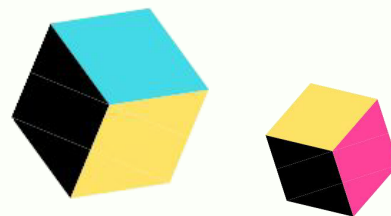


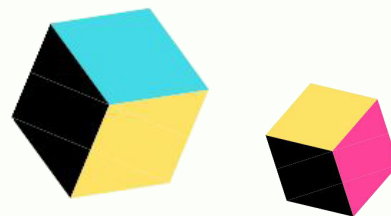
# Introductions

- Richard Bent – Backend Testing, Backend Developer
- Luisa Cardona – Project Manager, Frontend Designer
- Samantha Perez – Lead Frontend Designer
- Christopher Polynice – Lead Tester, Backend Developer
- Cody Traywick – QA, Lead Backend Developer



# Workshop Schedule – Day 2

- 9:00 – 9:15 Warm-Ups, Backend Preview
- 9:15 – 9:45 Backend Introduction – JavaScript Review
- 9:45 – 10:30 TypeScript Introduction – Concepts
- 10:30 – 11:00 Break/Free Time
- 11:00 – 11:30 Backend Exercises
- 11:30 – 11:45 Discussion
- 11:45 – 12:30 NestJS Introduction – Code Preview
- 12:30 – 1:00 Concluding Remarks





# Warm-Ups

# Exercise 1 – 10 minutes

- Create a simple HTML webpage that contains a heading and a paragraph.

```
<!DOCTYPE html>
<html lang="en">
<head>
  <title>Title of the document</title>
</head>
<body>

  <h1>This is a heading</h1>
  <p>This is a paragraph.</p>

</body>
</html>
```



# JavaScript Review

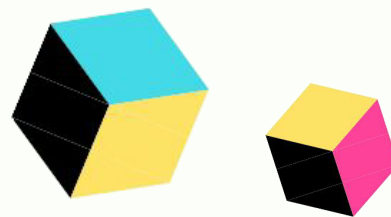
# Review JavaScript Concepts

- Dynamic programming language normally used with webpages to add intractability
- Usually invoked by appending `<script></script>` tags within the page

The image shows the JavaScript logo, which consists of the letters 'JS' in a bold, black, sans-serif font. The logo is centered within a bright yellow square. The background of the slide features a pink top border and a blue bottom border, with a yellow triangle on the right side.

# Review JavaScript Concepts

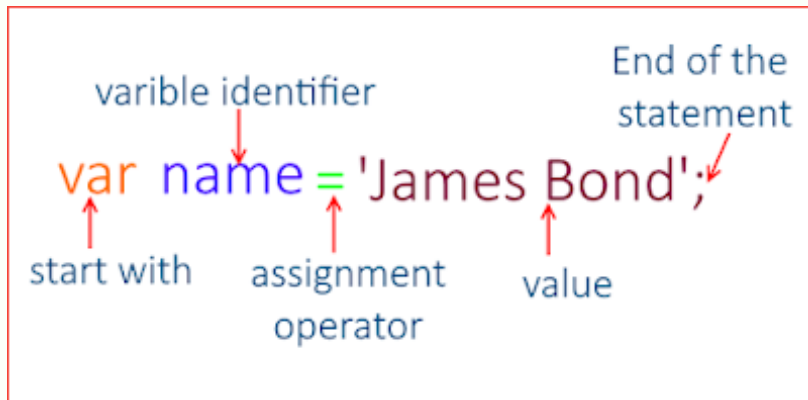
- Programming concepts supported such as:
  - Variables
  - Conditionals
  - Events
  - Functions





# Variables

- `const`, `let`, `var` – variable declarations
- `number`, `string`, `boolean` – variable types
  - Ex: `let number = 4;`
  - Ex: `const string = 'I love OMC!'`



# Conditionals

- Logic that helps to structure code and influence decisions
  - *if condition, then statement, else...*

```
if(condition01) {  
    //condition01 = true (will execute)  
} else if(condition02) {  
    // condition02 = true (will execute)  
} else {  
    // condition 02 = false (will execute)  
}
```

# Events

- Code that handles actions invoked from user
- Generates dynamic behavior that separates JavaScript from HTML

## Common HTML Events

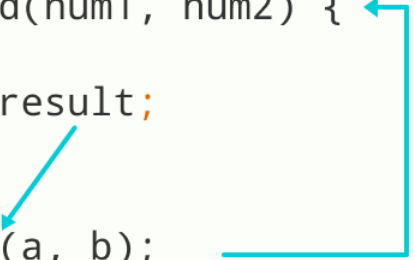
Here is a list of some common HTML events:

Event	Description
onchange	An HTML element has been changed
onclick	The user clicks an HTML element
onmouseover	The user moves the mouse over an HTML element
onmouseout	The user moves the mouse away from an HTML element
onkeydown	The user pushes a keyboard key
onload	The browser has finished loading the page

# Functions

- A block of code that containerizes all the previously-explained concepts
  - Maintains readability and promotes code modularity

```
function add(num1, num2) {  
    // code  
    return result;  
}  
  
let x = add(a, b);  
// code
```



function  
call

**Live Coding Session – 20 minutes**



# TypeScript Introduction

# TypeScript, like JavaScript...

- Builds upon JS concepts learned to create a more strongly typed language
- TypeScript is known for type checking, validating code and logic *before* code is ran
  - More effective in catching ambiguous errors than JS
  - The OMC application is coded in TypeScript



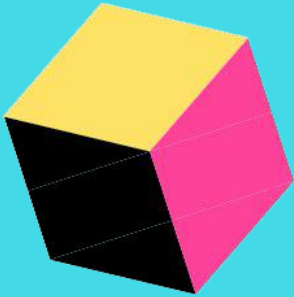
**TypeScript YT Video – 5 ~ 10 min**





# Break / Free Time

# Practice



## Exercise 1 – 10 minutes

- List three differences between JavaScript and TypeScript.
- When TypeScript code is compiled, what is produced, assuming the code is free of errors?

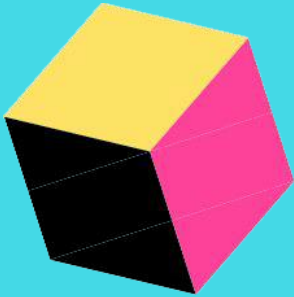


## Exercise 2 – 15 minutes

- From the HTML page created in the warm-up, write a function that, when the button is clicked after inputting a number, doubles it.



# Discussion



# Exercises – Answers

- List three differences between JavaScript and TypeScript.
- When TypeScript code is compiled, what is produced, assuming the code is free of errors?



# Exercise 2 – Answer

- Code live



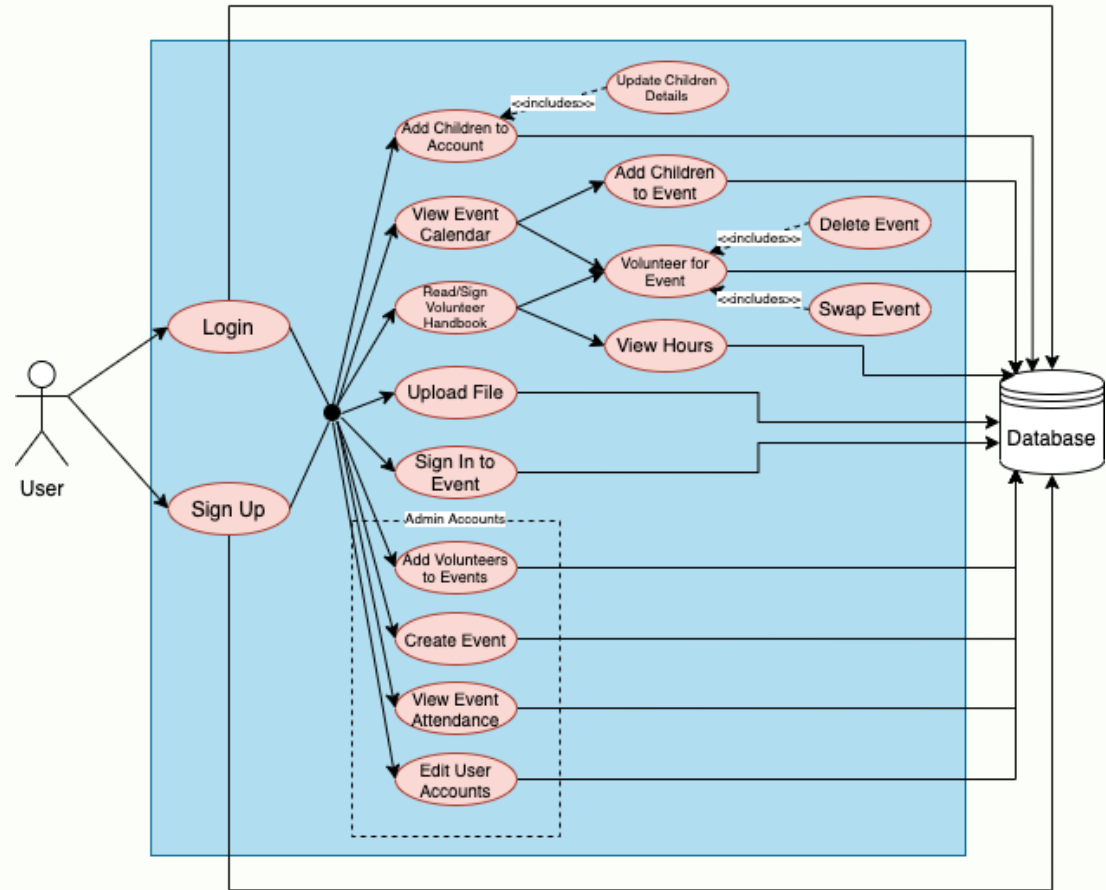


# Backend Processes





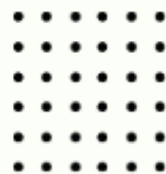
# Use Case Diagram



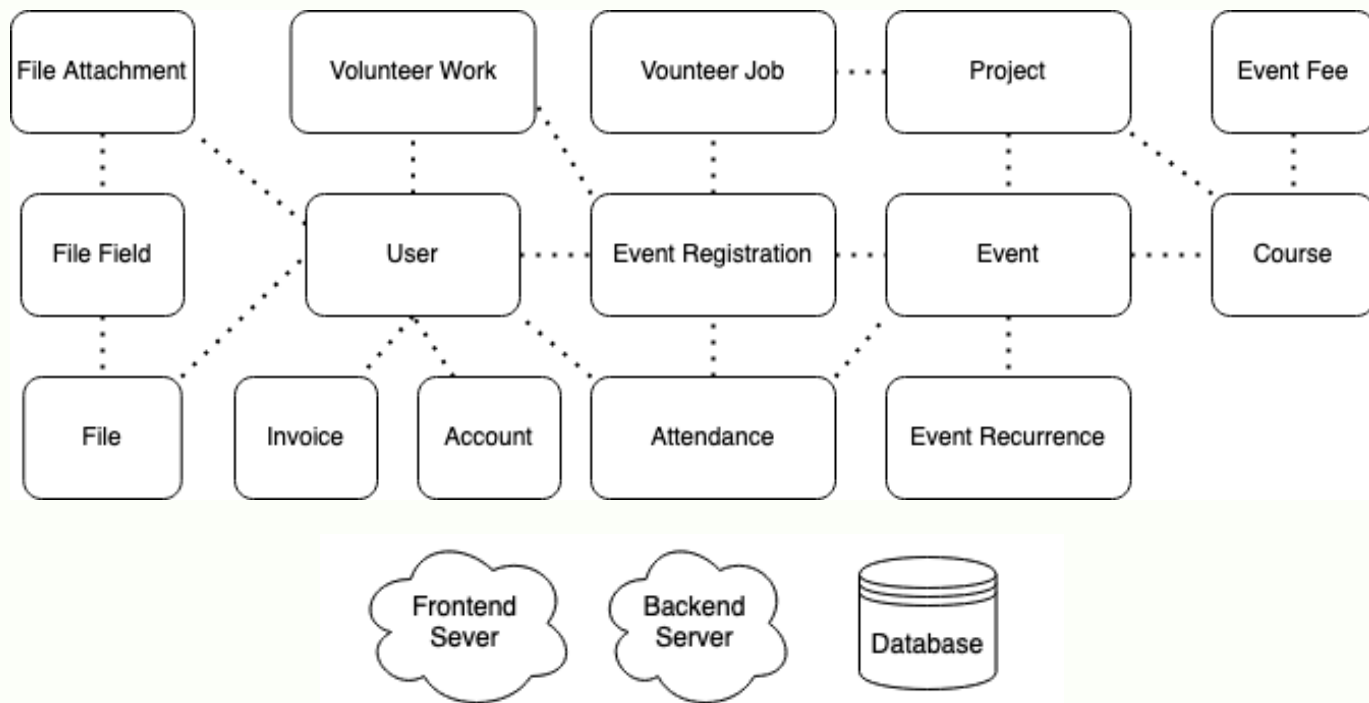
# Why PostgreSQL?



- Desire for joining data and reverse lookups eliminated NoSQL
- Constraints help enforce COPPA compliance and referential integrity
- PostgreSQL has a faster development schedule compared to MySQL
- JSON storage with query and index support through the *jsonb* type
- Automatic schema generation and TypeScript support with MikroORM

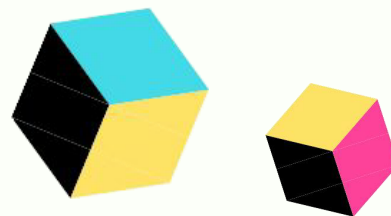


# System Design



# GitHub

- Centralized repository for project files
- Version control
- Forks, pull requests, and merges
- Documentation hosted in GitHub Pages
- <https://github.com/orlando-math-circle/omc-app>



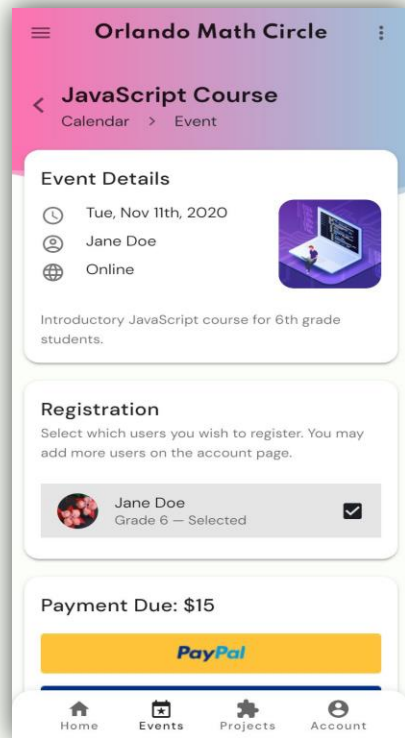


# NestJS

# NestJS...

What the OMC Application uses for Backend.

- Supports a combination of both TypeScript and JavaScript
- Module based



# **YouTube Video – 30 min**

[NestJS Part 1 - Basics - YouTube](#)



# Closing Remarks



THANK YOU!