MAIN LINK:

https://www.appbrewery.co/p/web-development-course-resources

HTML LINKS :

<https://devdocs.io/html/element/heading_elements>

<https://developer.mozilla.org/en-US/>

<https://docs.emmet.io/cheat-sheet/>

CSS LINKS:

<https://colorhunt.co/palette/206792>

<https://developer.mozilla.org/en-US/docs/Web/CSS/background-color>

<https://developer.mozilla.org/en-US/docs/Web/CSS/color_value>

<https://www.w3schools.com/cssref/css_default_values.asp>

https://fonts.google.com/

positions:

* Static(main form)
* absolute(relative to the parent who is the body of the page)
* relative(top,right,left,bottom)
* fixed

Bootstrap Links:

<http://ui-patterns.com/>

<https://sneakpeekit.com/>

<https://balsamiq.com/>

<https://www.codeply.com/>

<https://fontawesome.com/>

NAVBAR:

* Require a wraping .navbar with .navbar-expand{-sm(small), -md(medium), lg(large)}

**JAVASCRIPT**

**Links:**

**https://developer.mozilla.org/en-US/docs/Web/API/EventTarget/addEventListener**

**HOW TO MAKE AN ALERT WITH CAPITALISED FIRST NAME LETTER**

var name = prompt("Your name is: ");

var firstChar = name.slice(0,1);

var upperCaseFirstChar = firstChar.toUpperCase();

var restOfTheName = name.slice(1,name.length);

var capitalisedName = upperCaseFirstChar + restOfTheName;

alert("hello " + capitalisedName);

Output : hello Anto

**HOW TO CALCULATE THE AGE OF YOUR DOGE INTO HUMANS**

var dogAge = prompt("what is your doge age? ");

var humanAge = (dogAge -2)\*4+21;

alert("your doge is aged this much " + humanAge);

Input : 5 (dogAge)

Output: 33 (humanAge)

**HOW TO CALCULATE THE PRICE / BOTTLE AND ROUND IT(math.floor).**

function getMilk(money) {

console.log("leaveHouse");

console.log("moveRight");

console.log("moveRight");

console.log("moveUp");

console.log("moveUp");

console.log("moveUp");

console.log("moveUp");

console.log("moveRight");

console.log("moveRight");

var numberOfBottles = Math.floor(money / 1.5);

console.log("buy " + numberOfBottles + " bottles of milk ");

console.log("moveLeft");

console.log("moveLeft");

console.log("moveDown");

console.log("moveDown");

console.log("moveDown");

console.log("moveDown");

console.log("moveLeft");

console.log("moveLeft");

console.log("enterHouse");

}

getMilk(5);  *//how many bottles can I buy with this money? (3 from output)*

Output: buy 3 bottles of milk.

**HOW TO CALCULATE YOUR ARE BY THE CURRENLY NUMBER**

function lifeInWeeks(age){

var yearsRemaining = 90 -age;

var days = yearsRemaining \* 365;

var weeks = yearsRemaining \* 52;

var months = yearsRemaining \* 12;

console.log("You have " + days+ " days " + weeks +" weeks, and " + months +" months left.");

}

lifeInWeeks(51);

**HOW TO CALCULATE THE BMI BY THE WEIGHT AND HEIGHT**

function bmiCalculator (weight, height){

var bmi = weight / (height \* height);

return bmi;

}

var bmi = bmiCalculator(65, 1.8);

console.log(bmi);

**HOW TO GENERATE A RANDOM NR (compatibility game)**

prompt("What is your name ?")

prompt("What is his/her name ?")

var n = Math.random();

n = Math.floor(n\*100)+1;

alert("your compatibility is : "+ n + " %");

**LEAP YEAR :IS EVERY YEAR IS DIVISIBLE BY 4/100/400?**

function isLeap(year){

if(year % 4 === 0 ){

if(year % 100 === 0 ){

if( year % 400 === 0){

return "Leap year";

}else{

return "Not leap year";

}

}else {

return "Leap year";

}

} else {

return "Not a leap year";

}

}

**GUEST LIST**

var guestList = ["Anto", "Alina", "Mihaela"];

var guestName = prompt("what is your name?");

if (guestList.includes(guestName)){

alert("welcome");

}else {

alert("maybe next time ");

}

**FIZZBUZZ**

var output=[];

var count = 1;

function fizzBuzz() {

if (count % 3 === 0 && count % 5 === 0){

output.push("FizzBuzz");

}

else if ( count % 3 === 0 ){

output.push("Fizz");

}

else if ( count % 5 === 0 ){

output.push("Buzz");

}

else {

output.push(count);

}

count++;

console.log(output);

}

**WHO IS BUYING LUNCH (random person pick)**

function whosPlaying(names){

var numberOfPeople = names.length;

var randomPerson = Math.floor(Math.random() \* numberOfPeople);

var randomPerson = names[randomPerson];

return randomPerson + " is going to buy lunch";

}

**DECREMENT WHILE LOOP**

var numberOfBottles = 99;

while(bottles => 0){

var bottleWord = "Bottles";

if(numberOfBottles === 1){

bottleWord = "Bottles";

}

console.log(numberOfBottles + " " + bottleWord + " of beer on the wall");

console.log(numberOfBottles + " " + bottleWord + " of beer,");

console.log("Take one down, pass it around,");

numberOfBottles--;

console.log(numberOfBottles + " " + bottleWord + " of beer on the wall.");

}

**FIBOCCNACI**

function fibonacciGenerator(n){

var output = [];

if (n ===1 ){

output = [0];

} else if ( n === 2){

output = [0, 1];

} else {

output = [0, 1];

for(var i = 2; i < n; i++ ){

output.push(output[output.length -2] + output[output.length -1]);

}

}

return output;

}

output = fibonacciGenerator(5);

console.log(output);

DOM

*COMMANDS IN DOM :*

Chose the query from html and assign a color :

Document.querySelectro(“h1”).style.color =”red”;

Chose a line from html by the array position and assign a color :

document.getElementsByTagName("li")[1].style.color= "red";

Manipulate attributes:

Document.querySelector(“a”); //show the entire line from html

document.querySelector(“a”).getAttribute(“href”); //get the attribute that exist

document.querySelector(“a”).attributes; // show all the attribute that exist inside the html code

document.querySelector(“a”).setAttribute(“href”, “[www.yahoo.com](http://www.yahoo.com)”); //change the actual link attribute with a new one

LINKS:

<https://www.w3schools.com/jsref/dom_obj_style.asp>

JQUERY

//JS CODE

for(var i = 0; i<5; i++){

    document.querySelectorAll("button")[i].addEventListener("click", function(){

        document.querySelector("h1").style.color = "purple";

    });

//JQUERY

    $("button").click(function(){

    $("h1").css("color", "purple");

});

}

ADD/REMOVE ELEMENT

$(“h1”).**before**(“<button>New</button>);*//before what we select(before h1);*

*<button>Title</button></h1>*

*<h1>Title</h1>*

$(“h1”).**after**(“<button>New</button>); *//after what we select*

*<h1>Title</h1>*

*<button>New</button></h1>*

$(“h1”).**preppend**(“<button>New</button>);*//add element into what we select*

*Ex: <h1><button>Title</button></h1>*

$(“h1”).**append**(“<button>New</button>); *//put the element on last position what we select*

*Ex: <h1>Title><button>New</button></h1>*