## Introduction to Web Development: JavaScript

## **Class 1: Exercises**

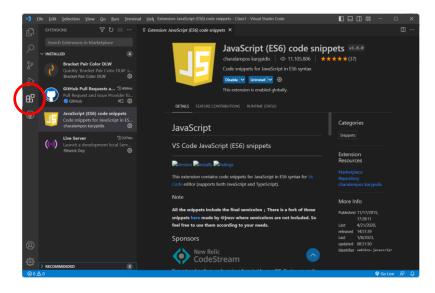
1. Review chapters 1 and 2 of this courses video series titled "Modern JavaScript From The Beginning".

https://learning.oreilly.com/videos/modern-javascript-from/9781789539509/

- 2. Get your development environment up and running.
  - a. Visual Studio Code installed on your laptop.

https://code.visualstudio.com/download

- b. Installation of a few extensions into VS Code.
  - i. Live Server
  - ii. JavaScript (ES6) Code Snippets
  - iii. Bracket Pair Color DLW



- 3. Run some JavaScript in your browser
  - c. Have a simple HTML page run some embedded JavaScript

d. Have a simple HTML page linked to a JavaScript file

## index.html

```
// this is a comment

/*
this is also a comment
*/
alert('JavaScript from a js file.');

// in the browser window, right click and inspect console.log("logging to browser console");
```

app.js

4. Write JavaScript that outputs to your browser console

## index.html

```
console.log('Hello World!');
console.log(2345);
console.log(false);

var message = 'In 2022 JavaScript was the most
popular programming language!';
console.log(message);

console.log([3,4,5,6]);
console.log({a:1,b:2});
console.table({a:1,b:2});

console.error('this is an error.');
console.warn('this is a warning.');
```

console.js

- 5. Become familiar with the var, let, and const JavaScript variables.
  - Reminder remove the two back-slashes // as comments on the lines of code. Some comments are still just comments.

```
// var, let, const
// variables can be reassigned
var fullName = 'Jack Nimble';
console.log(fullName);
fullName = 'Jill Spill';
console.log(fullName);
// // variables can be initialized
// var message;
// console.log(message);
// message = 'Welcome to JavaScript!'
// console.log(message);
// // can be created with letters, numbers, $,
// // cannot start with a number
// var firstName = "Jack"; // Camel case (most common)
// var first_name = "Jack"; // Underscore
// var FirstName = "Jack"; // Pascal case (used as a class in 00 programming)
// var firstname;
// console.log(first name);
// // LET
// let fullName = "Sue Storm";
// console.log(fullName);
// // fullname = "Johnny Storm";
// fullName = "Johnny Storm";
// console.log(fullName);
// // CONST
// const lastName = "Storm";
// console.log(lastName);
// // constants cannot be re-assigned.
// lastName = "Smith";
// // it must have a value
// const message;
// const person = {
// firstName: 'Marcus',
    lastName: 'Aurelius',
// age: 59
// };
// console.log(person);
// person.firstName = 'Annia';
// person.age = 34;
// console.log(person);
// const numbers = [1,2,3,4,5];
// numbers.push(6);
// numbers = [4,5,6,7,8]; // constants cannot be re-assigned.
// console.log(numbers);
```