivia!

Start

# Homework Basic

---



**Totally Trivial Trivia!**

Start

# *Questions*

---