JS Catch Up!

The Coding Bootcamp

Today's Plan

- 1. We will go over any lingering questions.
- 2. I will outline the most important topics through today.
- 3. Break into groups for a heavily supported coding session.

Recap of Subjects

HTML / CSS:

- 1. Basic Parts of an HTML Document (https://www.education.com/https://www.educatio
- 2. Using in-line, internal and external CSS stylesheets.
- 3. Using relative pathways to link CSS and other assets.
- 4. Using html ids (#), classes (.), and element names to attach CSS styles.

Git:

- 1. The advantages of using Git and source control management.
- 2. Using Git Bash or Terminal to perform basic Git commands.
- 3. Understanding how to use Git clone, add/commit, push.
- 4. Understanding branching via Git branch, checkout and pull-requests

Bootstrap / Mobile Responsiveness

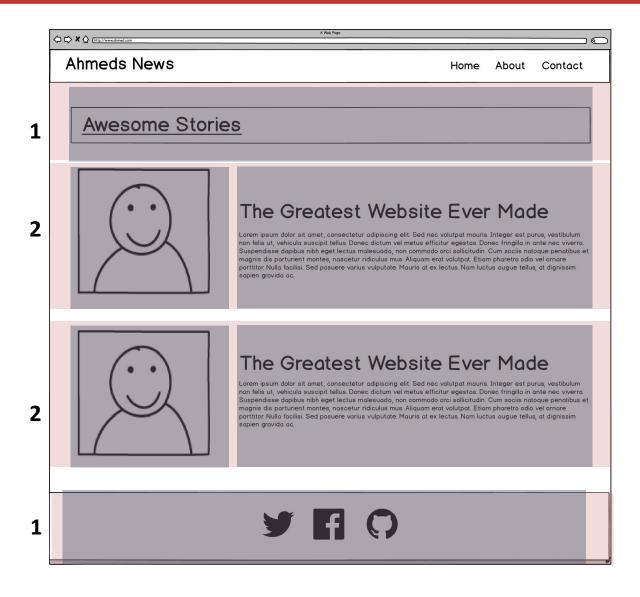
- 1. The concept of using a pre-built CSS library.
- 2. The steps to include Bootstrap CSS in your existing website.
- 3. The process of dissecting a layout in the Bootstrap grid system.
- 4. A general understanding of how to use Bootstrap components (e.g. panels, Jumbotron, navigation bars, and so on).
- 5. A general understanding of @media queries and mobile responsiveness.

Bootstrap Layouts!



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Bootstrap Layouts



Total Not relev ant

Bootstrap Grid

```
<!-- Creates the Overall Grid -->
<div class="container">
    <div class="row">
        <!-- First (and only column) -->
        <div class="col-lg-12">
            <h1>I'm in Column 1 of 1. I stretch the entire width. And keep going.</h1>
        </div>
    </div>
    <div class="row">
        <!-- First of two columns -->
        <div class="col-lg-6">
            <h1>I'm in Column 1 of 2</h1>
        </div>
        <!-- Second of two columns -->
        <div class="col-lg-6">
            <h1>I'm in Column 2 of 2</h1>
        </div>
    </div>
</div>
```

Note the rows, columns (col-lg-6) and containers

<u>Javascript</u>

- 1. Understand what purpose Javascript serves in relation to HTML and CSS.
- 2. Understand both the uses and syntax for creating the below:
 - 1. Variables
 - 2. Arrays
 - 3. Console.log, Alerts, Confirms and Prompts
 - 4. If-Then Statements
 - 5. For Loops
 - 6. Functions
 - 7. Objects
 - 8. Scope
 - 9. Methods

Javascript continued...

- 3. Understand how to organize a Javascript program with regards to global variables, functions and function calls.
- 4. Be able to use vanilla JavaScript code to capture key clicks.
- 5. Be able to use vanilla JavaScript code to generate random numbers.

<u>jQuery</u>

- 1. Be able to explain why we might use a Javascript library like jQuery.
- 2. Be able to explain what the jQuery \$(_) syntax means.
- 3. Be able to use jQuery to capture button clicks.
- 4. Be able to provide a few examples of jQuery methods for changing HTML.
- 5. Be able to use jQuery and Javascript to change HTML in response to code.

<h1> Your Turn!!! </h1>

Spend a few moments **seriously** looking over the important topics we've covered.

Then write down any of the following:

- What still seems fuzzy or challenging to you?
- What specific questions do you have about these topics?
- What conceptual topics do you have about these topics?

Once you've written them down:

- Turn to the members of your group and ask if they know the answers to your questions or if they could explain a topic:
- Write down any questions or topics that are still left unanswered (or weren't answered well).

Group Work!

Where to Start...

Can you and each person in your group...

- 1. Comfortably build the Hangman Game (HW 3) from scratch?
 - No? Then start with Hangman.
- 2. Explain conceptually how "Captain Planet The Game" works?
 - No? Then start by dissecting Captain Planet the Game.
- 3. Comfortably use jQuery to modify HTML based on clicks?
 - No? Then start with Lottery Generator.
- 4. Comfortably create a grid-based design with Twitter Bootstrap?
 - No? Then start with the Bootstrap Portfolio Assignment.