Intro

29 August 2023 08:59

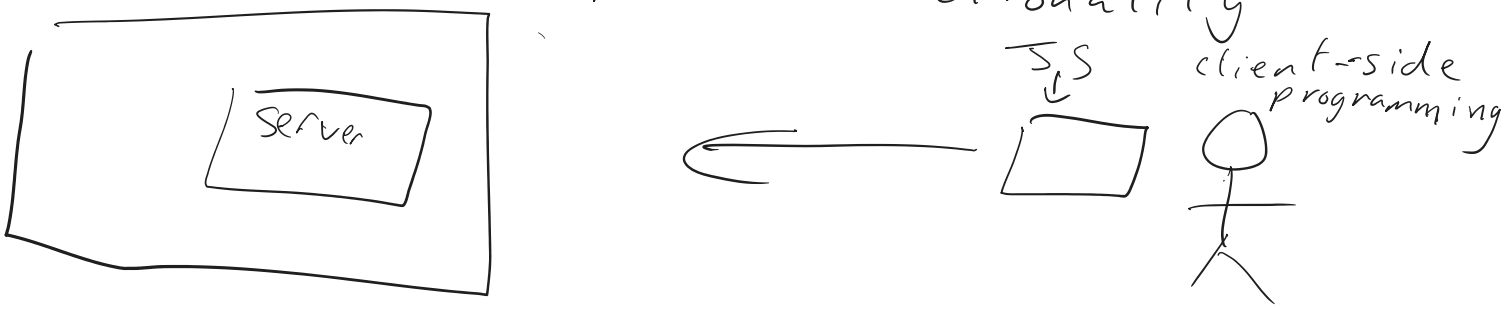
check ~~terminal~~
~~check~~ git
check vsc

Web Dev

-> Developing a 'web' application
-> Any app that is accessed via the web

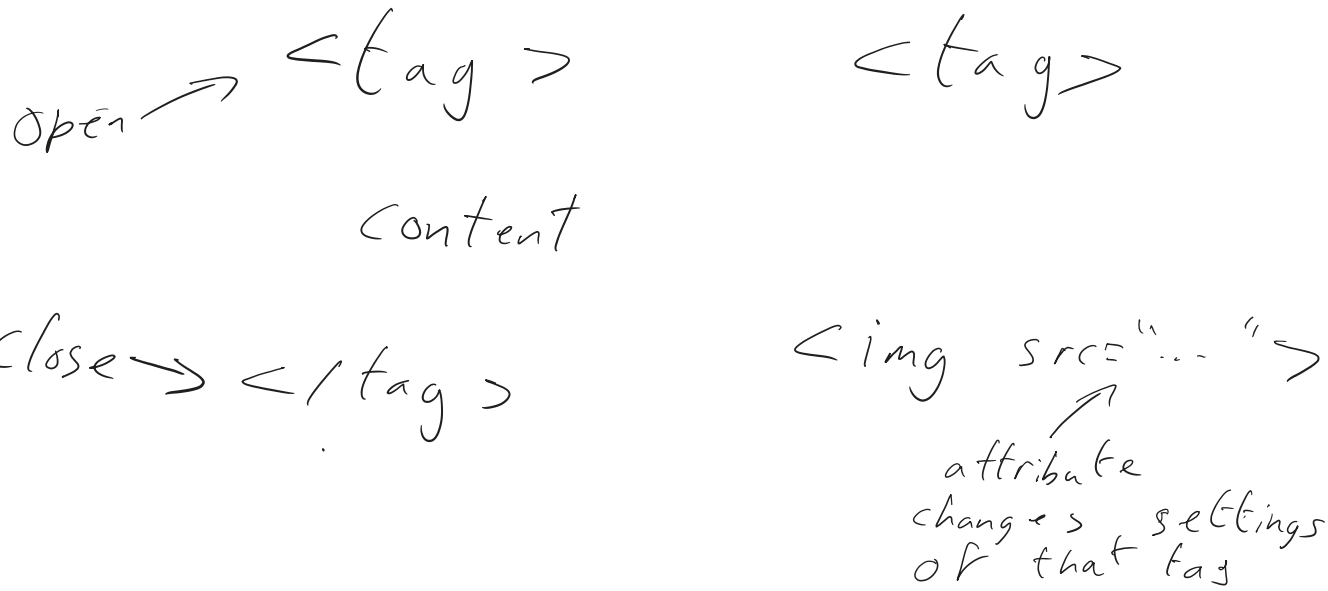
-> Accessed via web browsers
-> Different web browsers interpret code in different ways
-> Leads to potential issues in maintain feature parity across browsers

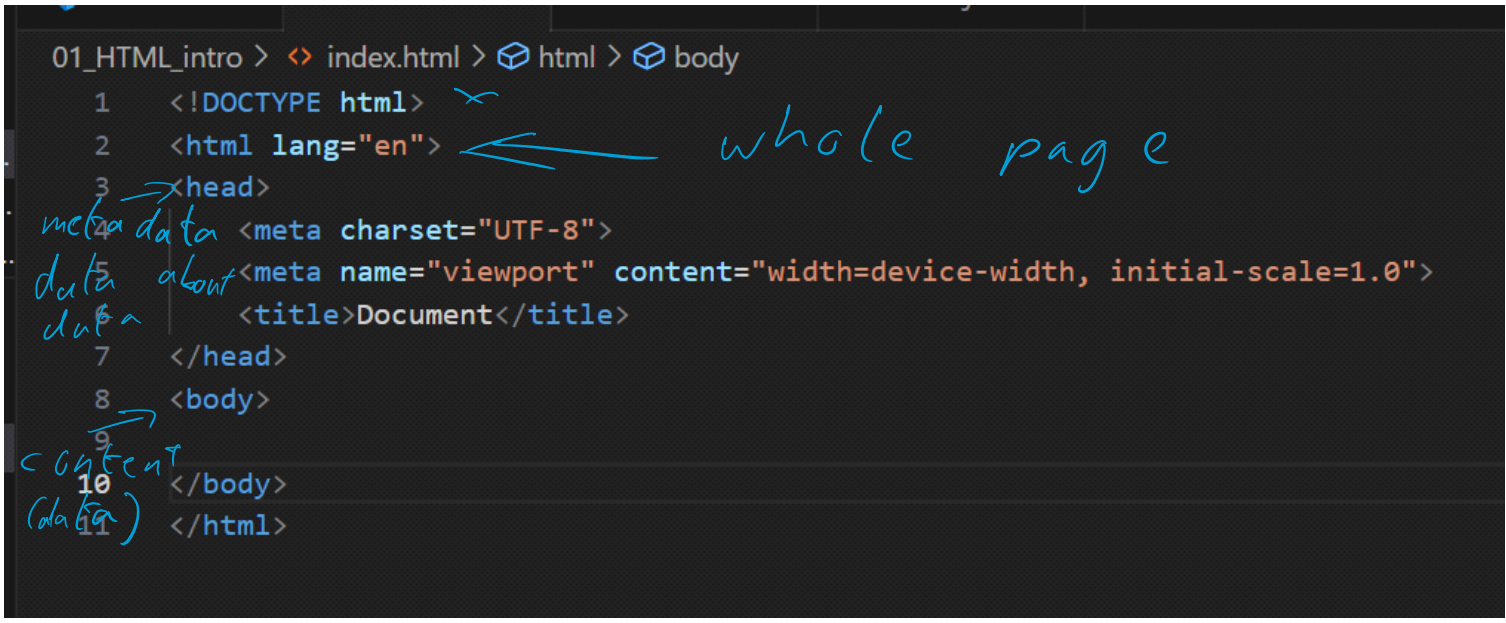
HTML -> HyperTextMarkupLangnage -> Structure
CSS -> Cascading Style Sheets -> styling
JS -> JavaScript -> Functionality



HTML

29 August 2023 13:41

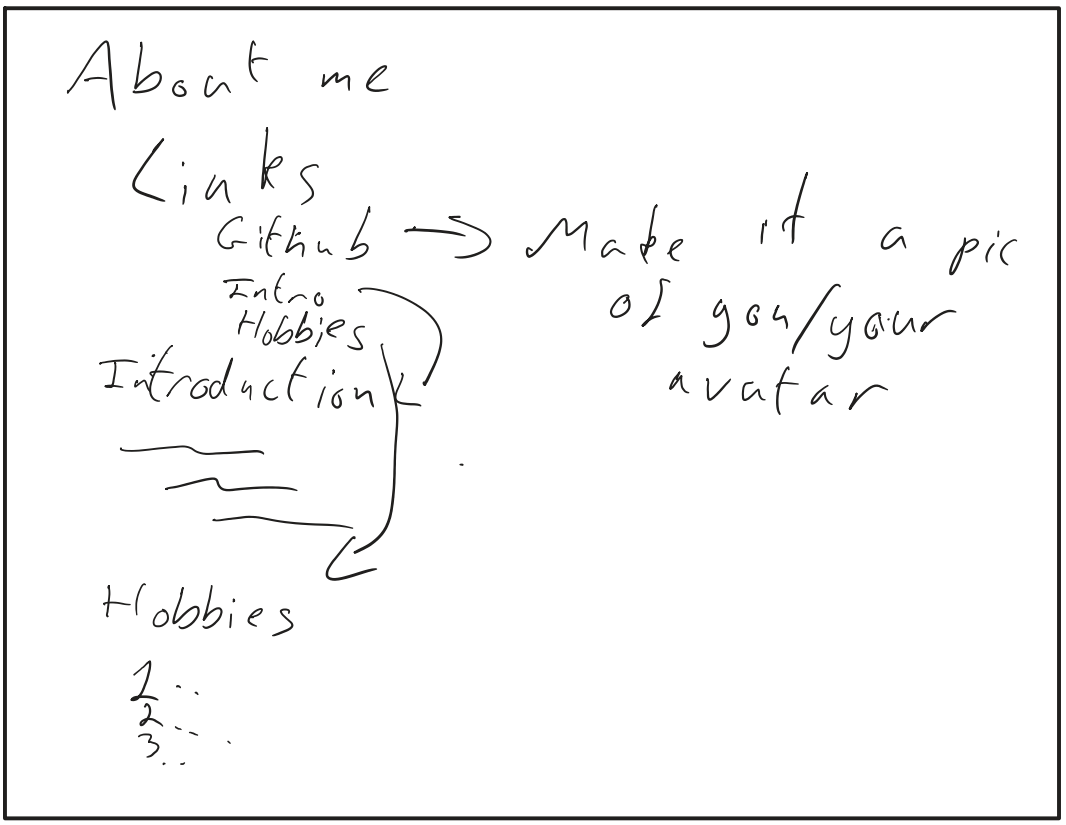


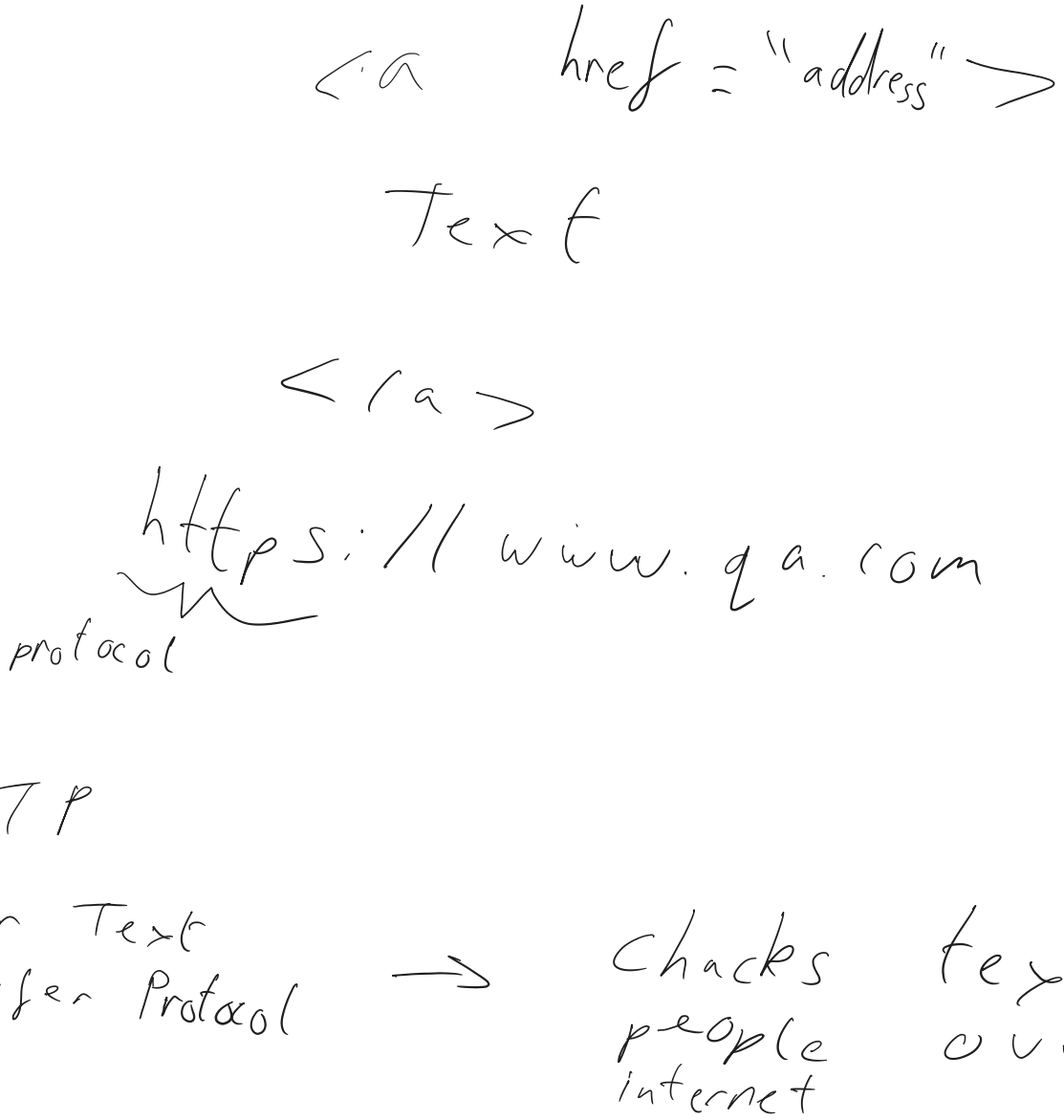

01_HTML_intro > index.html > html > body
1 <!DOCTYPE html>
2 <html lang="en">
3 <head>
4 <meta charset="UTF-8">
5 <meta name="viewport" content="width=device-width, initial-scale=1.0">
6 <title>Document</title>
7 </head>
8 <body>
9
10 </body>
11 </html>
whole page
metadata
data about
data
content
(data)

Ex 1.

29 August 2023 14:08

-





HTTP

Hyper Text Transfer Protocol → Chacks text at people over the internet

Recap

30 August 2023 09:06

HTML → Hyper Text Markup Language

html version → Structure of the page

DocTypeDefinition

html

body (content) head (meta data)

h1 → biggest header

h4 → normal text

h6 → smallest header

p → text with a line break

strong → bold

em → italicised

br → line break

a → hyperlink

→ href

<a href: "URL"> Link

External site: absolute path (including protocol)

Different page: relative path

Same page: # id

id is an attribute that provides a unique identifier for that element

div → group of elements

ol / ul

ordered → 1, 2, 3

unordered → :

W3Schools → quick → easy → intuitive

:

MDN -> comprehensive

Table

30 August 2023 10:01

→ data expressed in rows and columns

→ can have headings

```
<table>
    <thead>
        <th> Heading </th>
    <thead>
    <tbody>
        <td> Data </td>
    </tbody>
</table>
```

head → metadata

header → top of the section

heading → h1, h2...

table headings → thead → th

Gather user Input

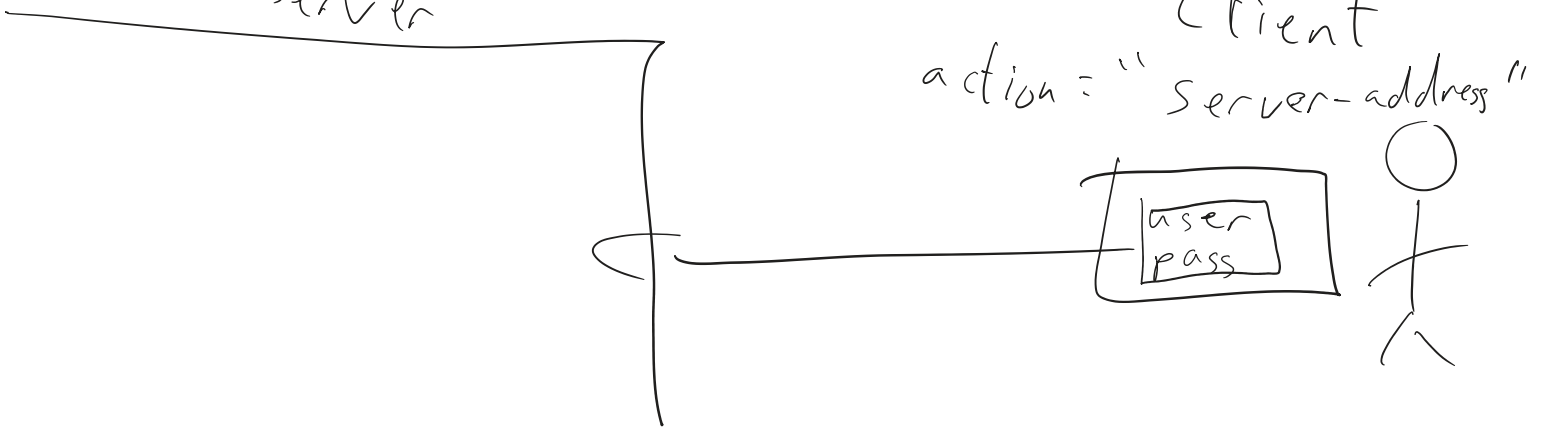
<form>

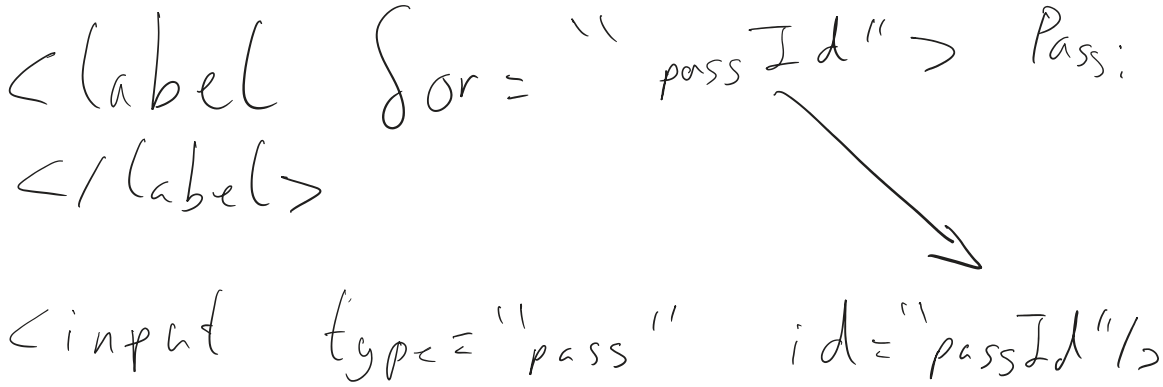
<input />

http://127.0.0.1:5500/03_HTML_Forms/index.html?user=root&pass=pass

query params

</form>



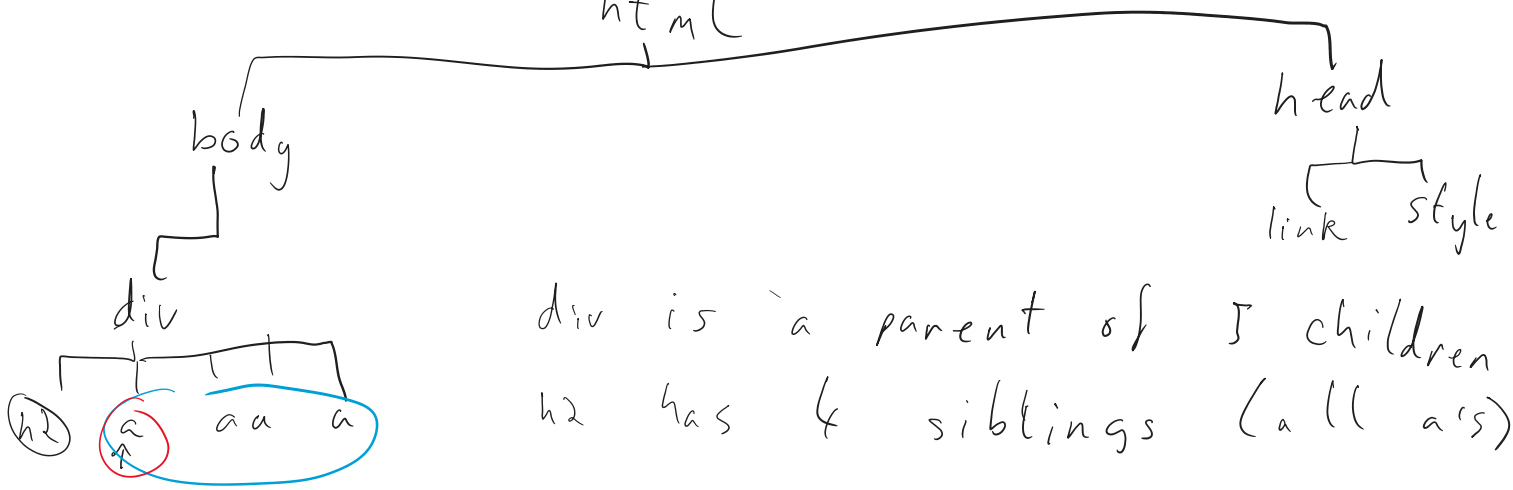

<label for="passId">Pass:
</label>
<input type="pass" id="passId"/>

Cascading Style Sheets

→ used to style a webpage
→ default styling provided by the browser
→
```
selector {
    property : value;
    color : red;
}
```

→ 3 ways to use it:
external css: css file referenced using a <link>
internal/embedded css: <style> tag in head
inline css: use the style attribute

Document Object Model

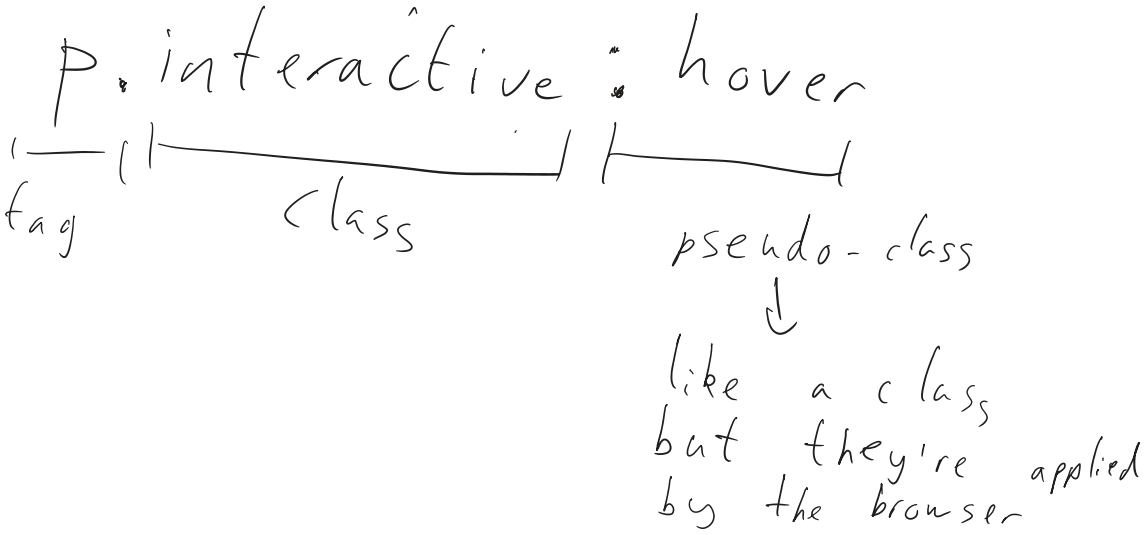


div is a parent of 5 children

h2 has 4 siblings (all a's)

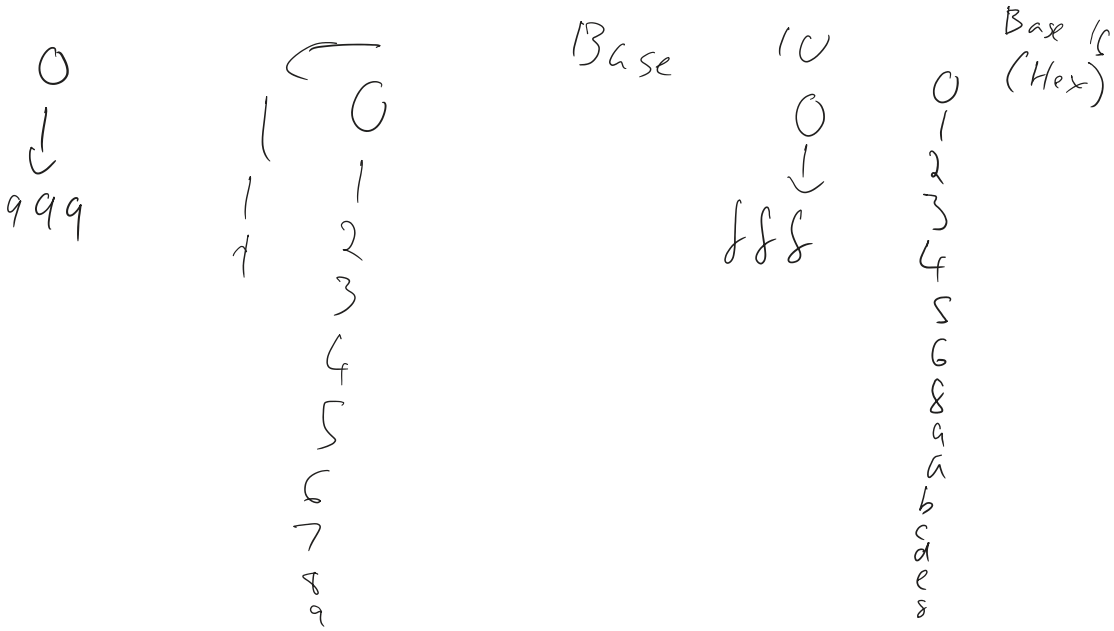
h2 ~ a

h2 + a


p.interactive:hover
tag
class
psedo-class
like a class
but they're applied
by the browser

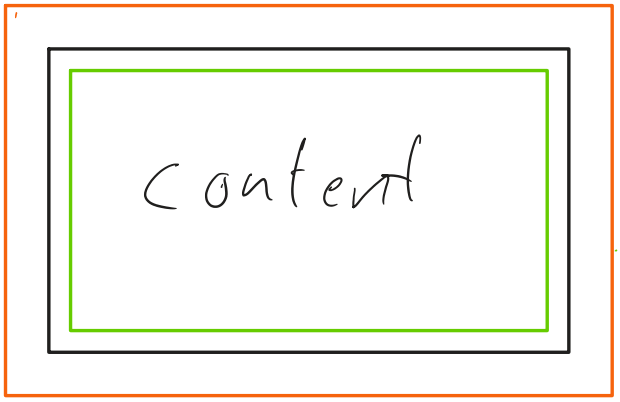
Hex

31 August 2023 10:45



Box Model

31 August 2023 13:11



Positioning

31 August 2023 13:26

position → how an element is positioned

default: static → unchanging

relative → relative to original position

absolute → 'like' relative but doesn't affect rest of page

JS

31 August 2023 13:53

JS → Used to provide functionality to websites → react to user input

Has modern libraries for creating websites like React

Better than python?

Unique because it runs in the browser → Is actually the only language that runs in a browser

Java Script

Lie

scripting language → .js files that are executed ↓

Variable
31 August 2023 14:48

Variable → box for data
→ named, so you can refer back to it later

let n = 27;
variable

(print) console.log(n) → 27

is
n = 32;

assignment (put value in box)

const PI = 3.142; → constant
→ can't reassign it

let variableName123;
→ unique → start with letter or $ or _
→ camelCase makes it easier to read long names w/o spaces

String functions

31 August 2023 15:31

str.indexOf("...")

↓

finds the position of a string in a bigger string

e.g. → "Jordan Harrison".indexOf("r");

0 1 2 3 4 5 6 ...

"Jordan".charAt(0) → "J"

character at position 0

↓

letter/number/symbol

"Jordan".toUpperCase() → "JORDAN";

Types
31 August 2023 14:56

Primitive Types: simple
1 value

Number → 0→9

Boolean → true/false

Strings ⇒ "text" or 'text'
⇒ alphanumeric characters

Undefined → never had a value

Null → No Value → EMPTY

Objects?

typeof <variable> → prints out the type of that variable