

Black & White Series

# JavaScript Environment

JavaScript for C or Java Programmers

# JavaScript

- Invented by Brendan Eich at Netscape
- ECMAScript -> standardization (ECMA, 2011)
- Originally for small in-browser scripts
- Local hardware access limitations
  - security
  - platform independence

# Experimental environment

**Javascript Playground**  
**(<https://playcode.io/>)**

interactive environment ideal for starters

# Inspection Output

```
console.log(<string>)
```

- A simple form of producing outputs for:
  - inspection
  - learning
- Not presented on the page
  - unfit for application output

```
console.log('The dinosaur jumped into the mud')
```

# Sequence of Instructions

- One instruction per line
  - a semicolon, in the end, is optional

```
console.log('=== Dinosaur Story ===')  
console.log('The dinosaur jumped into the mud')
```

- Several instructions in the same line
  - separated by semicolons (mandatory)

```
console.log('=== Dinosaur Story ==='); console.log('The dinosaur jumped into the mud');
```

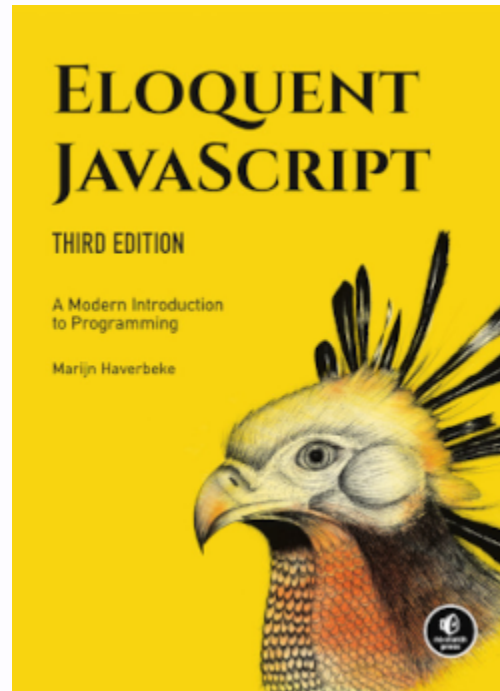
# Inserting in a Page

## Non-usual form

```
<!DOCTYPE html>
<html>
  <body>
    JavaScript learning - look at the console.
    <script>
      console.log('=== Dinosaur Story ===')
      console.log('The dinosaur jumped into the mud')
    </script>
  </body>
</html>
```

# References

- Mozilla MDN - <https://developer.mozilla.org>
- Eloquent JavaScript - <https://eloquentjavascript.net/>



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**Web2Learn**

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