

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');
```

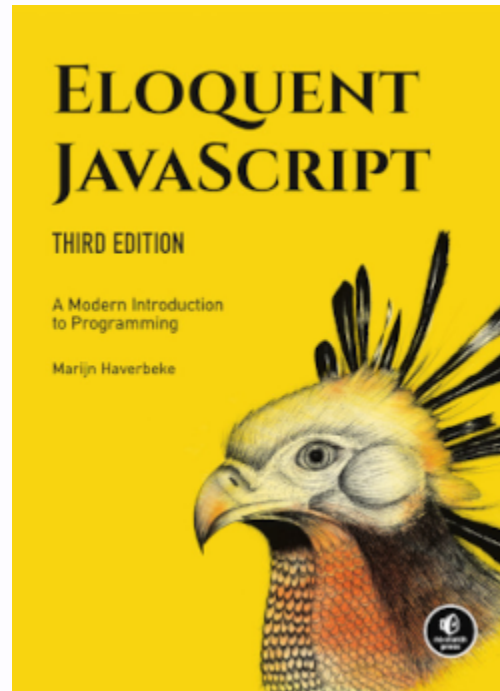
Inserting in a Page

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

santanche.github.io/web2learn/