General Assembly

Welcome to JS1!

- Everything is an object!
  - "Everything in Javascript is an Object, *and that's awesome!*. It's also known as Object Oriented, because everyrhing you're dealing with is an Object! If I have a strings, it's also an Object! And that's awesome! If I have a function, it's also an Object! And that's awesome! If I have a number, ..." [point at someone, and wait for "it's also an Object"] "And that's awesome!"
  - "So, I knew someone who had a teacher in high school who ran into the classroom on the first day and screamed 'Keep your tenor high!'. They were all confused until he explained that you'll never have your students attention as much as at the start of your first lesson, so he picked one important point for the students to remember."
  - "I've got your attention now; Everything in Javascript is an Object, *and that's awesome!* If I have a number, it's also an Object, and that's *awesome*! If I have a function, it's also an Object! And *that's* awesome. If I have a *string*, it's also an Object! And that's..?" [wait for class: "Awesome!"]

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Introductions

- [on board] Jess Telford
- [on board] Amy Simmons
  - Taking notes / Helping you
- Mikaela
- Megan
- Exercise
- Joke: New instructor. Alternative; mirror inspector - a job I could really see myself doing.

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Objectives

- Introduce ourselves
- Ground Rules
- Reaffirm fundamentals
- Learn course structure
- Setup our development environments
- Thinking in code

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Ground Rules

Ground Rules

For the course

- Attend every class
  - At least 80% of classes (miss no more than 4 classes)
- 80% pass in required projects
- Code of conduct
  - Be nice, dress appropriately, etc
  - in class, on campus, online, etc; the modern classroom is mobile - anywhere students and an instructor gather is still a "class"

Ground Rules

Our own rules

- What rules?
- [on board]:
  - Dinner break?
  - Be on time?
  - No screens during lecture portion?

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Fundamentals

Fundamentals

HTML & CSS

https://dash.generalassemb.ly

- [3 fingers] HTML
- [3 fingers] CSS
- Completed Dash?

Fundamentals

Programming Styles

- Object Oriented Programming (OOP)
- Functional Programming

- [on board] OOP
- [on board] FP
- OOP = modeling code as objects with functionality
- FP = sequence of equations to get a result

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Course Structure

Class	Title		Class	Title
Lesson 0	Installfest		Lesson 11	Advanced APIs
Lesson 1	JS on the Command Line		Lesson 12	Lab Time
Lesson 2	Data Types		**Project 2**	Feedr - Your Personalized Feed Reader
Lesson 3	Conditionals and Loops		Lesson 13	Prototypal Inheritance
Lesson 4	Functions and Scope		Lesson 14	Closures and This
Lesson 5	**Project 1 Lab:** Slackbot		Lesson 15	Intro to Crud and Firebase
Lesson 6	Objects and JSON		Lesson 16	Deploying Your App
Lesson 7	Intro to DOM & jQuery		Lesson 17	Instructor Student Choice
Lesson 8	DOM & jQuery Continued		Lesson 18	Lab Time
Lesson 9	AJAX and APIs		**Project 3**	Your Single Page App
Lesson 10	Asynchronous JS and Callbacks		Lesson 19	Final Project Presentations

- Open in new tab
- In-class time
-
    - 3 projects

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Environment Setup

Environment Setup

Slack

`slack.com/downloads`

- Sign up
- Upload an avatar
- Say 'hi'!

- Share Slack tips for those who are done: https://slackhq.com/11-useful-tips-for-getting-the-most-of-slack-5dfb3d1af77#.xaz3031vf

Environment Setup

Git, Sublime, Node

- Windows: http://bit.ly/windows-setup
- OSX: http://bit.ly/mac-osx-setup
- Linux: http://bit.ly/linux-setup

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Thinking In Code

Think like a computer

- Great programmers think in code
- Computers
  - Do exactly what told
  - Series of steps
  - Top -> Bottom

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Thinking In Code

Think like a computer

Write it in English First

- Write Steps
- No structure or format. Make it up.
- Not distracted by little details or errors

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Thinking In Code

Think like a computer

Write it in English First

Aka: "*Pseudocode*"

- === English steps
- Can be turned into any language

Thinking In Code

Exercise

- First class exercise!
- [on board]
  - Draw 1 button + light
  - Button on = light on
  - Button off = light off
- Ask class; "Pseudocode"?

Thinking In Code

Exercise

Your turn

- [on board]
  - Draw 2 buttons + light
  - press button = light on + colour
  - press same button = light off
  - press diff button = diff colour
- [pairs] Write down steps
  - Then we'll share
  - Hint: Up to 10 steps

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Objectives

- Revisit each of the objectives on board

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Next Lesson

- The Internet & WWW
- The command line
- Client-Server models
- Git & GitHub
- Javascript on the command line

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Questions?

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Exit Tickets

http://ga.co/js1syd

- Used to help influence the course
- Be honest
- [share in Slack]

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