

Introduction to Javascript



For Week 5, fellows will dive into JavaScript to add dynamic functionality to their webpages. They'll learn how to use JavaScript to create interactive elements and enhance user experience. By the end of the week, they'll have the skills to make their webpages more engaging and responsive, marking a key step toward becoming proficient web developers.

Learning Objectives for the week

At the end of this week you should be able to;

- ★ Explain the basic concepts of JavaScript and its role in web development.
- ★ Write simple JavaScript code using basic syntax (e.g., variables, operators, and statements).
- ★ Manipulate data and perform calculations using variables, data types, and operators.
- ★ Control the flow of execution in programs using control flow statements (e.g., if/else, loops).
- ★ Understand the basic structure of the Document Object Model (DOM) and interact with web page elements.



Software Development Week 5



Online Learning Modules

This is the online module that you have to complete this week.

- Javascript Full Course: [Click Here](#)
- **Full course:** Understanding Function in Javascript: [Click Here](#)

Additional Resource links

1. [Click here](#) - Text
2. [Javascript Playground](#) - Text
3. [Download](#) - Ebook



Weekly Applied Learning Assignment

Task 1: Implement Interactive Features

- **Objective:** Add JavaScript to your webpage to handle user interactions.
- **Details:**
 - Implement two types of interactions (e.g., button clicks or form submissions).
 - Use JavaScript to dynamically update content based on user actions.

NB: Submit your completed code via codepen.io (append the codepen link to task 2 doc).

Task 2: Debug and Document

- **Objective:** Ensure your JavaScript code works correctly and explain your work.
- **Details:**
 - Test and fix any issues in your JavaScript code.
 - Write a brief summary (200-300 words) explaining the features you added and any challenges you encountered.