

SheCodesNow

Intro to JavaScript

Before we get started make sure you have:

1. Connected to WiFi
2. Have Sublime or another code editor
3. Have Downloaded:

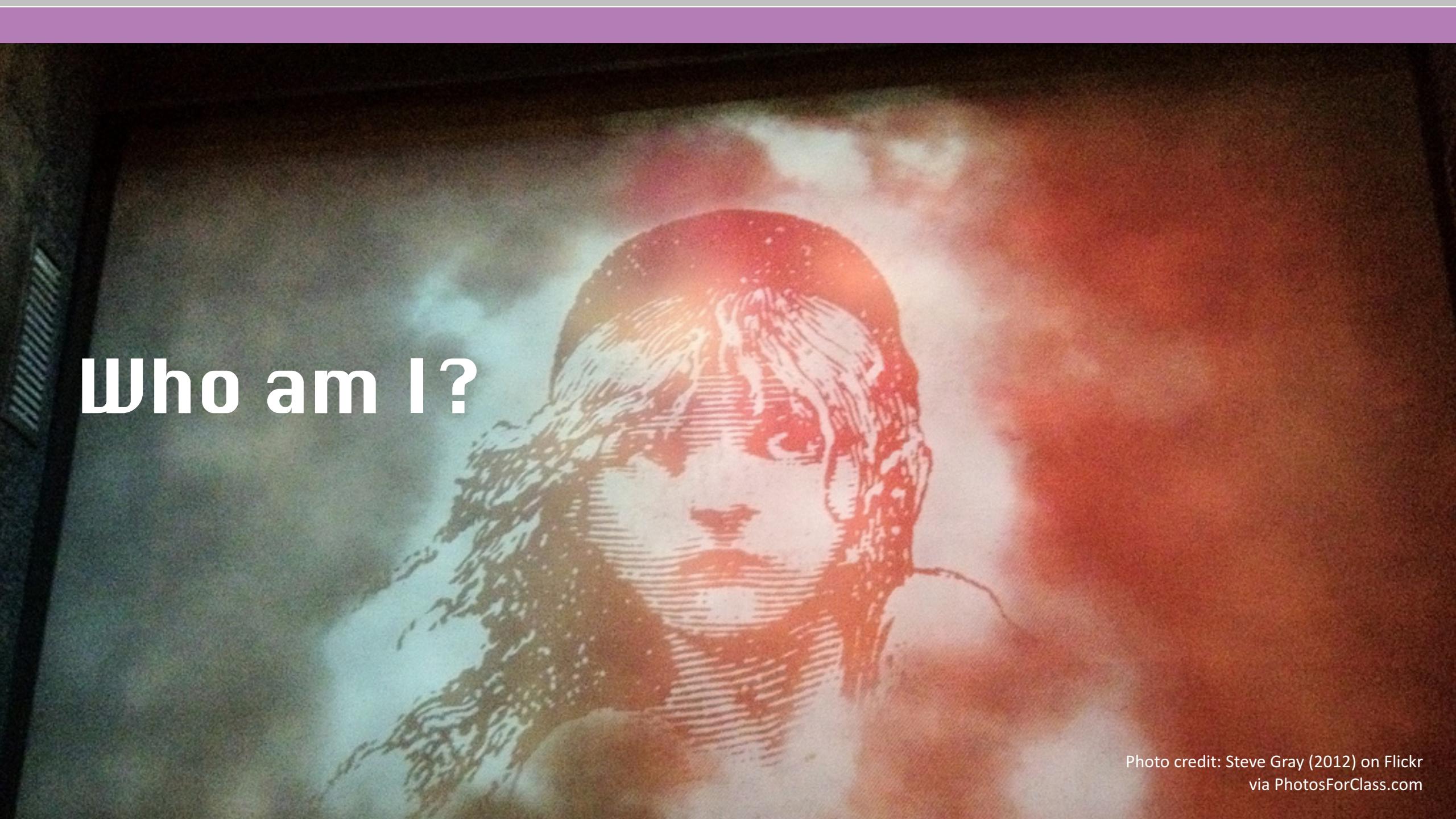
https://github.com/sheyna/SheCodesNow_JavaScript

Photo credit: BlackGirlsCode (2011) on Flickr
via PhotosForClass.com





sheCodesNow

A photograph of a woman's face, which is partially obscured by a vibrant, multi-colored glow. The glow is composed of various colors including red, orange, yellow, green, and blue, creating a dreamlike and ethereal effect. The woman has dark hair and is looking directly at the camera.

Who am I?

Photo credit: Steve Gray (2012) on Flickr
via PhotosForClass.com

“OH NO!

Math Scary” You Say?

HTML

Content

- Headlines
- Photos
- Links
- Articles (copy)

CSS

Styles

- Fonts
- Colors
- Borders
- Backgrounds
- Layout



JavaScript

Interactivity

- Personalization
- Games
- Effects
- Animation**
 - ** CSS can do animation as well



Open basic.html

```
1 <html>
2   <head>
3     <title>This is my page title</title>
4   </head>
5   <body>
6     <!-- Content for the page goes here -->
7
8     <script>
9       // Write your JavaScript here:
10
11
12   </script>
13   </body>
14 </html>
15
```



Hello World

In the basic.html file add this on line 10:

```
alert("Hello World");
```



Basic Syntax

Declare a function (tell the computer what you want it to do when you call this function)

```
function myFunction(x) {  
    return x + 6;  
}
```

Call a function (tell the computer to do it now)

```
var y = myFunction(4);
```



Syntax Hints

Do not forget the semicolon!

```
myFunction();
```

All opening curly braces, quote marks and parenthesis must have a matching closing curly brace, quote mark or parenthesis

```
function myFunction() {  
    ...  
}
```



Dear Algebra,

Please stop asking us to find your x .

She's never coming back and don't
ask y .



Variables

In JavaScript, “var” declares a variable and lets the computer know that “x” is a variable name.

```
var x = 3;
```



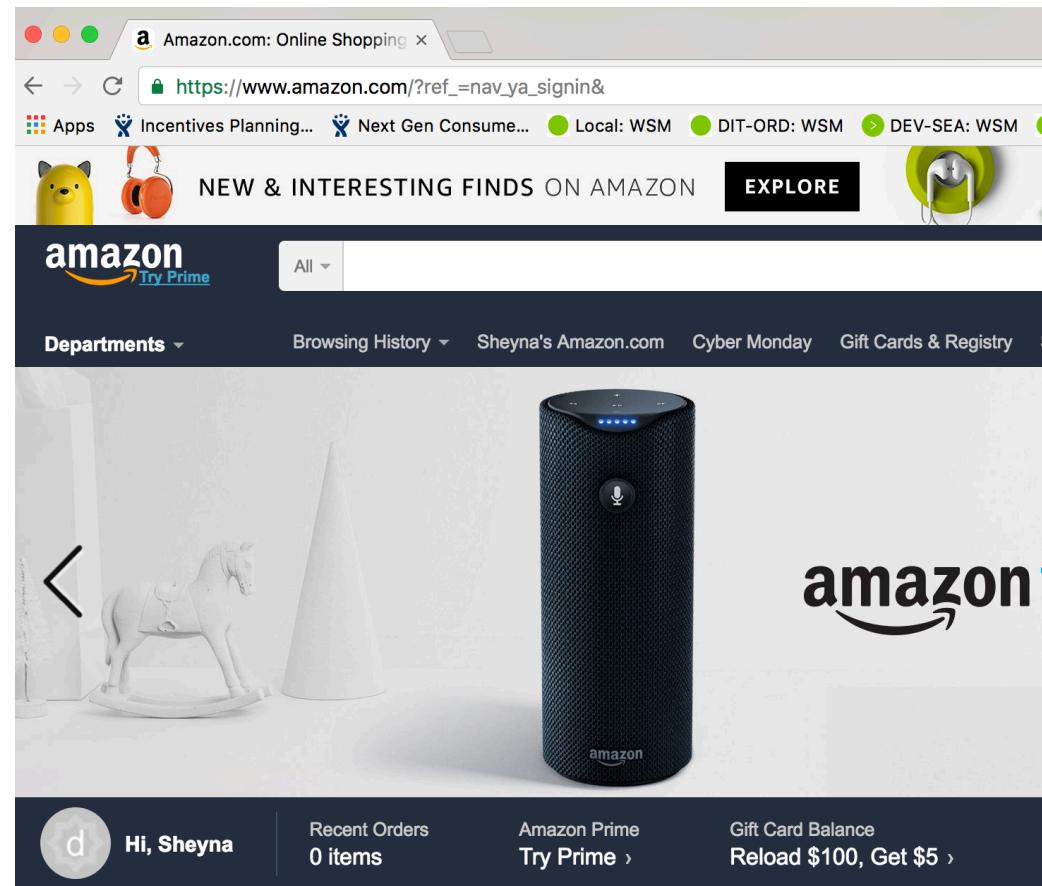
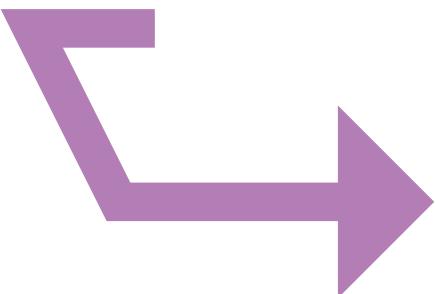
Using Variables in Hello World

Go back to the basic.html file and change you code as follows,
adding a variable declaration before the alert.

```
var userName = prompt("What is your name?");  
alert("Hello " + userName);
```



Where Have We Seen This Before?



Holiday deals [See all deals](#)



Data Types*

Boolean: A true or false value

Number: A number written in numerals (ex: 24)

String: Any combination of letters, numerals or special characters placed in quotation marks (ex: "What is your name?")

(*There are also Objects, Arrays, Symbols, Null, Undefined)



If-Else Conditional

If something is true, do this.

If it's not true, do this instead.

```
var userName = prompt("What is your name?");

if (userName == "Sheyna") {
    alert("You are super cool!");
} else {
    alert("You are not Sheyna.");
}
```



A Few Operators

= Assigns a value to a variable.

`x = 3` means that `x` is now equal to 3

== Checks if 2 values are the same.

`x == 3` checks to see if `x` equals 3

!= Checks if 2 values are not the same.

`x != 3` checks to see if `x` does NOT equals 3

|| The “Or” operator. Checks if one of two or more values is true.

`x == 3 || x == 8` if `x` equals 3 OR 8 this will return true

&& The “And” operator. Checks if both of two or more values is true.

`x == 3 && y == 8` will return true only if `x` equals 3 AND `y` equals 8



Homework 1

Allow the user to guess again if they are wrong the first time.

```
while (answer != guess) {  
    // write the code  
}
```



Homework 2

Store user's incorrect guesses in an array.* Start by creating an empty array.

```
var eliminated = [];
```

After each incorrect guess add that guess to the array

```
if (answer != guess) {  
    eliminated.push(guess);  
}
```

Can you think of a way to use this data to help the user narrow down their guesses?



Homework 2 (cont.): *Arrays

To learn more about how to use Arrays, here are some useful resources:

Treehouse:

<https://teamtreehouse.com/library/javascript-foundations/arrays/creating-arrays>

<https://teamtreehouse.com/library/javascript-loops-arrays-and-objects>

Khan Academy:

<https://www.khanacademy.org/computing/computer-programming/programming/arrays/p/intro-to-arrays>



Homework 3

Keep a tally of how many times the user has made a guess. Create a variable, and for every guess add one to the variable.

```
var numberOfGuesses = 1;
```

In the Loop that controls the guesses add 1 to the numberOfGuesses variable

```
numberOfGuesses = numberOfGuesses + 1;
```



Homework 4

Instead of using alerts and prompts to communicate to the user, try to use an HTML form. Use the ID values of the inputs. Here is an example of how to do this:

http://www.w3schools.com/jsref/coll_form_elements.asp

http://www.w3schools.com/Js/tryit.asp?filename=tryjs_form_elements

Here's how to get the form to submit:

http://www.w3schools.com/asp/asp_inputforms.asp



Online Learning Resources

Treehouse

<https://teamtreehouse.com/library/topic:javascript>

Codecademy

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

Code School

<https://www.codeschool.com/search?query=JavaScript>

Khan Academy

<https://www.khanacademy.org/computing/computer-programming/programming>



Online Learning Resources (cont.)

Tutorials Point

<https://www.tutorialspoint.com/javascript/index.htm>



Local Meetups for Beginners

Girl Develop It: Seattle

<http://www.meetup.com/Girl-Develop-It-Seattle/>

Women Who Code: Seattle

<https://www.womenwhocode.com/seattle>

Chictech: Seattle

<http://seattle.chicktech.org/>

