CoderDojo 25 November 2017

Github and Animations

25- November

- Goal: Continue work on programs, look at animation in JS
- Today, we'll
 - Look at timers and animation
 - Put code into Github repositories

Download

- Reminder: Do you have VSCode installed?
 - If not, install from: https://code.visualstudio.com/download
- Do you have github installed?
 - Install git software from https://git-scm.com/download/win
 - Install, take all the defaults.
 - Sign up with github.com you'll need to supply a valid e-mail address
- These slides can be downloaded from https://github.com/tralee-coder-dojo/AdvancedNinjas/CoderDojo25Nov.pdf

Download today's samples

- Navigate to https://github.com/tralee-coder-dojo/AdvancedNinjas
- Download Timers and extract to a folder like Timers
- Open the folder in VSCode and bring up Clock.html

Timers

- Timers are functions called at specific times. Javascript provides 2
- setTimeout function
 - Var t = setTimeout(myFunction, 10);
 - Will only call myFunction once, 10 milliseconds from now
- setInterval function
 - Var v = setInterval(myOtherFunction, 25);
 - Calls myOtherFunction every 25 milliseconds

Timers

- clearInterval function
 - clearInterval(v);
 - Clears a repeating timer

Clock program

- Clock program uses setTimeout to set the alert for 'now' plus a few seconds (random between 0 and 3 seconds)
- setInterval is used to count milliseconds for the clock
- The string shown for elapsed time uses both division, and modulus:
 - Math.floor(elapsedTime / 1000) + ":" + Math.floor(elapsedTime % 1000);
- Math.floor is used to truncate to nearest whole numbers

Sliding Box program

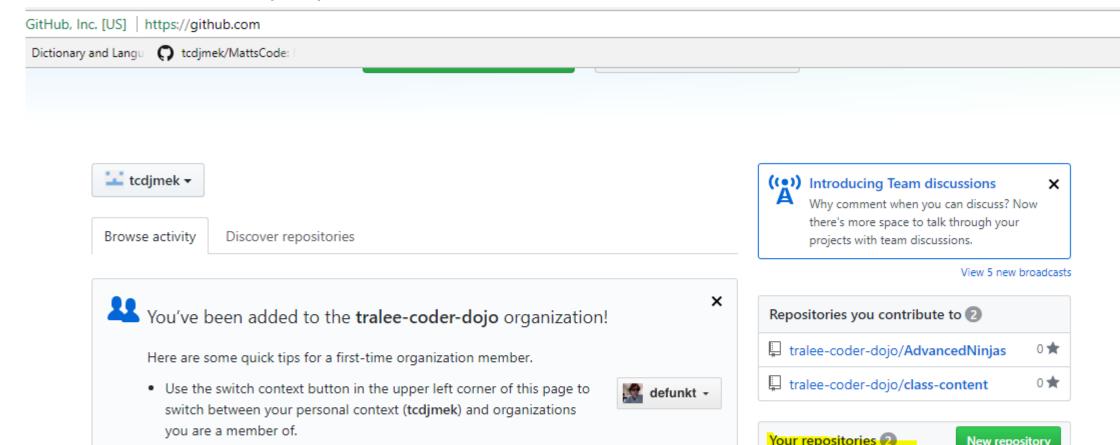
- Red box moves to the lower right corner
- The function 'StartMoving' is called when the start button is clicked
 - This starts a 15 millisecond timer that invokes the function 'frame'
- The function 'frame' does the interesting stuff
 - Increments the variable 'pos'
 - Pos is then used to set the upper left corner of the box
 - When pos reaches 350, the box stops moving
- The function 'scoreUpdate' increases the score when you click the red box
- You can keep clicking the start button and generate confusing results

Better Sliding Box program

- Box moves a bit randomly
- Confusing results from clicking button eliminated
- Program now:
 - Tracks whether the box has started moving or not
 - Choses whether to move to a random position and if so, where, using random numbers
 - Keeps track of whether the game is started or stopped in the 'start' button

Putting code into Github

- Navigate to the repositories created last week, or share
 - Github.com 'my repositories' button



Put your code into Github

- Navigate to your window containing your code
- Right-click open git bash
- In the git bash window:
 - git config -global user.email "email_I_used_for_github" # dashdashglobal is one word
 - git remote add origin "urlFromGitHubWhereMyRepositoryLives"

Put your code into Github

- If you have a file in the repository from last week:
 - In the git bash window:
 - git init
 - git pull "urlFromGitHubWhereMyRepositoryLives"
 - git add .
 - git commit –m "putting my files in Github"
 - git push origin master
- If you have NOTHING in your repository:
 - In the git bash window:
 - git init
 - git add .
 - git commit -m "my first commit!"
 - git push origin master

Adding and sharing code in Github

- Once you've created your application in VSCode:
 - You will see the 'source control' icon light up



- Click the check mark, enter a comment
- Commit the changes
- From the source control '...':
 - Push to(...)
 - Push to the repo you created
 - See the files there in github (log back in, navigate to your repos)

Teams

- Turducken
- Difficult
- ThreeD
- FlyingDucks