

Intro to Web Design and Development, Class 15

jQuery

Schedule

Part 1 - JavaScript Review

1. Write some functions:
 - a. Multiply two arguments and print the result to the console
function multiply(a,b)
 - b. Return the remainder of the first argument divided by the second argument
function modulo(a,b)
 - c. Prints the argument given three times
function printArg(myAwesomeString)

Part 2 - jQuery

1. Work through <http://ejohn.org/apps/workshop/intro> as a class
2. JSON (JavaScript Object Notation)

Part 3 - Tic-Tac-Toe (jQuery Practice)

1. Download code from <https://github.com/nbieber/intro-to-jquery>
2. Clicking a square should alternately add an X or an O
3. "Player X" or "Player O" text should have the current-player class, depending on who is the current player
4. New Game button should clear the board

Homework

Goals

1. Get comfortable using jQuery selectors
2. Be able to add/remove classes from HTML elements, and modify the DOM (add remove HTML elements)
3. Use jQuery to create simple animations/transitions (slide, fade, etc)

Assignment

1. Start the Codecademy "Introduction to jQuery" track
<http://www.codecademy.com/tracks/jquery>

Recommended Activity

Complete as much of the “Introduction to jQuery” track on Codecademy as you can.

<http://www.codecademy.com/tracks/jquery>