Main code: var title = "superman";

var queryURL = "https://www.omdbapi.com/?t=" + title + "&y=&plot=short&apikey=trilogy";

$.ajax({

url: queryURL,

method: "GET"

}).then(function(response) {

console.log(response);

console.log(response.Runtime);

});

// ---------------------------------------------------------

console.log("This console.log will probably happen first because of asynchronicity.");

var x = 2;

var y = 10;

var z = 13;

console.log("We can also assign some variables and do some arithmetic while we wait too: 2 + 10 + 13 = ", x + y + z);

</script>

Helping videos: <https://www.youtube.com/watch?v=ecT42O6I_WI&index=5&list=PLRqwX-V7Uu6a-SQiI4RtIwuOrLJGnel0r>

<https://www.youtube.com/watch?v=4UoUqnjUC2c&list=PLRqwX-V7Uu6a-SQiI4RtIwuOrLJGnel0r&index=6>

<https://www.youtube.com/watch?v=PDD8NV3sbZo>

Lesson 6.1 - GIPHY API

We go over simple API calls and the basics of AJAX requests.

https://www.youtube.com/watch?v=Kp7Xy2LScLM

Lesson 6.3 - Button Triggered AJAX

We go over how to attach ajax calls to the clicking of an HTML button.

https://www.youtube.com/watch?v=K1JDUkF94cs

Lesson 6.3 - Dynamic Elements

We go over how to dynamically create HTML elements using jQuery, AJAX, and button clicks.

https://www.youtube.com/watch?v=UVBmX4cZkHY

6.3 - NYT Search

https://www.youtube.com/watch?v=PDD8NV3sbZo

\_solutions for todays activities are on gitlab\_