THE COMPLETE JAVASCRIPT COURSE

FROM ZERO TO EXPERT!

slides for theory lectures

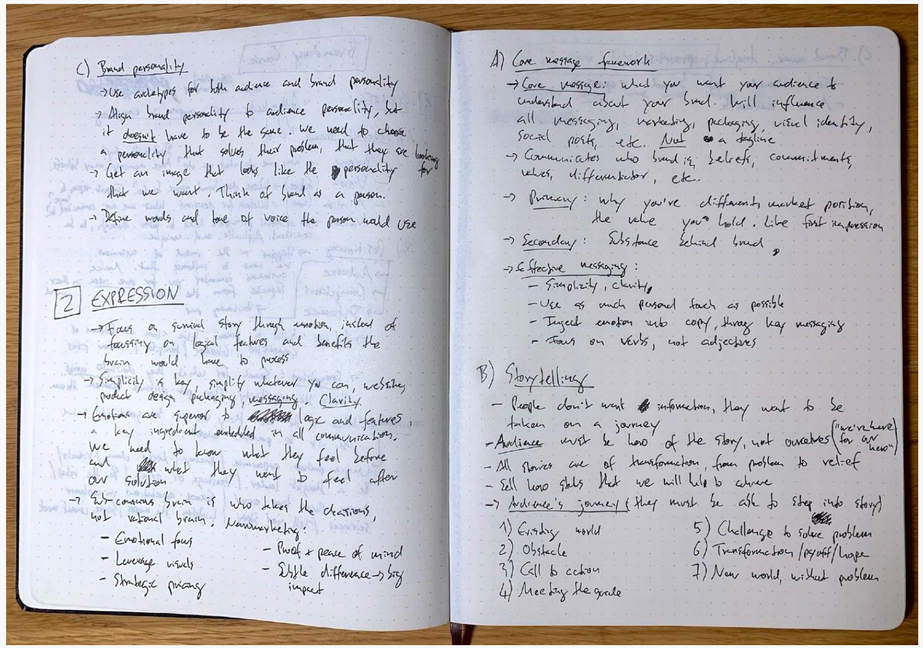
JS

📖 TABLE OF CONTENTS: THEORY LECTURES

WELCOME

SOME QUICK CONSIDERATIONS BEFORE WE START...

If you want the course material to stick, take notes. Notes on code syntax, notes on theory concepts, notes on everything!



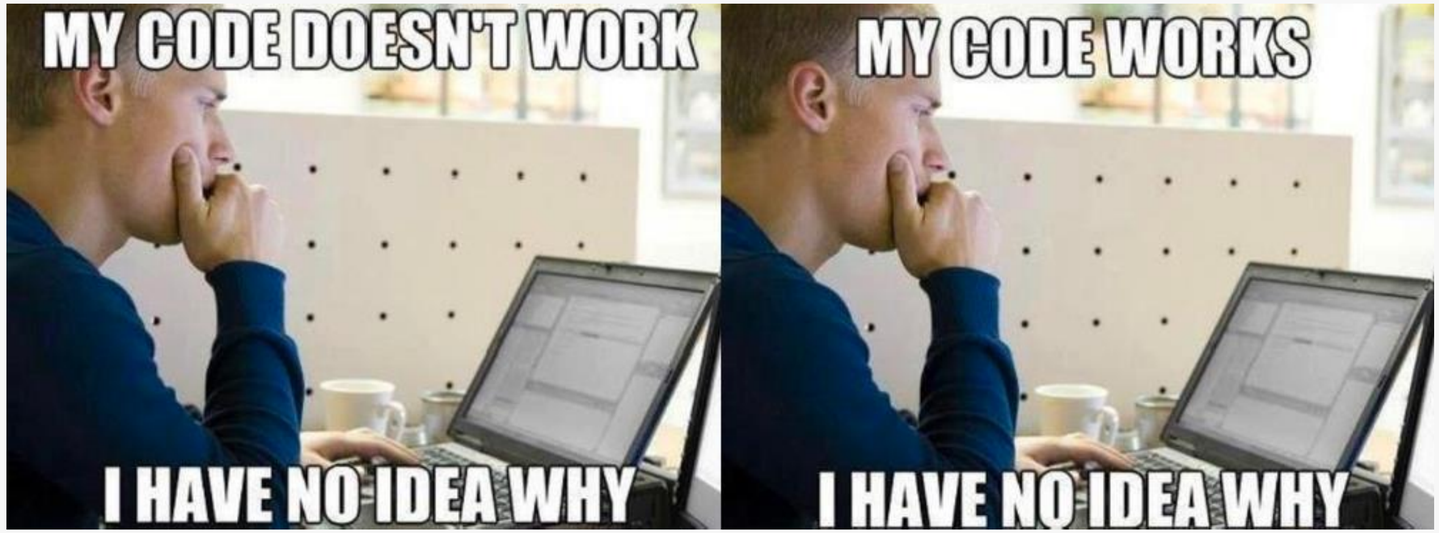
Totally non-coding... Try to understand a single word 😂

SOME QUICK CONSIDERATIONS BEFORE WE START... 🚀

😱 **If this is your first time ever programming, please don't get overwhelmed.** It's 100% normal that **you will not understand everything** at the beginning. ***Just don't think "I guess coding is not for me"!***

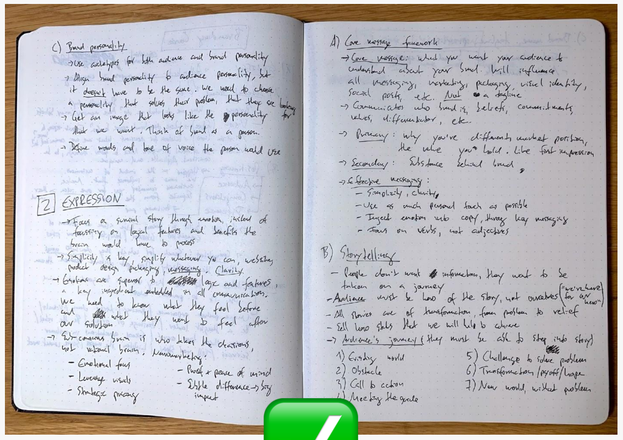
SOME QUICK CONSIDERATIONS BEFORE WE START... 🚀

😅 **In the first sections of the course, don't bother understanding WHY things work the way they do in JavaScript. Also, don't stress about efficient code, or fast code, or clean code**. While learning, we just want to make things **WORK**. We will understand the **WHY** later in the course.



SOME QUICK CONSIDERATIONS BEFORE WE START... 🚀

⏳ **Before moving on from a section, make sure that you understand exactly what was covered.** Take a break, review the code we wrote, review your notes, review the projects we built, and maybe even write some code yourself.



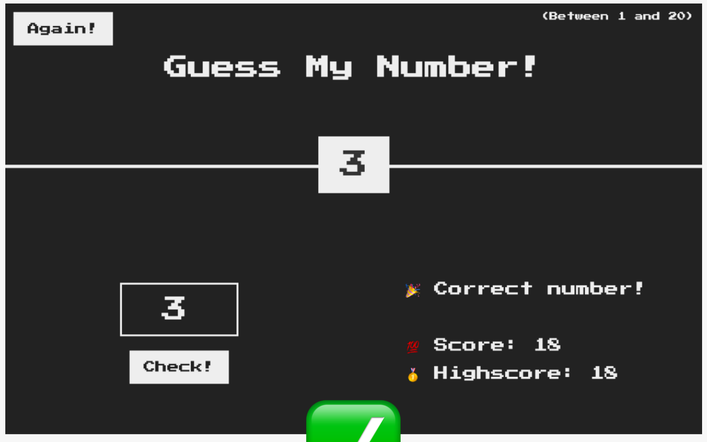
✅

```
// We listen to the event on the buton element, because this is where the
click is supposed to happen
// Checking if number is correct
document.querySelector('.check').addEventListener('click', () => {
  const guess = Number(document.querySelector('.guess').value);

  if (!guess) {
    document.querySelector('.message').textContent = '⛔ No number!';
  } else if (guess === number) {
    document.querySelector('.number').textContent = number;
    document.querySelector('.message').textContent = '🎉 Correct number!';

    // If new highscore, then display it
    if (score > highscore) {
      highscore = score;
      document.querySelector('.highscore').textContent = highscore;
    }
  } else if (guess > number) {
    document.querySelector('.message').textContent = '📈 Too high!';
    // Decrease score
    score = --score;
    document.querySelector('.score').textContent = score;
  } else {
    document.querySelector('.message').textContent = '📉 Too low!';
    score = --score;
    document.querySelector('.scor                t = score;
```

✅



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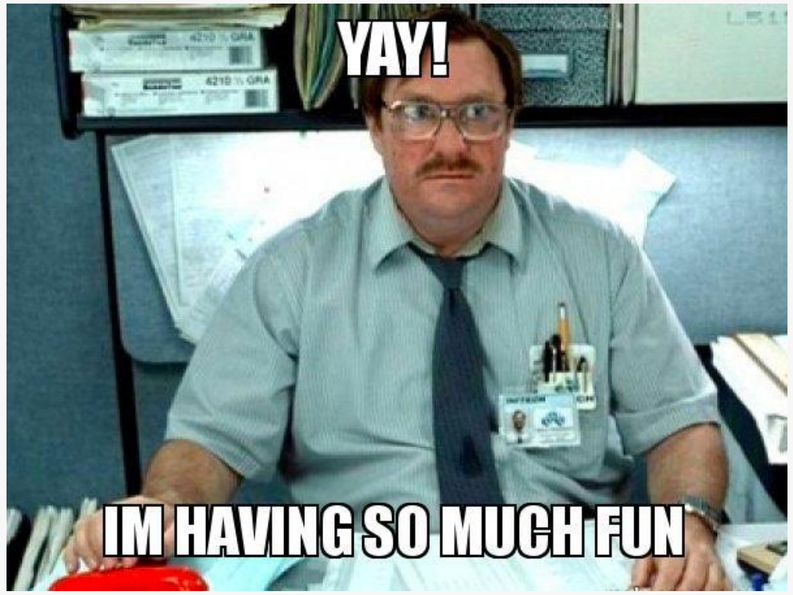
SOME QUICK CONSIDERATIONS BEFORE WE START... 🚀

😍 **Most importantly, have fun!** It's so rewarding to see something that **YOU** have built **YOURSELF**! So if you're feeling frustrated, stop whatever you're doing, and come back later!



And I mean **REAL** fun 😅

THANK YOU