GENERAL ASSEMBLY

JAVASCRIPT DEVELOPMENT

Sasha Vodnik, Instructor

HELLO!

1. Pull changes from the `JS-SF-9-resources` repo to your computer
2. Open the `13-feedr-lab > starter-code` folder in your code editor

IN-CLASS LAB: FEEDR

LEARNING OBJECTIVES

At the end of this class, you will be able to

- Familiarize yourself with the API documentation for news sources.
- Fork and clone your starter code.
- Strategize ways to hide the loader and replace the content of the `#main` container with that of the API.
- Look up other news sources that might be useful for the project.
- Build content programmatically using template literals

AGENDA

- Project 2 overview
- Template literals
- Project 2 lab time

WEEKLY OVERVIEW

WEEK 8	Project 2 Lab / Closures & the module pattern
WEEK 9	CRUD & Firebase / Deploying your app
WEEK 10	Instructor/Student Choice / Final project lab

HOMEWORK REVIEW

HOMEWORK — GROUP DISCUSSION

EXERCISE

TYPE OF EXERCISE

- Groups of 3

TIMING

4 min

1. Share your solutions for the 500px project.
2. Share 1 thing you found challenging. If you worked it out, share how; if not, brainstorm with your group how you might approach it.
3. If you completed the bonus, demonstrate it and show how you coded it.

EXIT TICKET QUESTIONS

1. Why did we have to use http://localhost:3000/ to view our app in the browser, instead of using our index.html doc?
2. Is there a way to know which specific plugins/browser settings needs to be turned off/set for a page to work?

EXERCISE — PROJECT PLANNING

EXERCISE

TYPE OF EXERCISE

- Individual, then groups of 2-3

TIMING

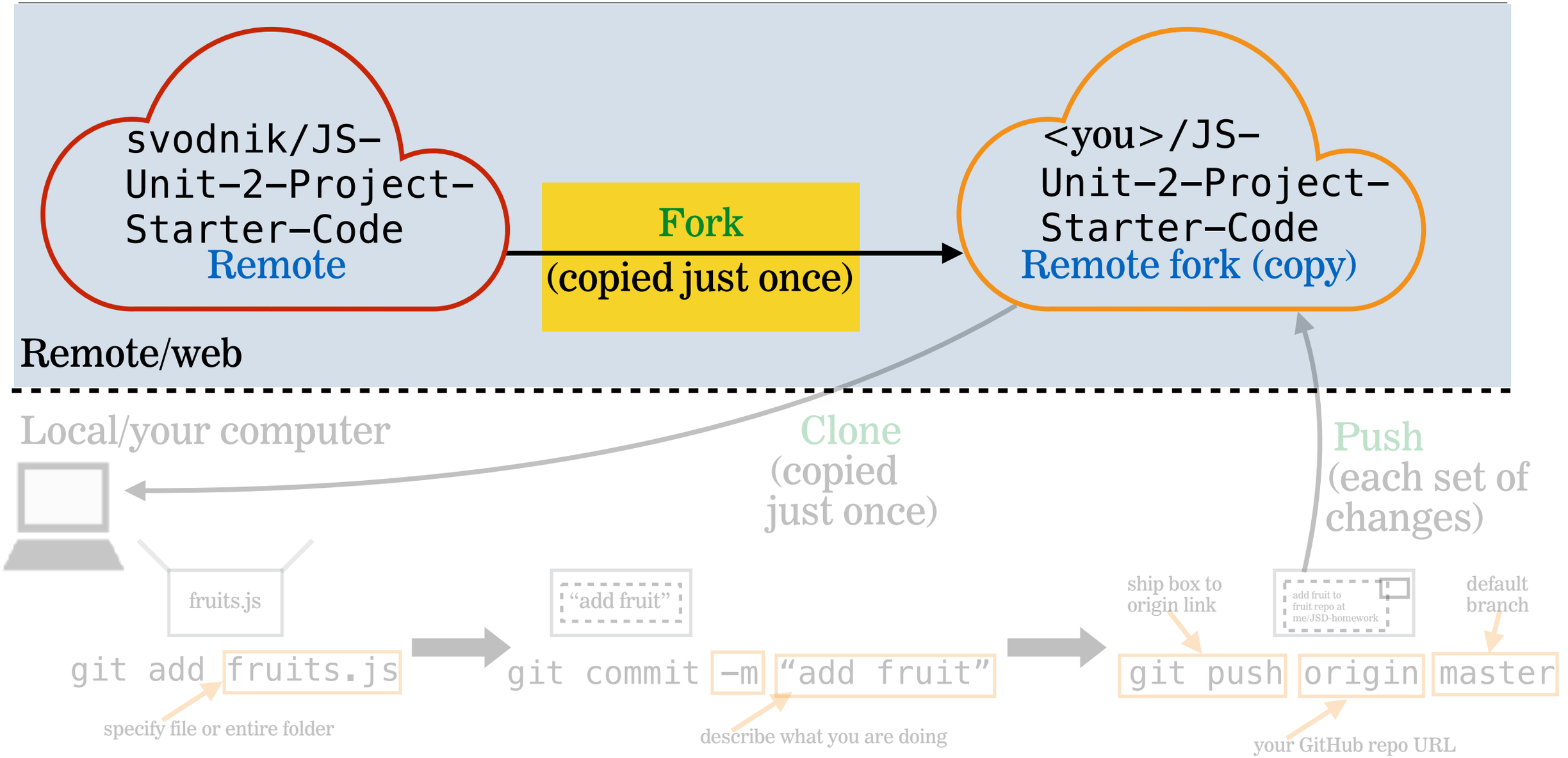
3 min

1. Think about how you approach a task with a lot of parts and steps. Jot a list of ideas.
2. Discuss your ideas with a partner or group, writing down any suggestions from your group members that seem helpful.
3. When everyone has had a chance to discuss, you'll have a chance to share your ideas with the rest of the class.

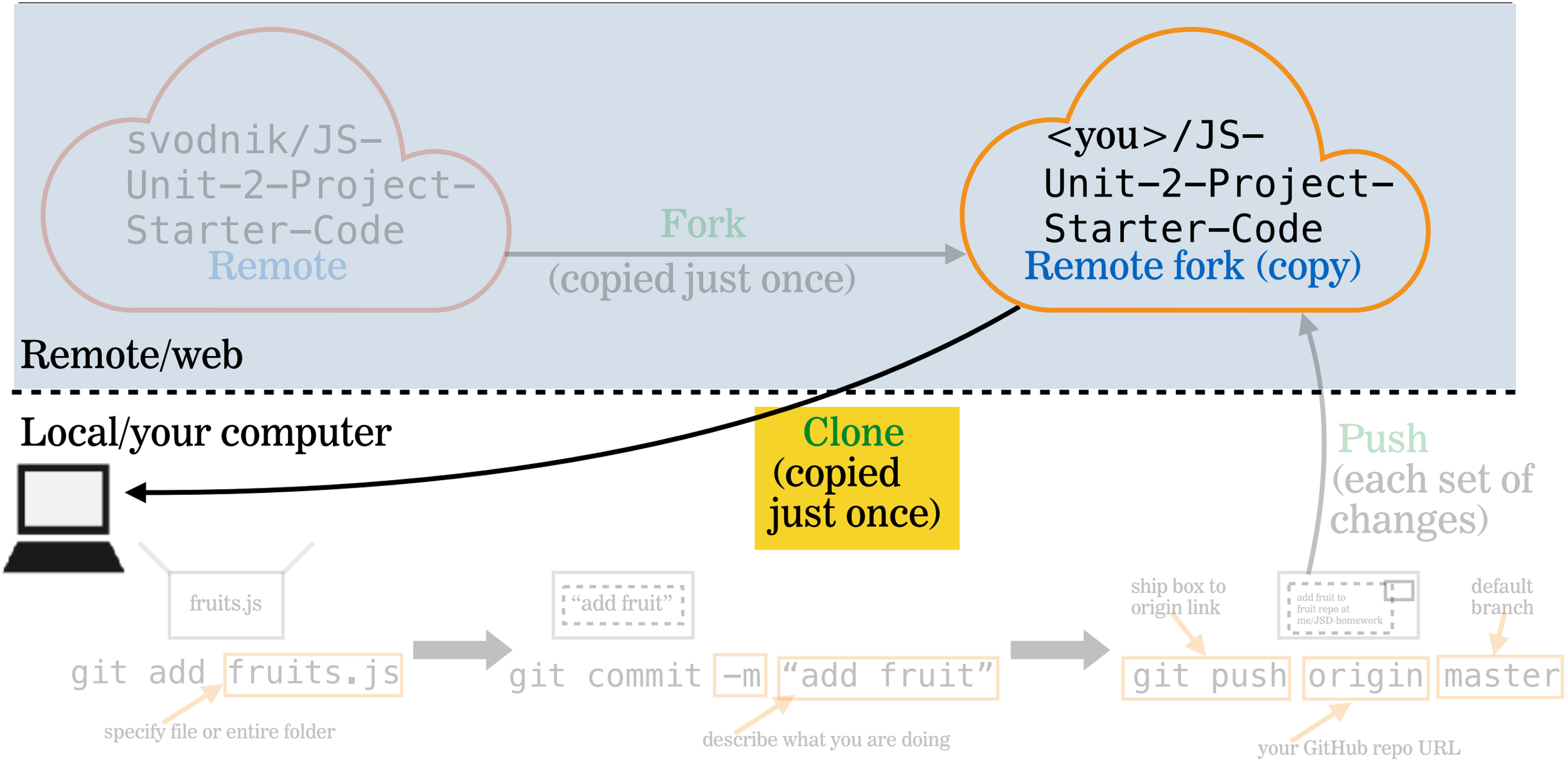
Project 2: Feedr

- **GitHub repo to fork**: https://github.com/svodnik/JS-Unit-2-Project-Starter-Code
- **Project overview & instructions**: https://svodnik.github.io/jsd9/pages/feedr.html

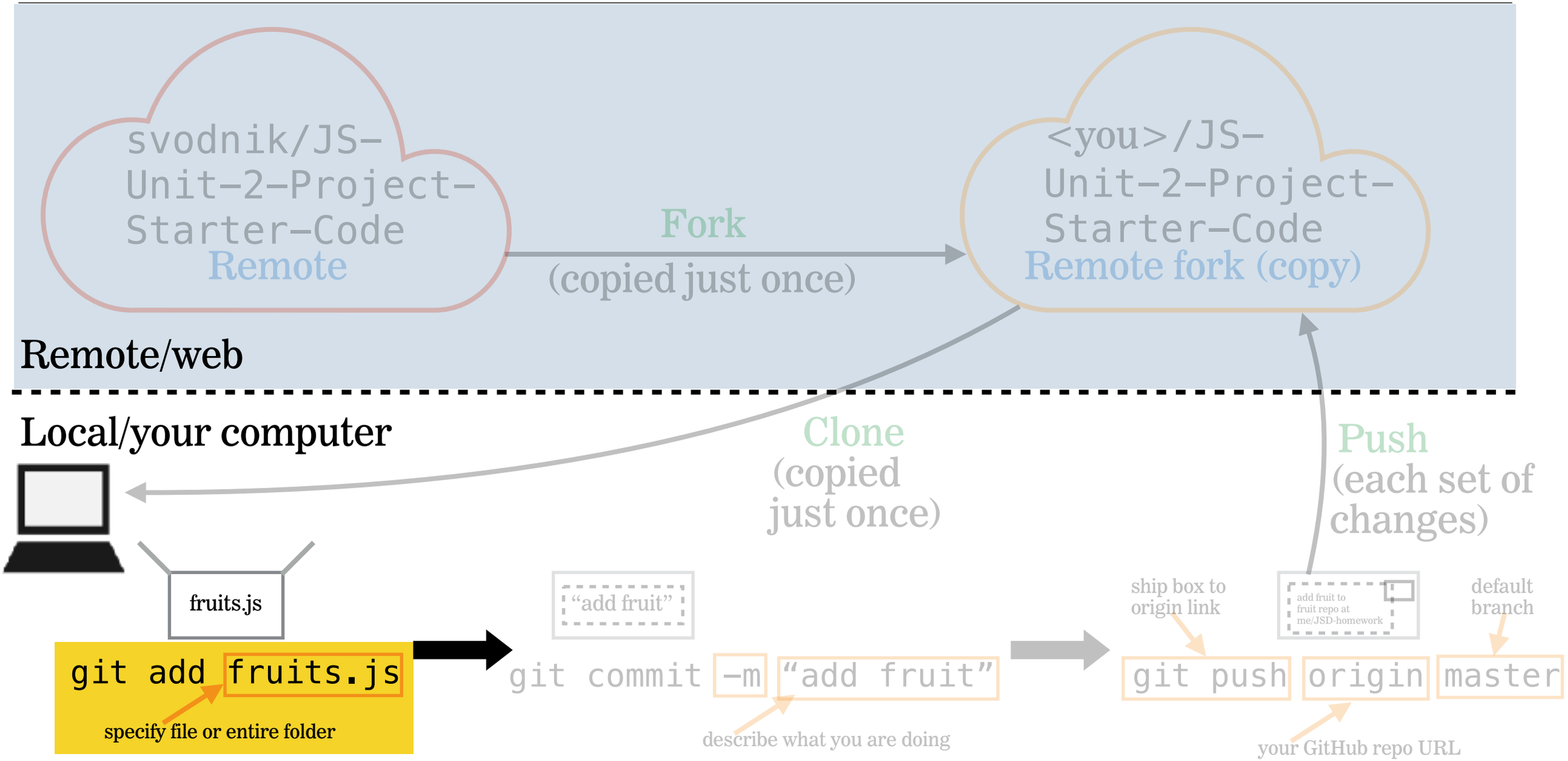
IN-CLASS LAB: FEEDR



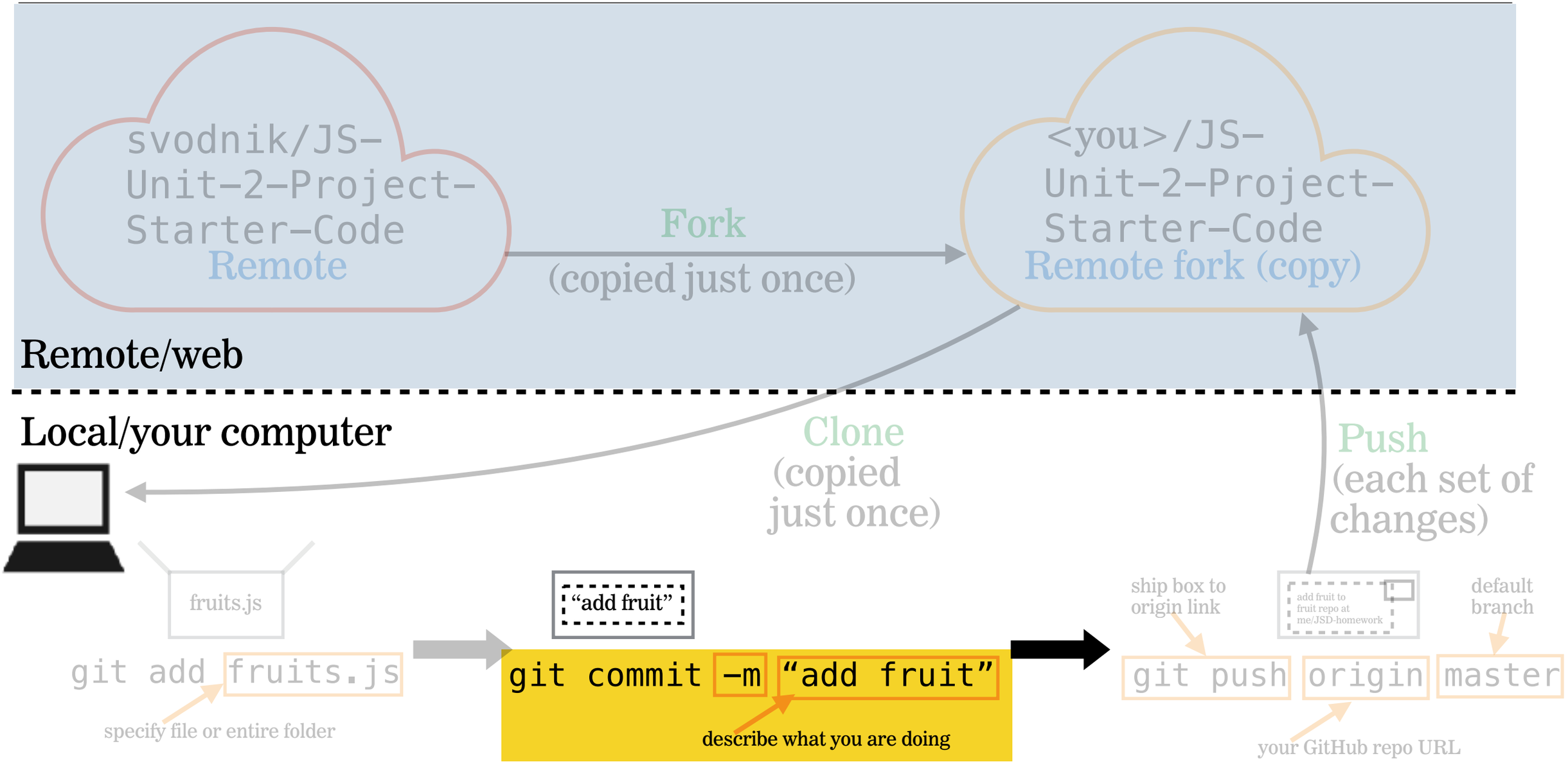
IN-CLASS LAB: FEEDR



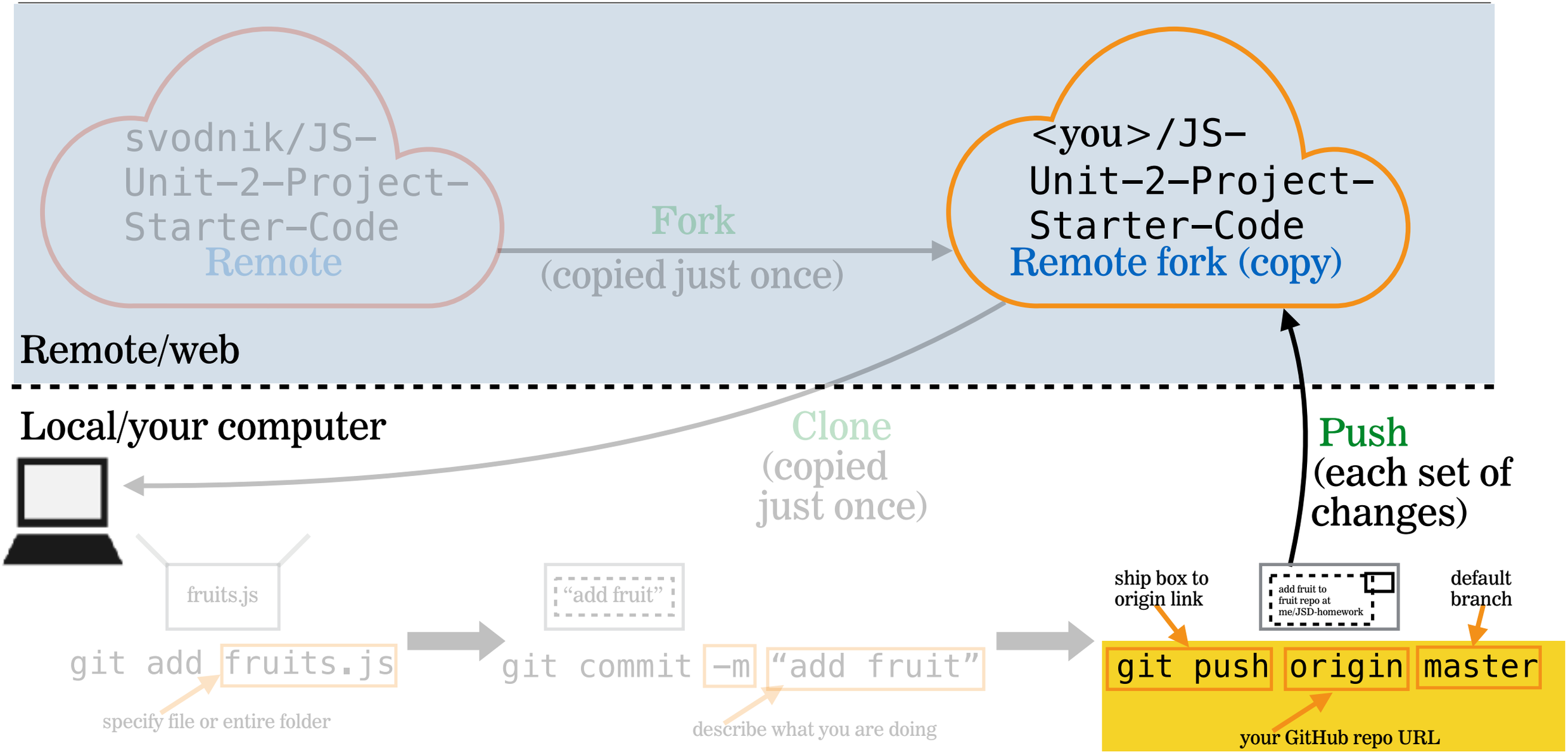
IN-CLASS LAB: FEEDR



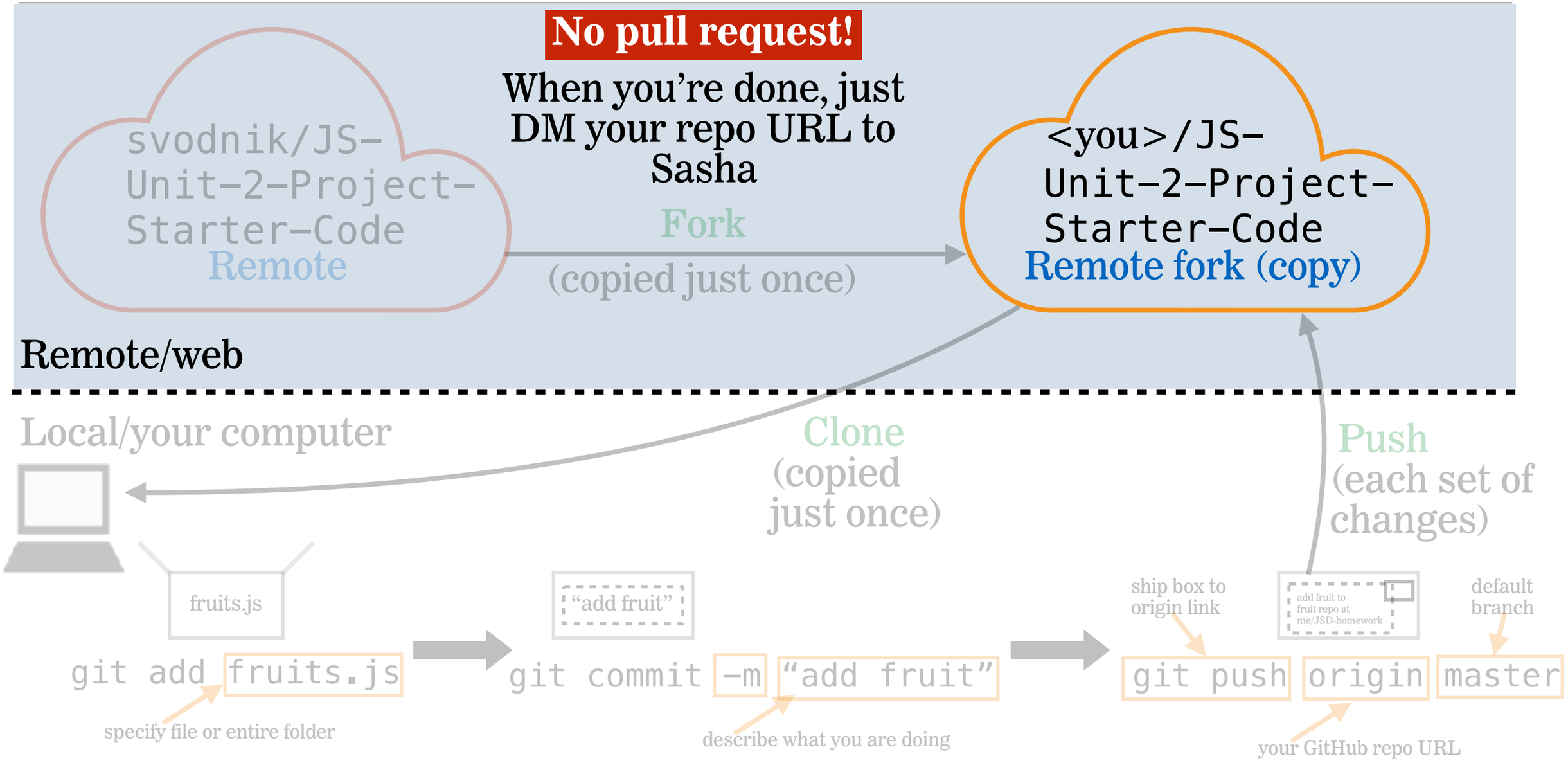
IN-CLASS LAB: FEEDR



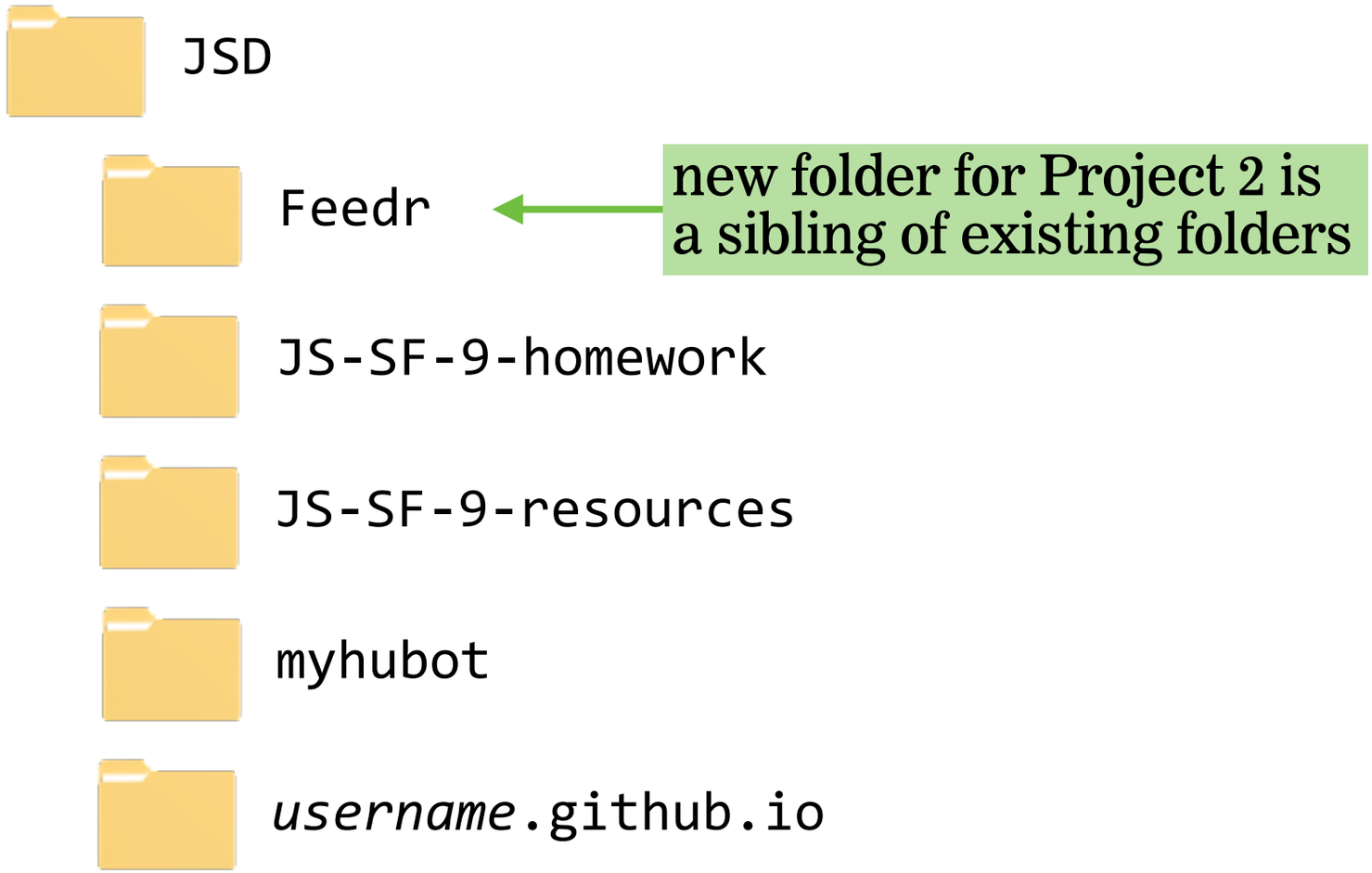
IN-CLASS LAB: FEEDR



IN-CLASS LAB: FEEDR



UPDATED FOLDER HIERARCHY



EXERCISE — FEEDR PLANNING

EXERCISE

TYPE OF EXERCISE

- Individual, then groups of 2-3

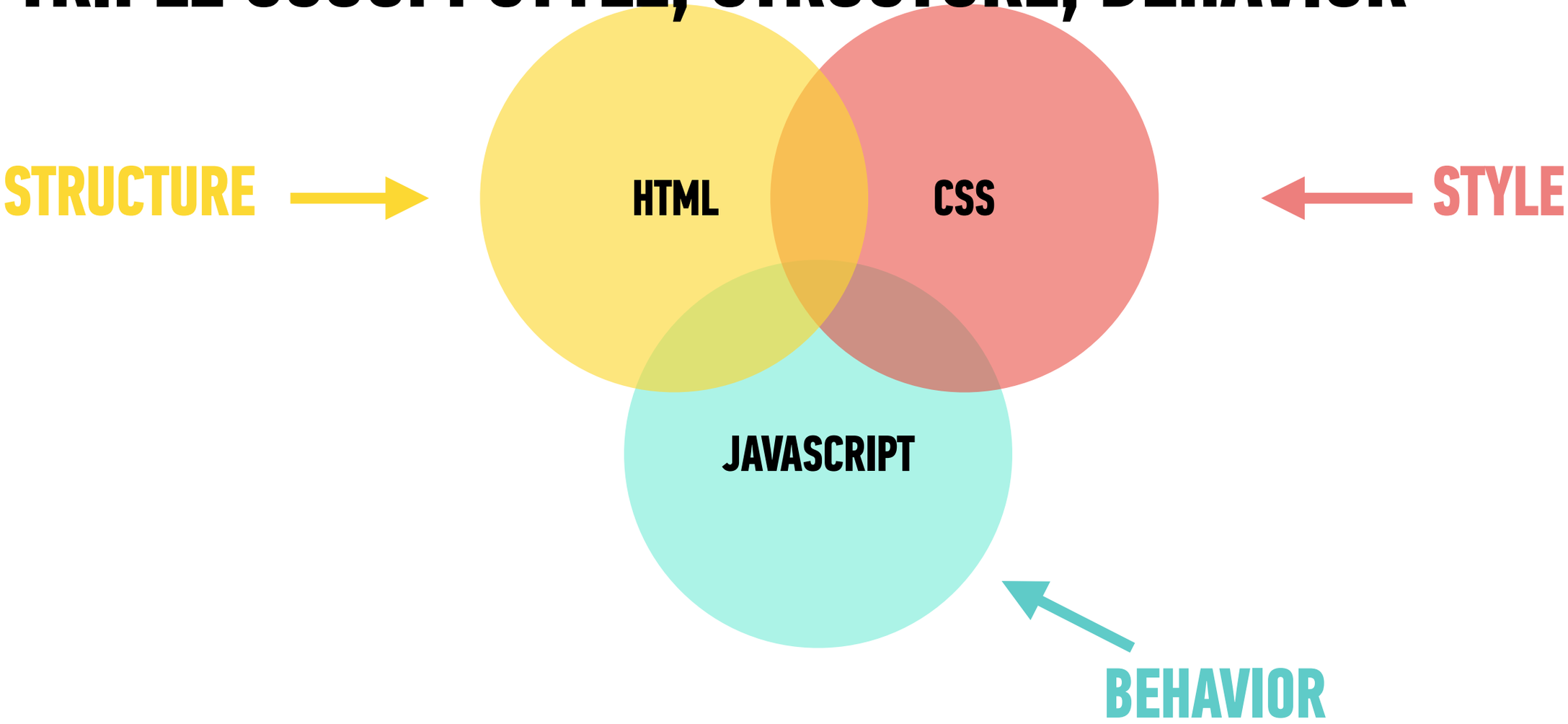
TIMING

6 min

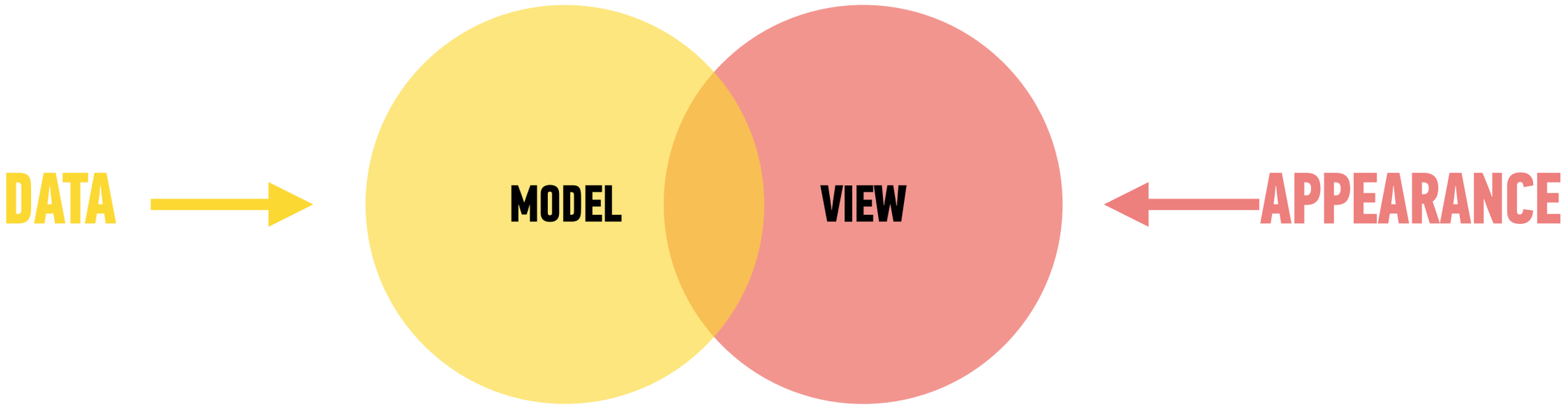
1. Take a minute or two to decide on your next step for your Feedr project. (It's okay to have a few possible next steps at this point.)
2. Share your next step(s) with one or two classmates. If you have different approaches, talk about how you decided on your approach.
3. Share the list of news sources you've selected for your project, and any pseudocode you've written, with your group, and discuss.

TEMPLATE LITERALS

TRIPLE SCOOP: STYLE, STRUCTURE, BEHAVIOR



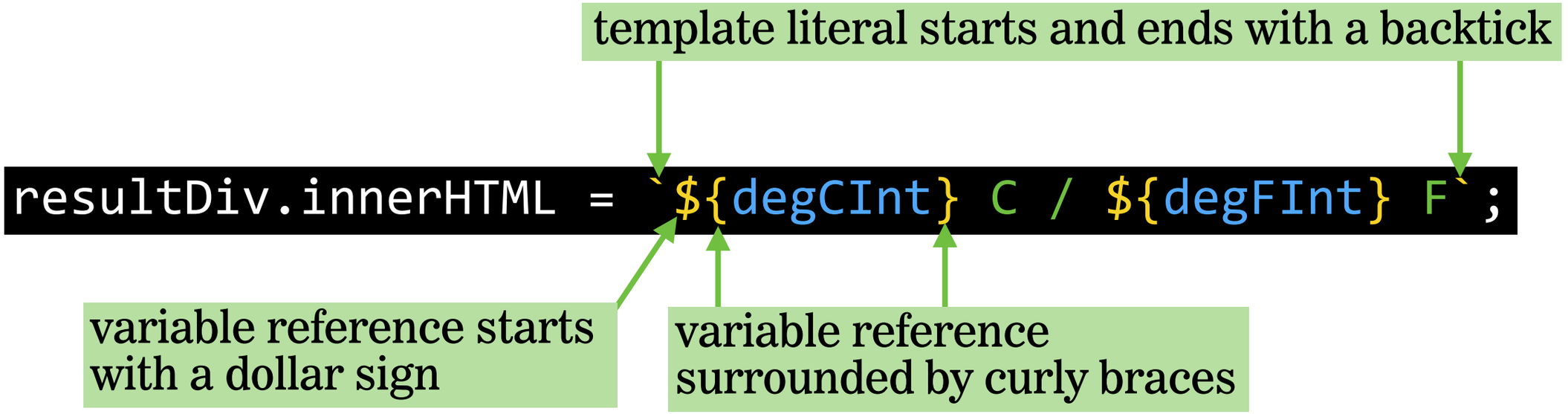
MODEL VS VIEW



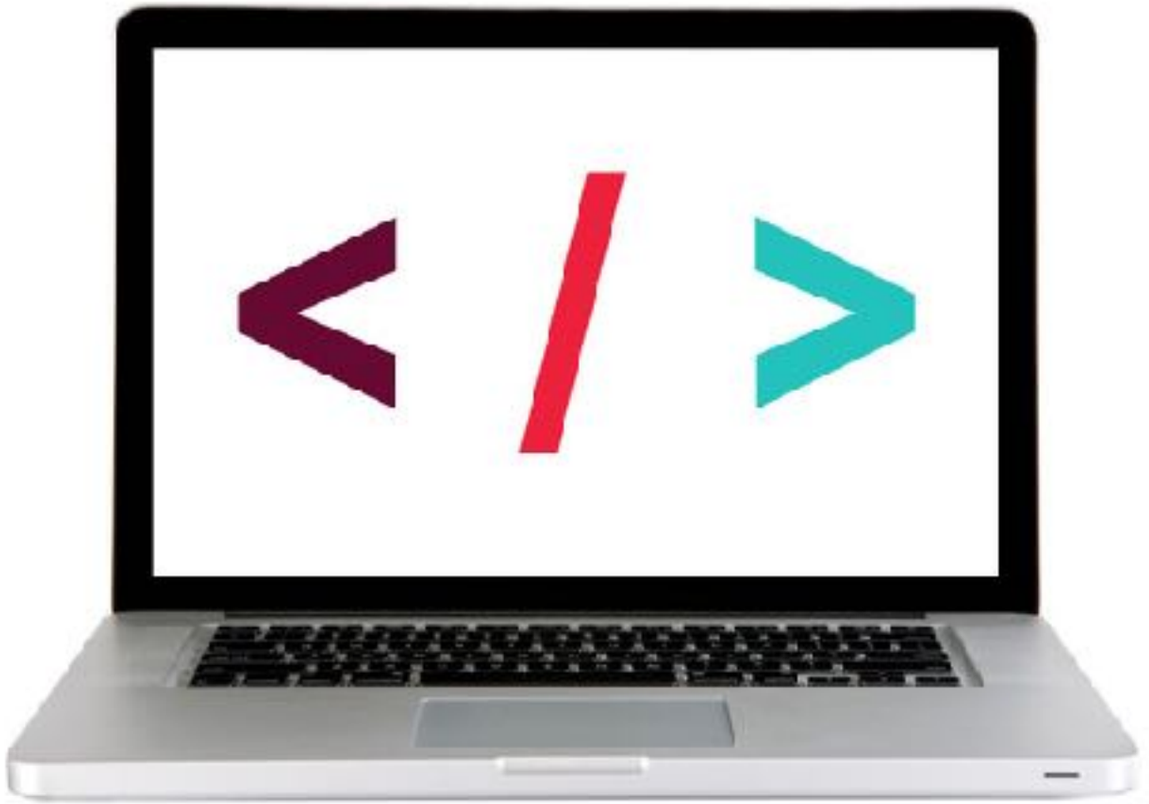
DOM MANIPULATION

```
resultDiv.innerHTML = degCInt + ' C / ' + degFInt + ' F';
```

TEMPLATE LITERALS



IN-CLASS LAB: FEEDR



LET'S TAKE A CLOSER LOOK

EXERCISE - TEMPLATING

LOCATION

- `starter-code > 2-templating-lab`

TIMING

10 min

1. Create a template literal and use it to display the data in the `favorite` object.
2. Use the HTML structure shown in main.js.
3. BONUS: create a template literal that displays the contents of the `favorites` object at the bottom of main.js.

LEARNING OBJECTIVES - REVIEW

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NEXT CLASS PREVIEW

Closures & the module pattern

- Describe the difference between functional programming and object oriented programming.
- Understand and explain closures.
- Instantly invoke functions.
- Implement the module pattern in your code.

Exit Tickets!

(Class #13)

Q&A