

# Tutors



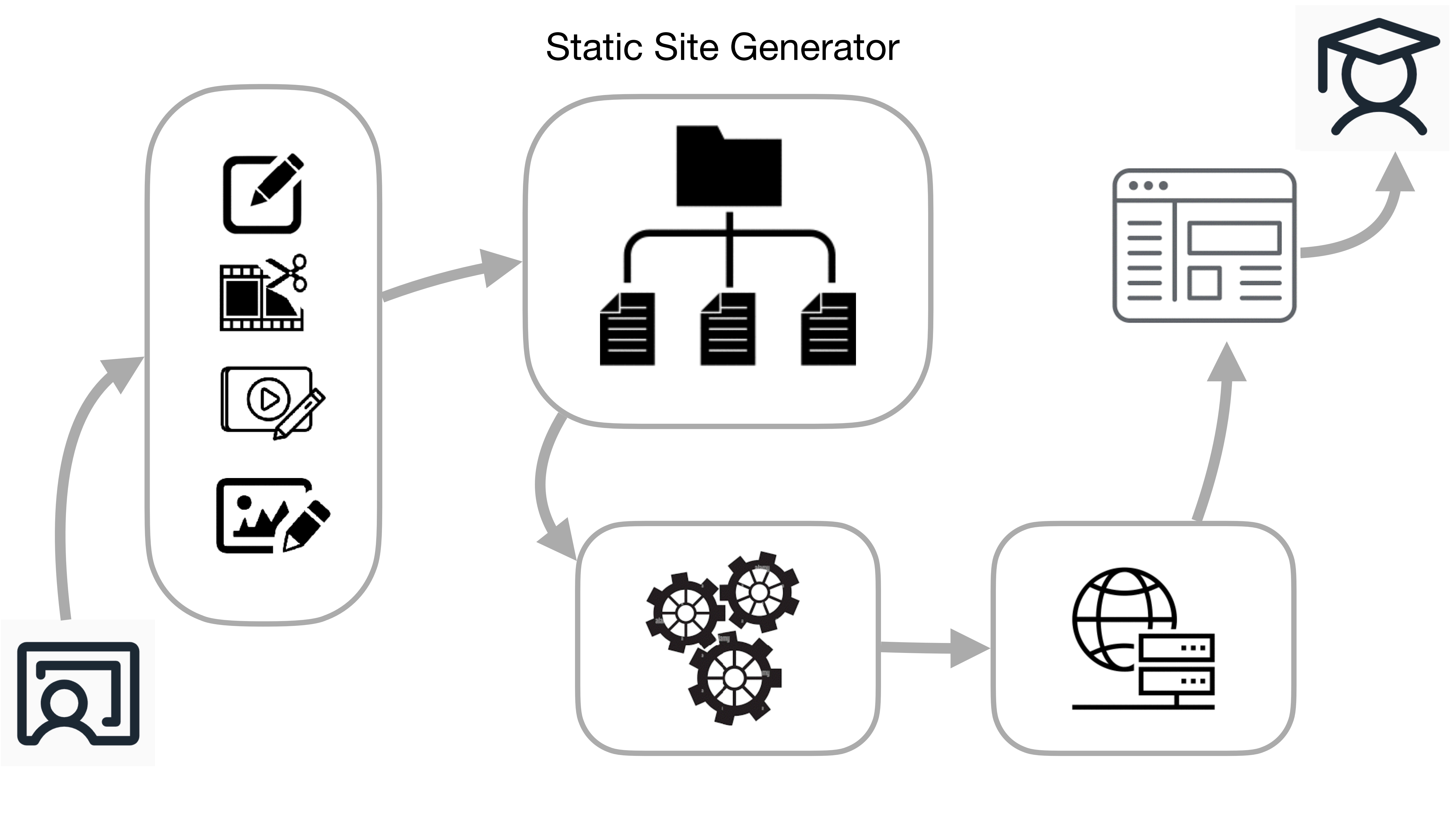
Open Web Learning Toolkit

## The Educator Experience



The ***Educator Experience*** prioritises the creation of a **guided paths** through a curriculum via the creation of learning materials that are **autonomous, structurally aligned, composable, auditable, extensible, versioned** and **independent**.

# Static Site Generator



# Semantic Naming

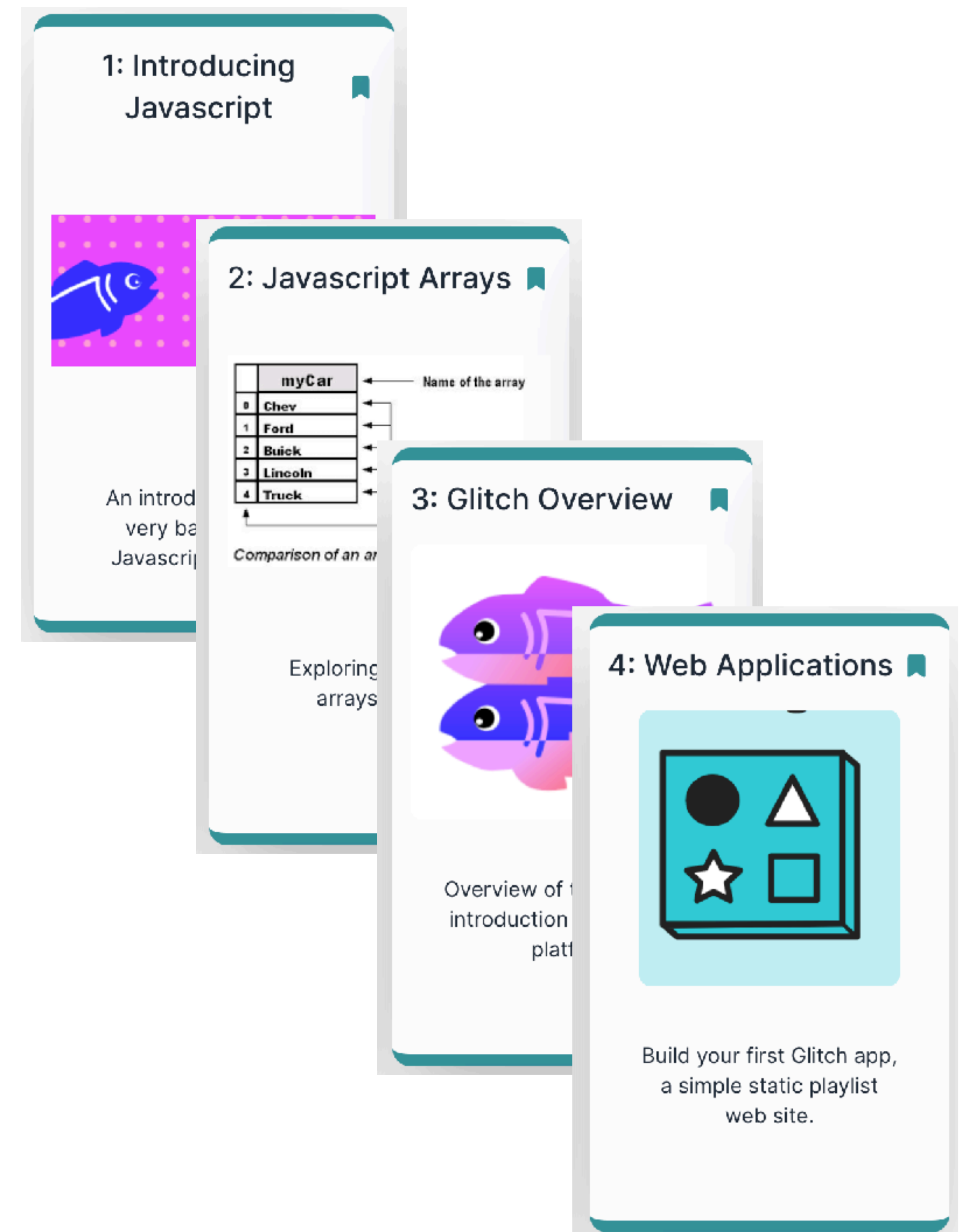
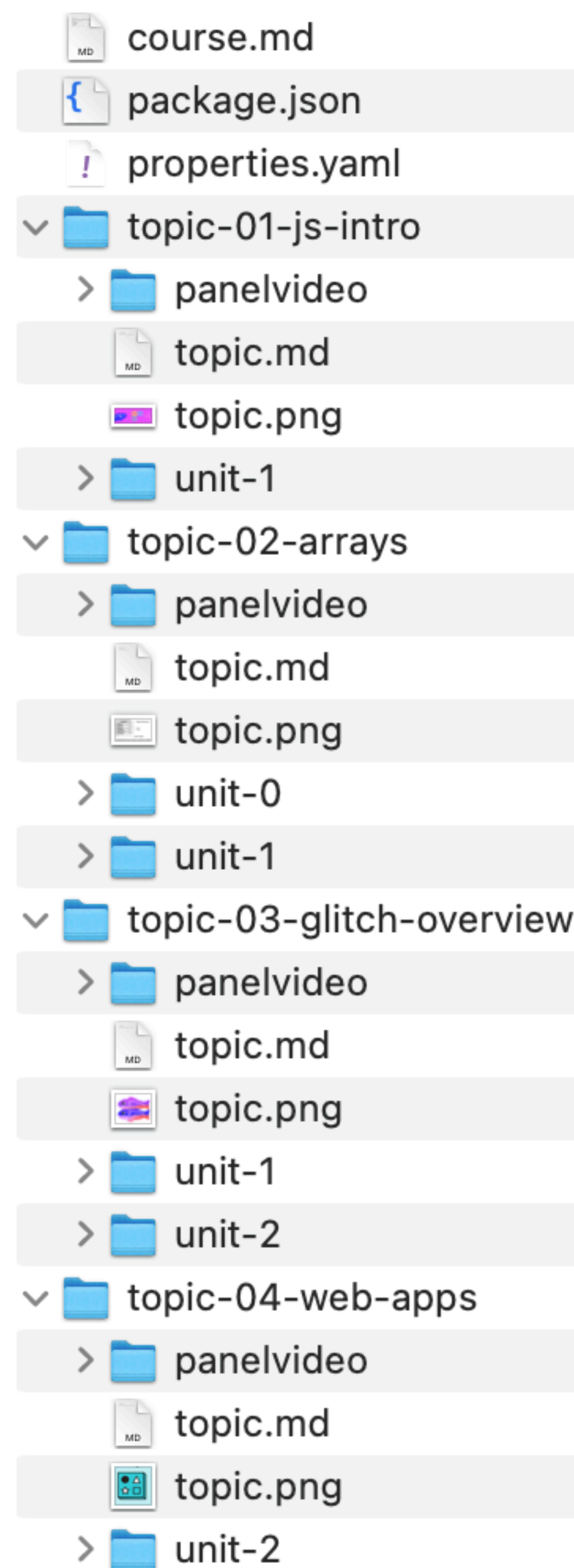
panelvideoXXX ->  
*Video*

unit-XXX ->  
*related resources*

topicXXX ->  
*topic*

bookXXX ->  
*lab*

talkXXX ->  
*pdf/slides*





## 2: Javascript Arrays

	myCar	Name of the array
0	Chev	Data
1	Ford	
2	Buick	
3	Lincoln	
4	Truck	
		Index number

Comparison of an array to a column of data

Exploring Javascript arrays in detail

### topic-02-arrays

#### panelvideo

panelvideo.md

videoid

topic.md

topic.png

#### unit-0

##### talk-e-variables-objects

##### talk-f-methods-arrays

topic.md

#### unit-1

##### book-a-js-arrays

##### talk-a-arrays-basics

##### talk-b-array-methods

##### talk-c-array-iteration

##### talk-d-arrays-of-objects

topic.md



02: Javascript Arrays

### Javascript Variables, Objects & Methods



#### Variables & Objects Review



A concise tour of the structure of variables & objects in Javascript

#### Methods & Arrays Review

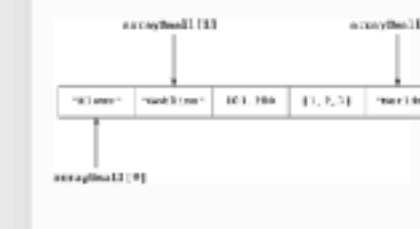
```
new: function () {  
  console.log(this.age);  
  return this.age;  
}
```

A concise look at methods & Arrays

### Javascript Arrays



#### Arrays: Basics



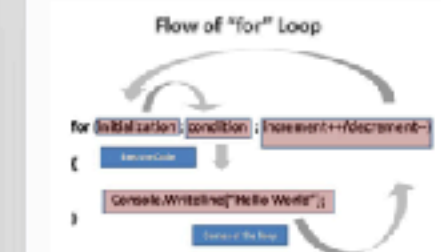
Creating, accessing, adding to and removing from arrays.

#### Array Methods



Exploring length, slice, concat, join, indexOf, lastIndexOf

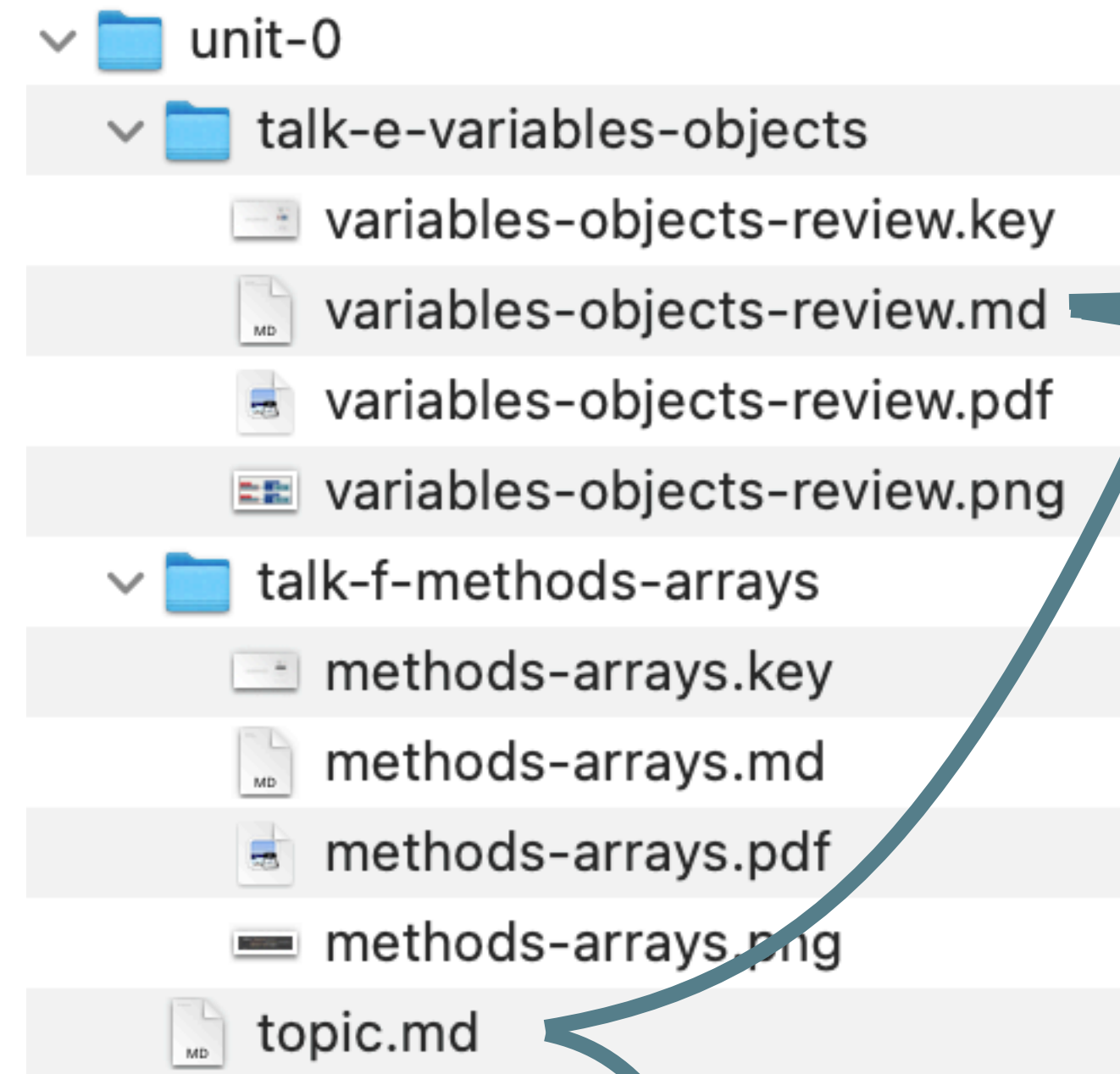
#### Array Iteration



Using for, while and do-while to iterate over an array

#### Arrays of Objects

#### Lab-02 JS Arrays



## Javascript Variables, Objects & Methods



### Variables & Objects Review



### Methods & Arrays Review

```
meow: function () {  
  console.log(this.sound);  
  return this.age;  
},
```

A concise look at methods & Arrays

A concise tour of the structure of variables & objects in Javascript

## Variables & Objects Review

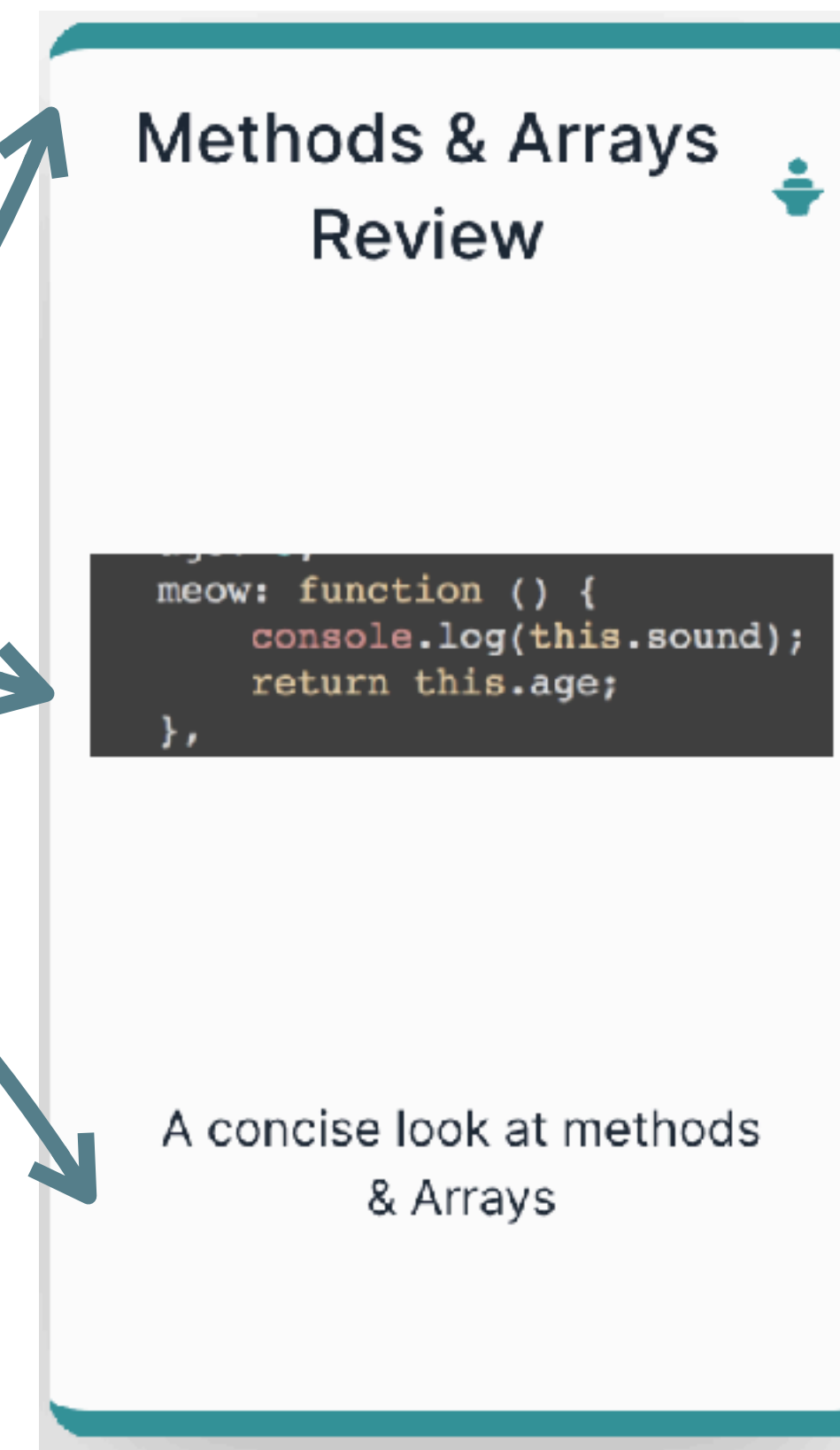
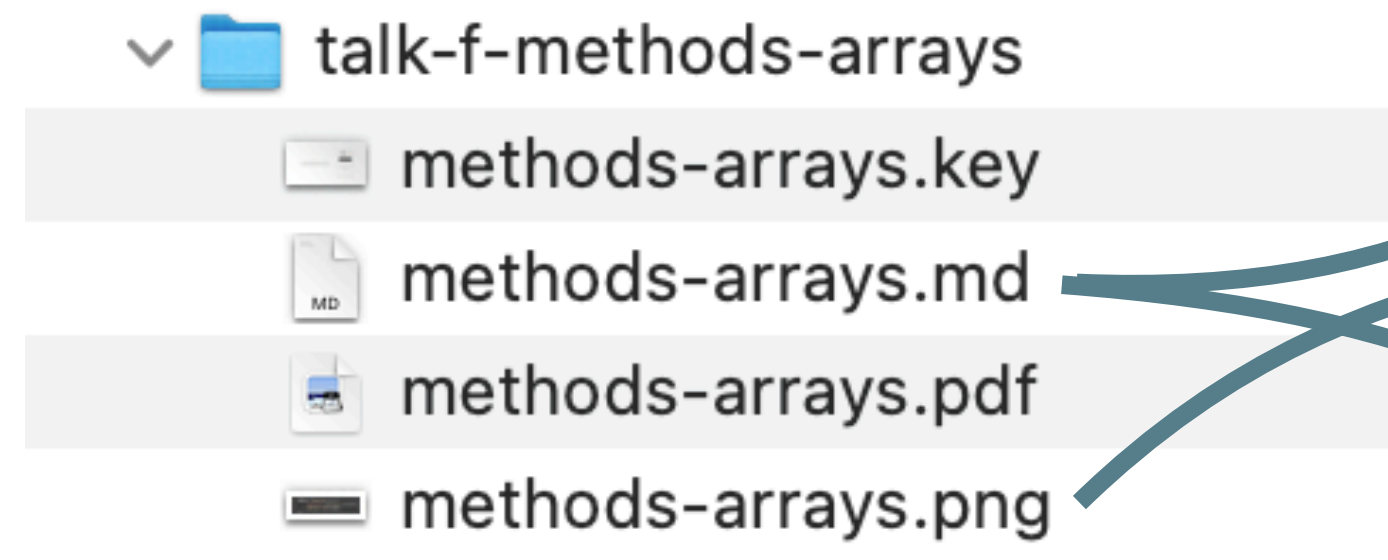
A concise tour of the structure of variables & objects in Javascript

variables-objects-review.md

Javascript Variables, Objects & Methods

topic.md

# Talk structure



all files  
same name

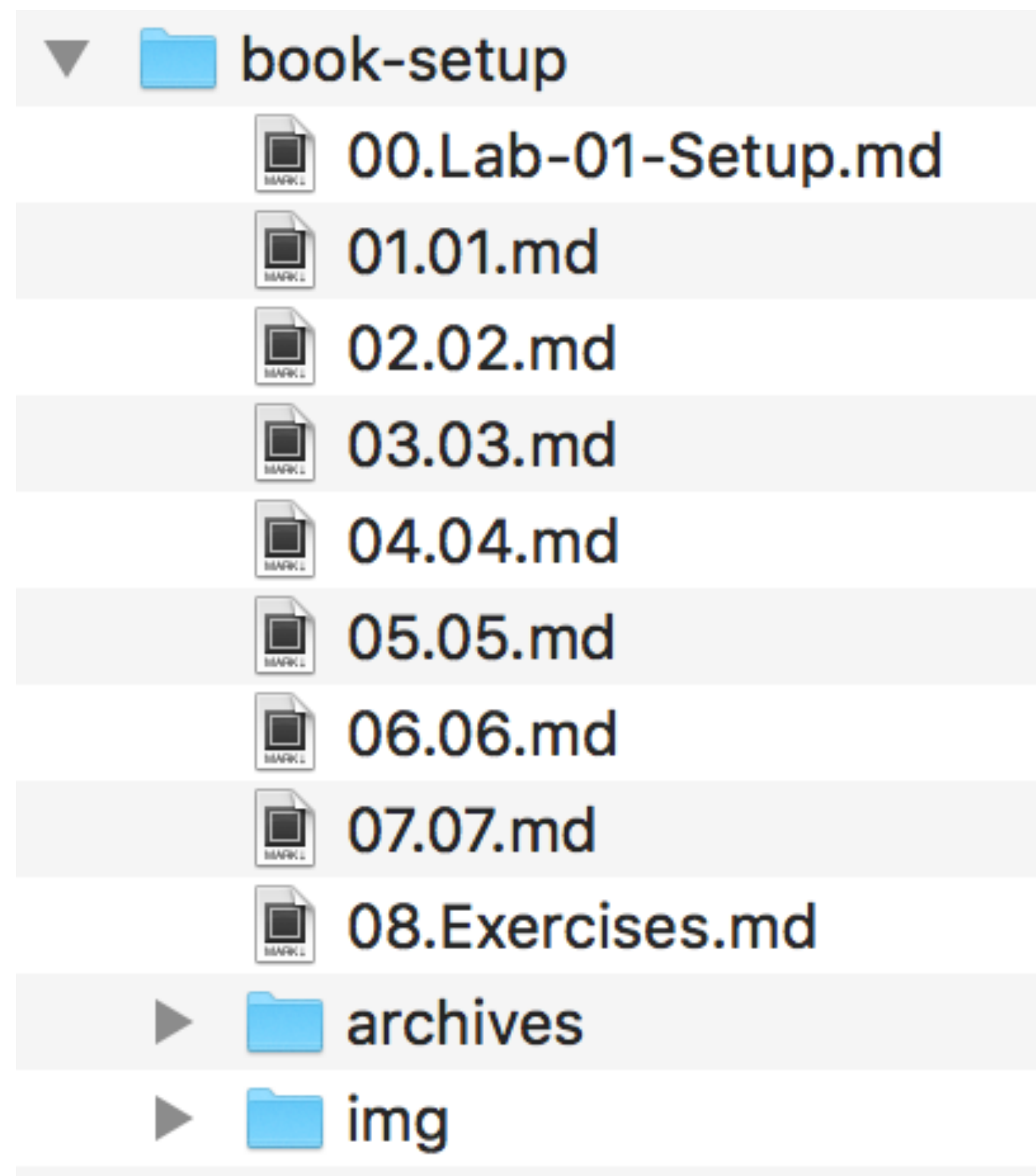
- image
- pdf
- markdown

Methods & Arrays Review

A concise look at methods &  
Arrays



# Lab structure



*img*

- images used in lab

*archives*

- zipped archive linked to in labs

# One *md* file per step

A screenshot of a web browser displaying a lab page for 'Lab-01 JS Intro' under the 'Web Development II' course. The browser's address bar shows the navigation path: 'Web Development II &gt; 1: Introducing Javascript &gt; Introducing Javascript &gt; Lab-01 JS Intro'. The page features a dark sidebar with a table of contents. The 'Const, Let &amp; Simple Objects' section is currently selected and highlighted. The main content area has a title 'Const, Let &amp; Simple Objects' and a subtitle 'Const &amp; Let'. It explains that the variable statement declares a variable, optionally initializing it to a value. It then shows two code snippets. The first snippet uses 'var' to declare 'greeting' and 'favoriteNum'. The second snippet uses 'const' for the same variables. Below the code, it says 'So if we try this:' and shows a code snippet where 'favoriteNum' is reassigned to 23. At the bottom, a Chrome DevTools console window is open, showing a 'SyntaxError: Identifier 'favoriteNum' has already been declared' at line 1, column 1. The console also shows the previous successful execution of 'const favoriteNum = 33;'. The page also includes a search bar, a user profile icon, and various utility icons in the top right corner.

Lab-01 JS Intro

Web Development II

Web Development II

1: Introducing Javascript

Introducing Javascript

Lab-01 JS Intro

Objectives

Running Javascript

Variables

Primitive Data Types

Boolean Logic

Const, Let & Simple Objects

Objects with Functions

Chrome Debugger

Exercises

Solutions

# Const, Let & Simple Objects

## Const & Let

The variable statement declares a variable, optionally initializing it to a value.

**var**

```
// String
var greeting = "hello";
// Number
var favoriteNum = 33;
```

**const**

The **const** statement is similar to the var statement, however, the value cannot be reassigned.

```
// String
const greeting = 'hello';
// Number
const favoriteNum = 33;
```

So if we try this:

```
favoriteNum = 23;
```

We will get an error. Try the above in the chrome console now and see what happens. You should see something like this:

Console

top

Preserve log

Show all messages

> const favoriteNum = 33;
 favoriteNum = 23;

Uncaught SyntaxError: Identifier 'favoriteNum' has already been declared
 at <anonymous>:1:1

> |

## # Const, Let & Simple Objects

### ## Const & Let

The variable statement declares a variable, optionally initializing it to a value.

#### ### var

~~~javascript

// String

var greeting = "hello";

// Number

var favoriteNum = 33;

~~~

#### ### const

The `const` statement is similar to the var statement, however, the value cannot be redeclared or reassigned.

~~~javascript

// String

const greeting = 'hello';

// Number

const favoriteNum = 33;

~~~

Each Lab written in  
Markdown



## 2 Ways of Publishing a Module

Static/HTML

Dynamic/JSON

## Static/HTML



Static/HTML

- Static Site
- Can be browsed offline (distribute zipped archive of course)
- Format 'frozen' at time of generation
- No analytics or presence features

# Dynamic/JSON

- Dynamic Site
- Browser through the Tutors Reader app
- Continuously updated and enhanced
- Included optional analytics or presence features



Dynamic/JSON

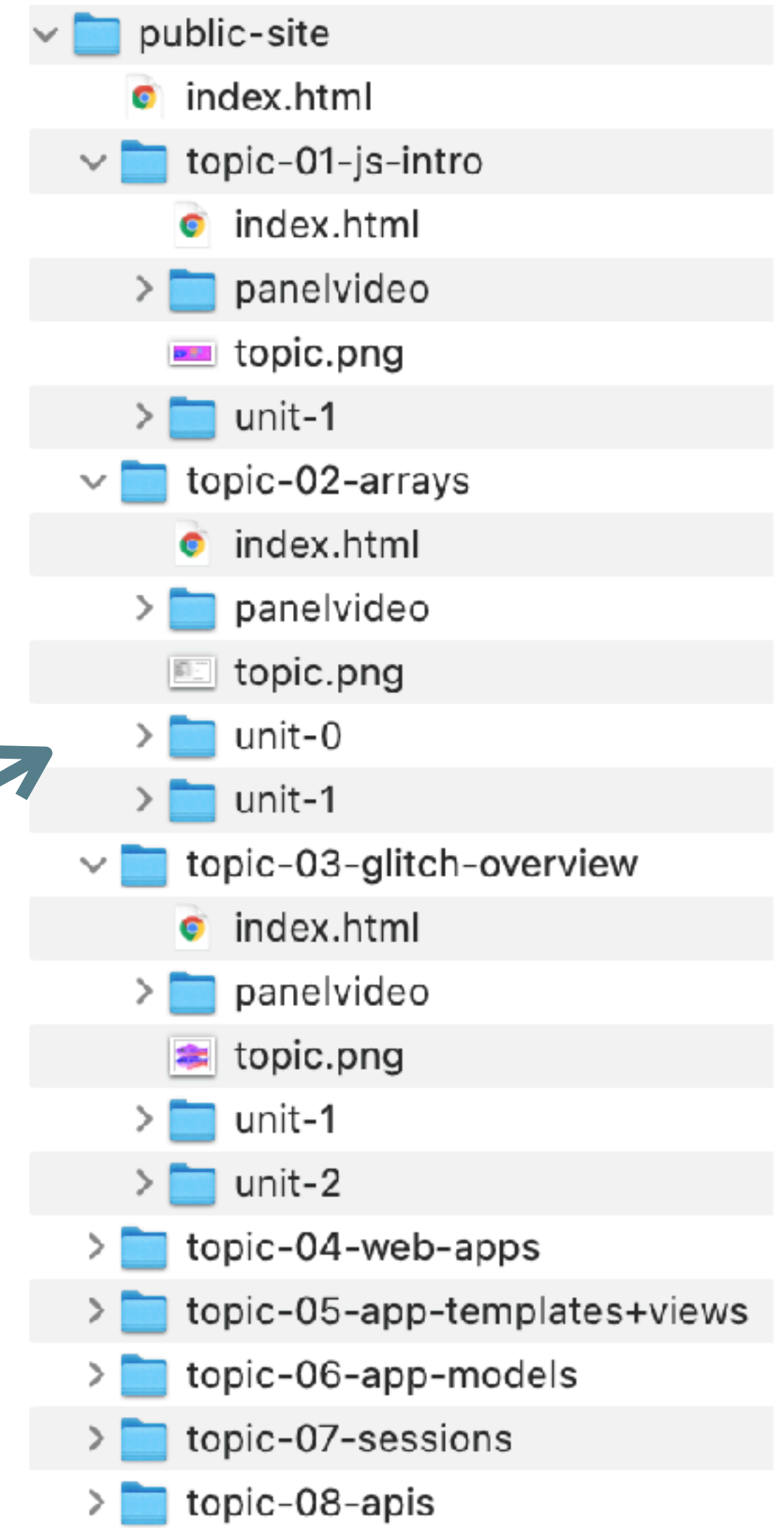
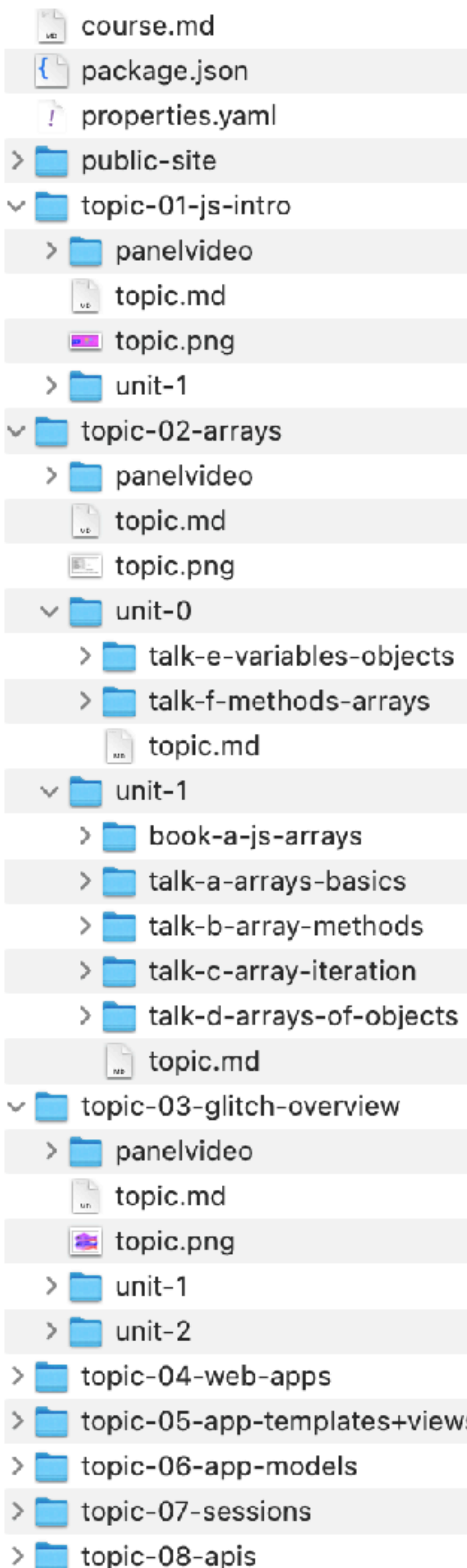


# Static/HTML

npx tutors-html

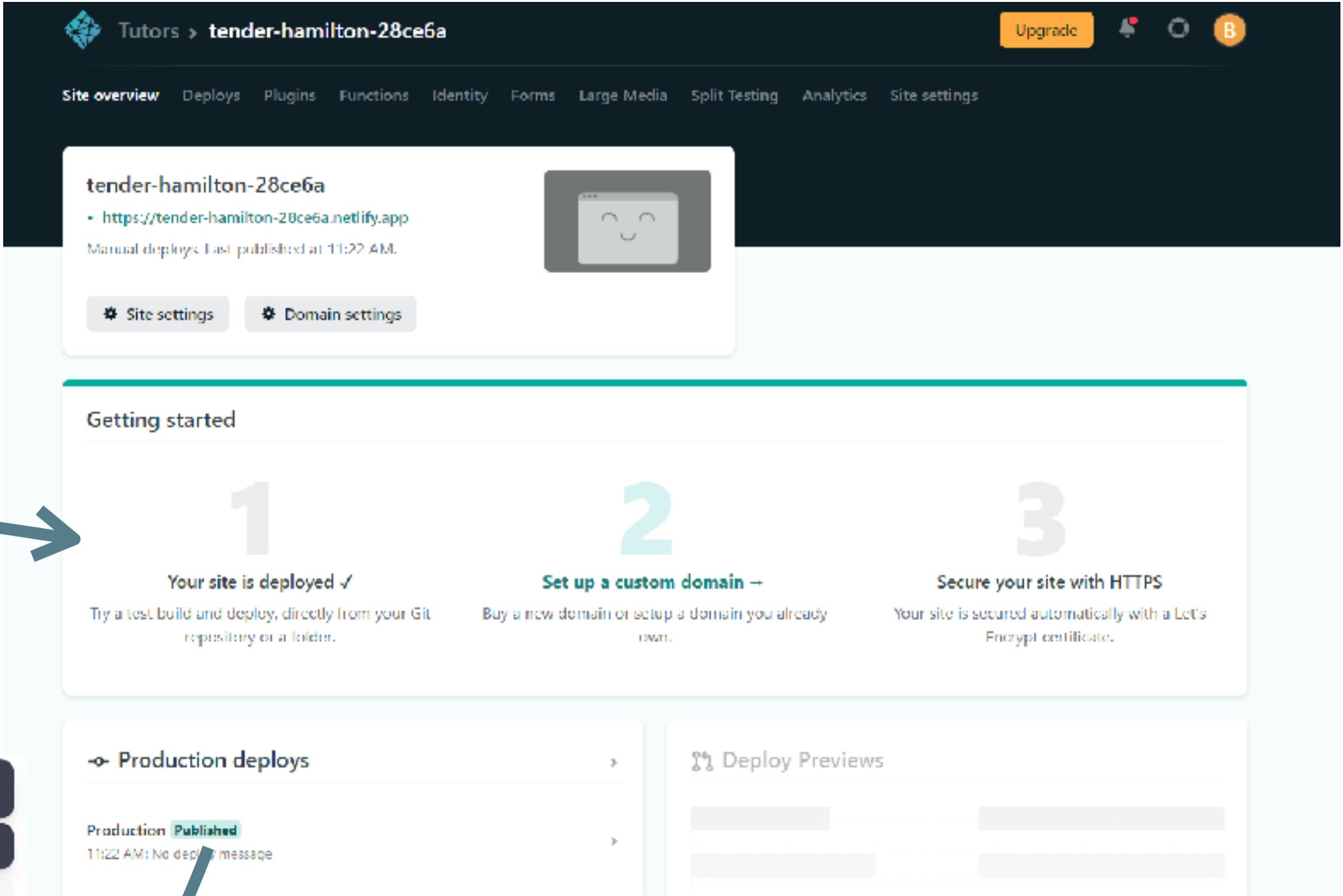
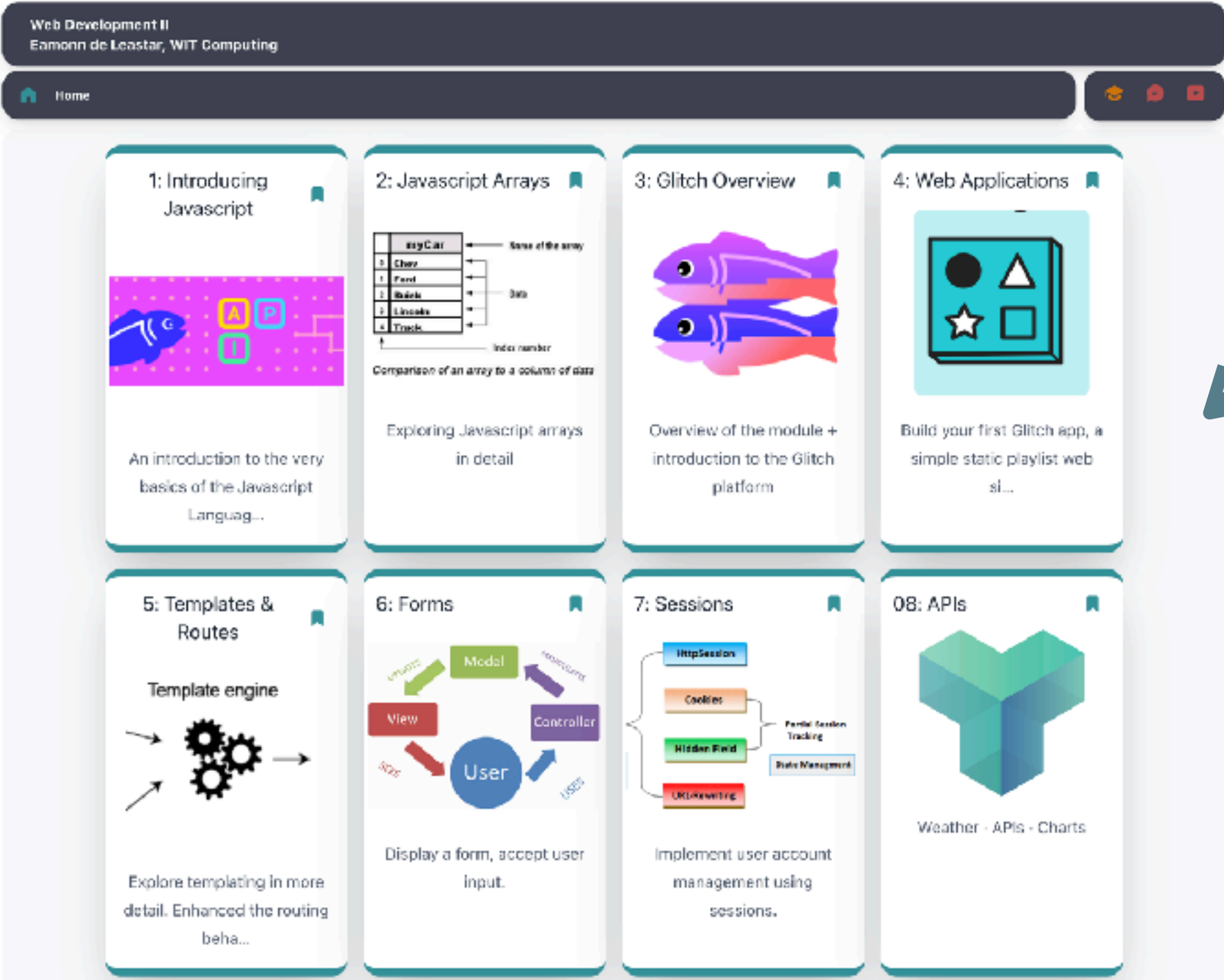
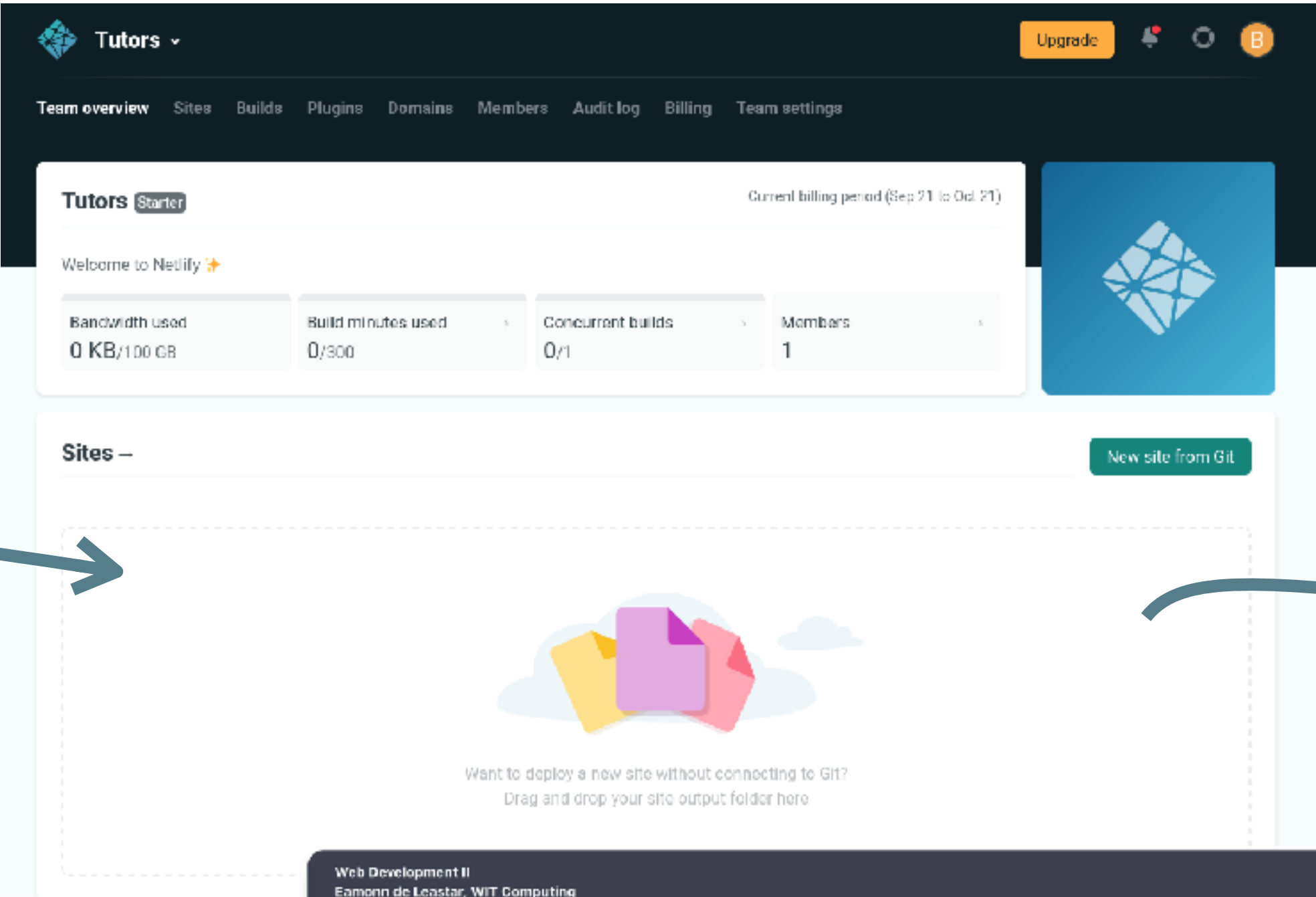
```
-bash
Eamonn-Mac-mini:web-development-2-2022 edeleastar$ npx tutors-html
Static course generator tutors-json 0.6.7 (tutors-lib: ^0.6.5)
:: Web Development II
  --> 1: Introducing Javascript (topic)
:: 1: Introducing Javascript
  --> Introducing Javascript (unit)
:: Introducing Javascript
  --> Module Overview (talk)
  --> JS Introduction (talk)
  --> Variables & Logic (talk)
  --> Const, Let & Objects (talk)
  --> Lab-01 JS Intro(lab)
  --> 1: Introducing Javascript (panelvideo)
  --> 2: Javascript Arrays (topic)
:: 2: Javascript Arrays
  --> Javascript Variables, Objects & Methods (unit)
:: Javascript Variables, Objects & Methods
  --> Variables & Objects Review (talk)
  --> Methods & Arrays Review (talk)
  --> Javascript Arrays (unit)
:: Javascript Arrays
  --> Arrays: Basics (talk)
  --> Array Methods (talk)
  --> Array Iteration (talk)
  --> Arrays of Objects (talk)
  --> Lab-02 JS Arrays(lab)
  --> 02: Javascript Arrays (panelvideo)
  --> 3: Glitch Overview (topic)
:: 3: Glitch Overview
```

Command generates static site to 'public-site' folder



Static

- public-site
  - index.html
- topic-01-js-intro
  - index.html
  - panelvideo
  - topic.png
- unit-1
  - topic-02-arrays
    - index.html
    - panelvideo
    - topic.png
  - unit-0
  - unit-1
    - topic-03-glitch-overview
      - index.html
      - panelvideo
      - topic.png
    - unit-2
  - topic-04-web-apps
  - topic-05-app-templates+views
  - topic-06-app-models
  - topic-07-sessions
  - topic-08-apis



Drag & Drop Public Site folder to Netlify Project

Deploys the site globally

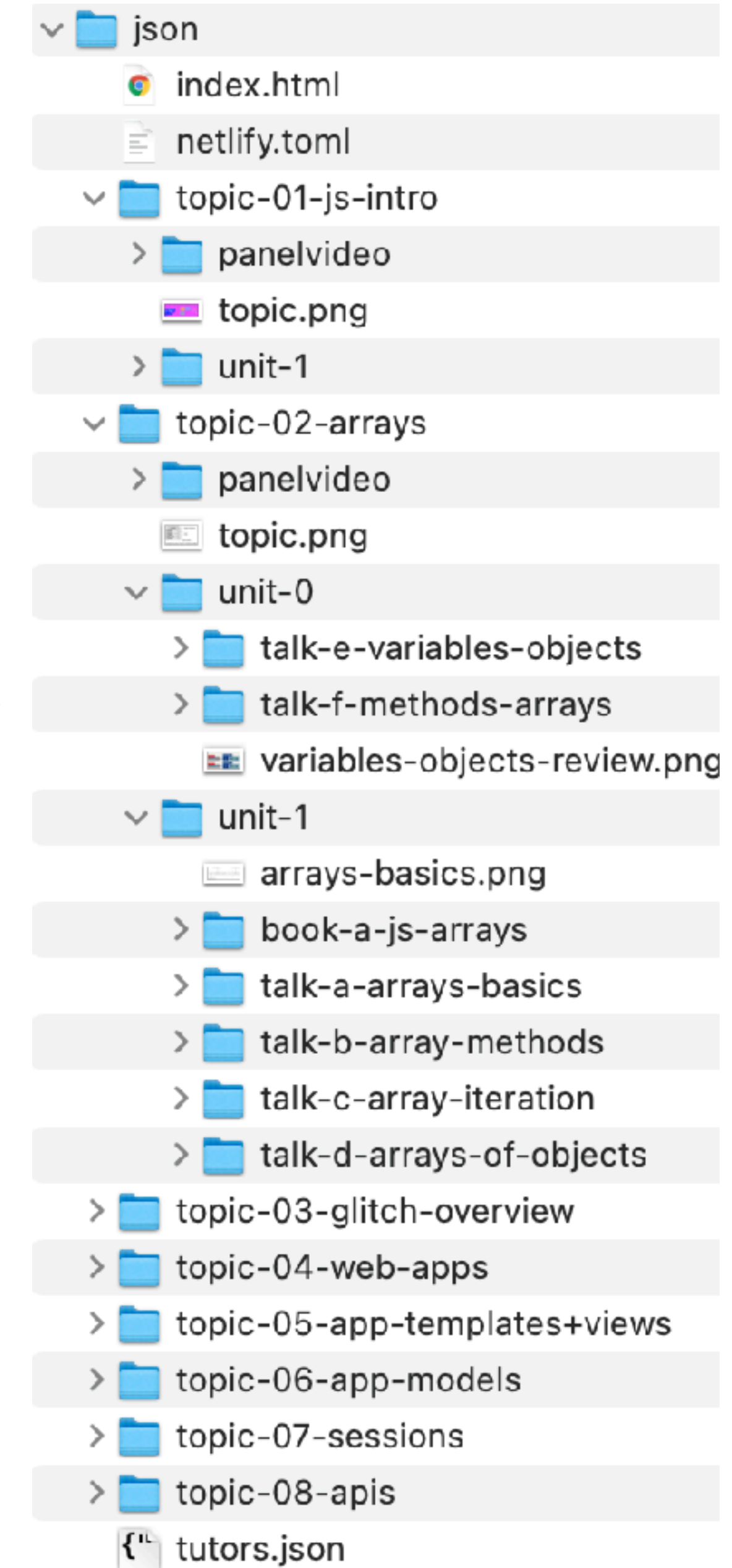
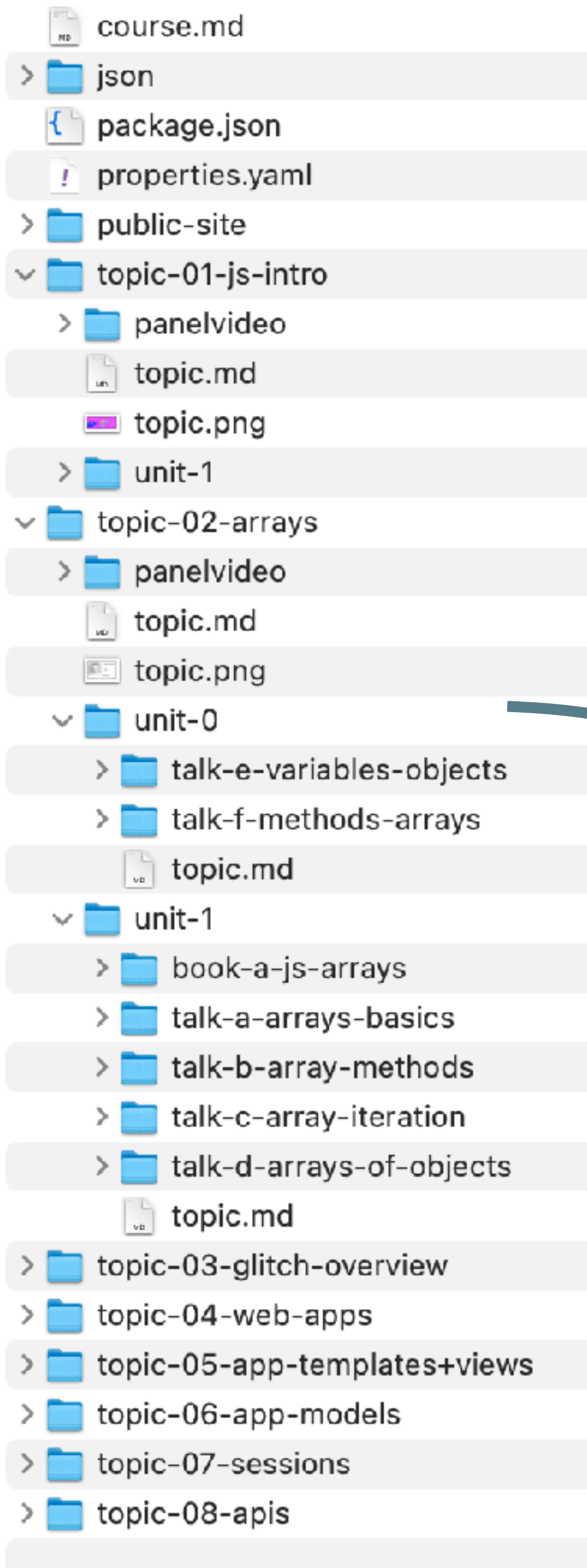


# Dynamic/JSON

npx tutors-json

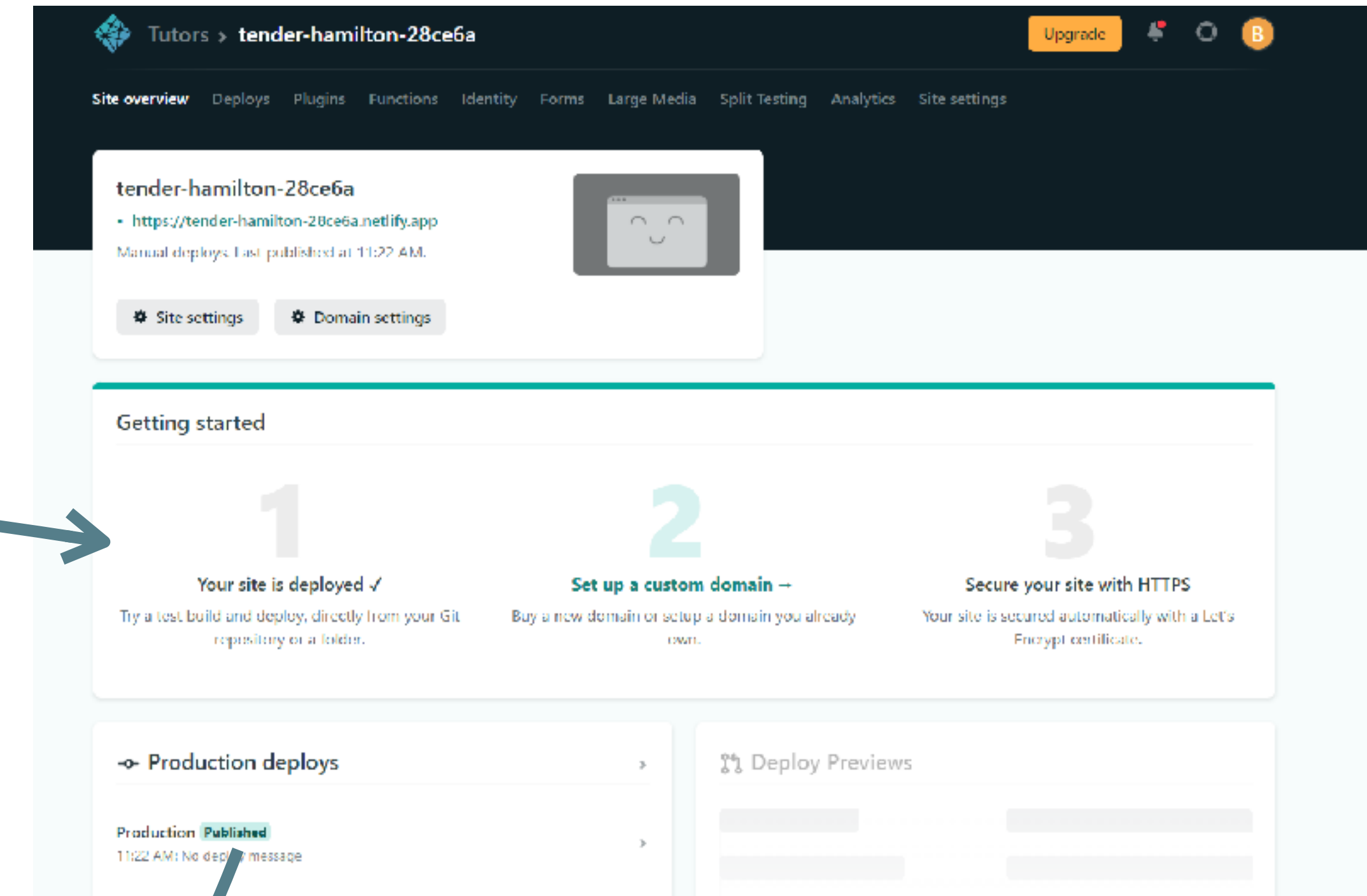
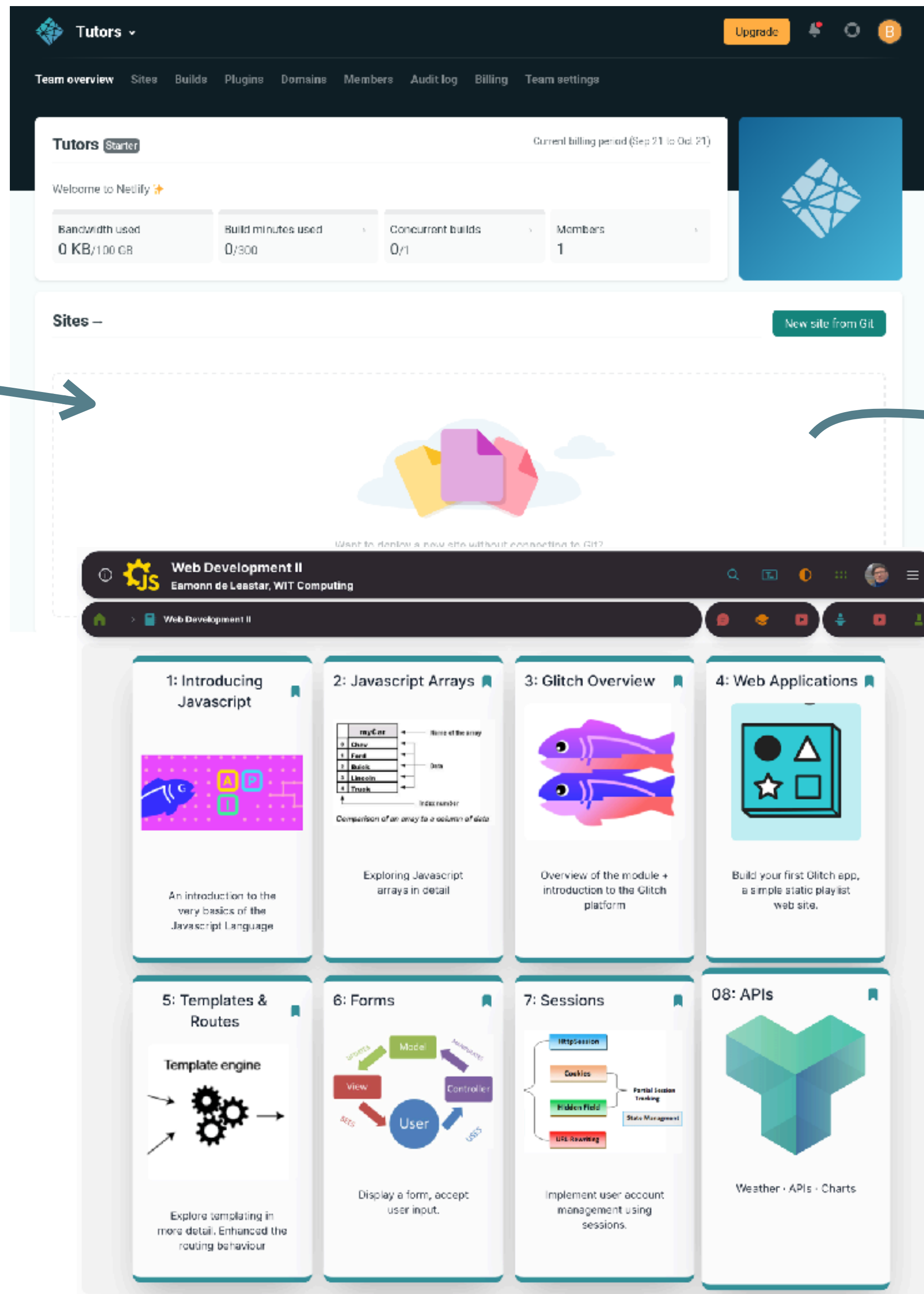
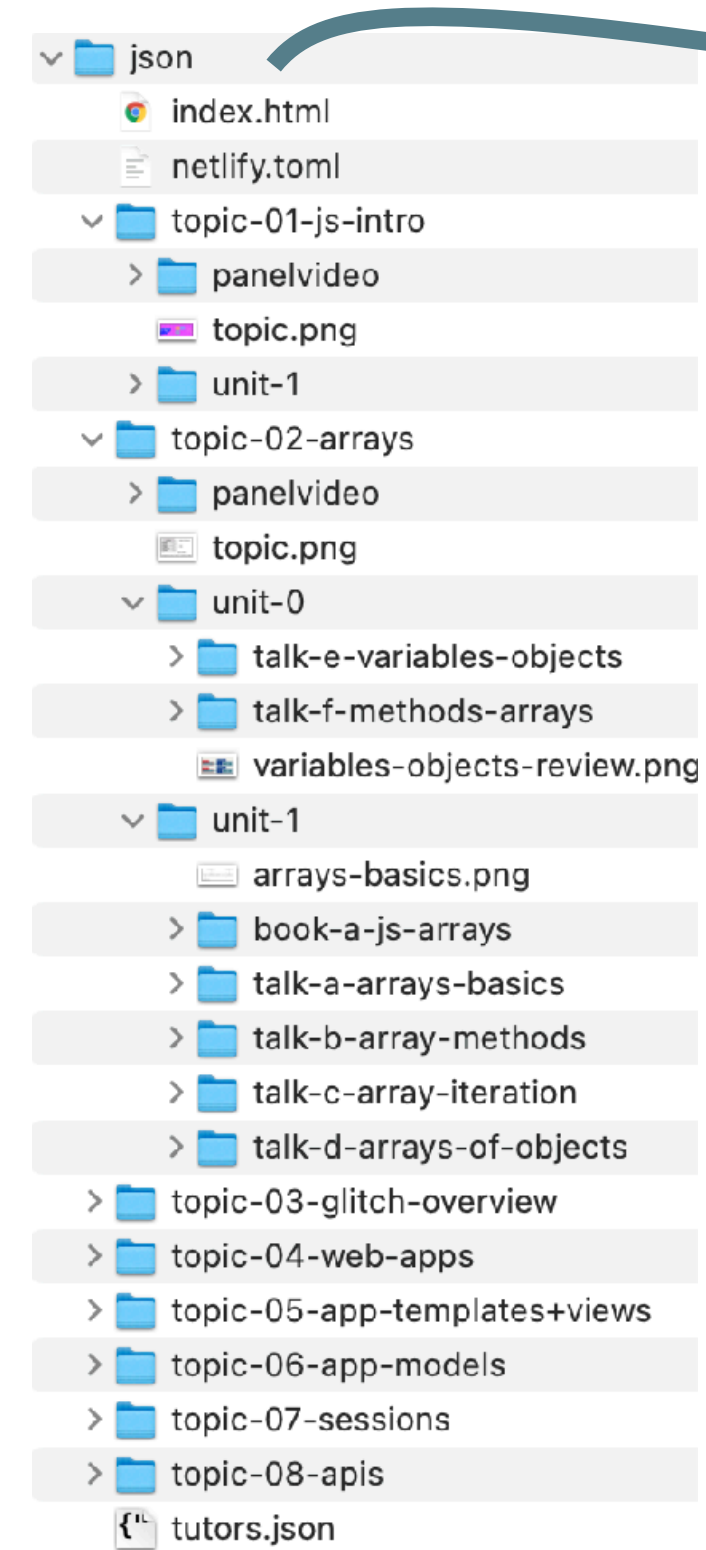
```
-bash
Eamonns-Mac-mini:web-development-2-2022 edeleastar$ npx tutors-json
Static course generator tutors-json 2.2.3 (tutors-lib: ^0.6.3)
:: Web Development II
  --> 1: Introducing Javascript (topic)
:: 1: Introducing Javascript
  --> Introducing Javascript (unit)
:: Introducing Javascript
  --> Module Overview (talk)
  --> JS Introduction (talk)
  --> Variables & Logic (talk)
  --> Const, Let & Objects (talk)
  --> Lab-01 JS Intro(lab)
  --> 1: Introducing Javascript (panelvideo)
  --> 2: Javascript Arrays (topic)
:: 2: Javascript Arrays
  --> Javascript Variables, Objects & Methods (unit)
:: Javascript Variables, Objects & Methods
  --> Variables & Objects Review (talk)
  --> Methods & Arrays Review (talk)
  --> Javascript Arrays (unit)
:: Javascript Arrays
  --> Arrays: Basics (talk)
  --> Array Methods (talk)
  --> Array Iteration (talk)
  --> Arrays of Objects (talk)
  --> Lab-02 JS Arrays(lab)
  --> 02: Javascript Arrays (panelvideo)
  --> 3: Glitch Overview (topic)
:: 3: Glitch Overview
  --> Introducing Glitch (unit)
```

Command generates static site to 'json' folder





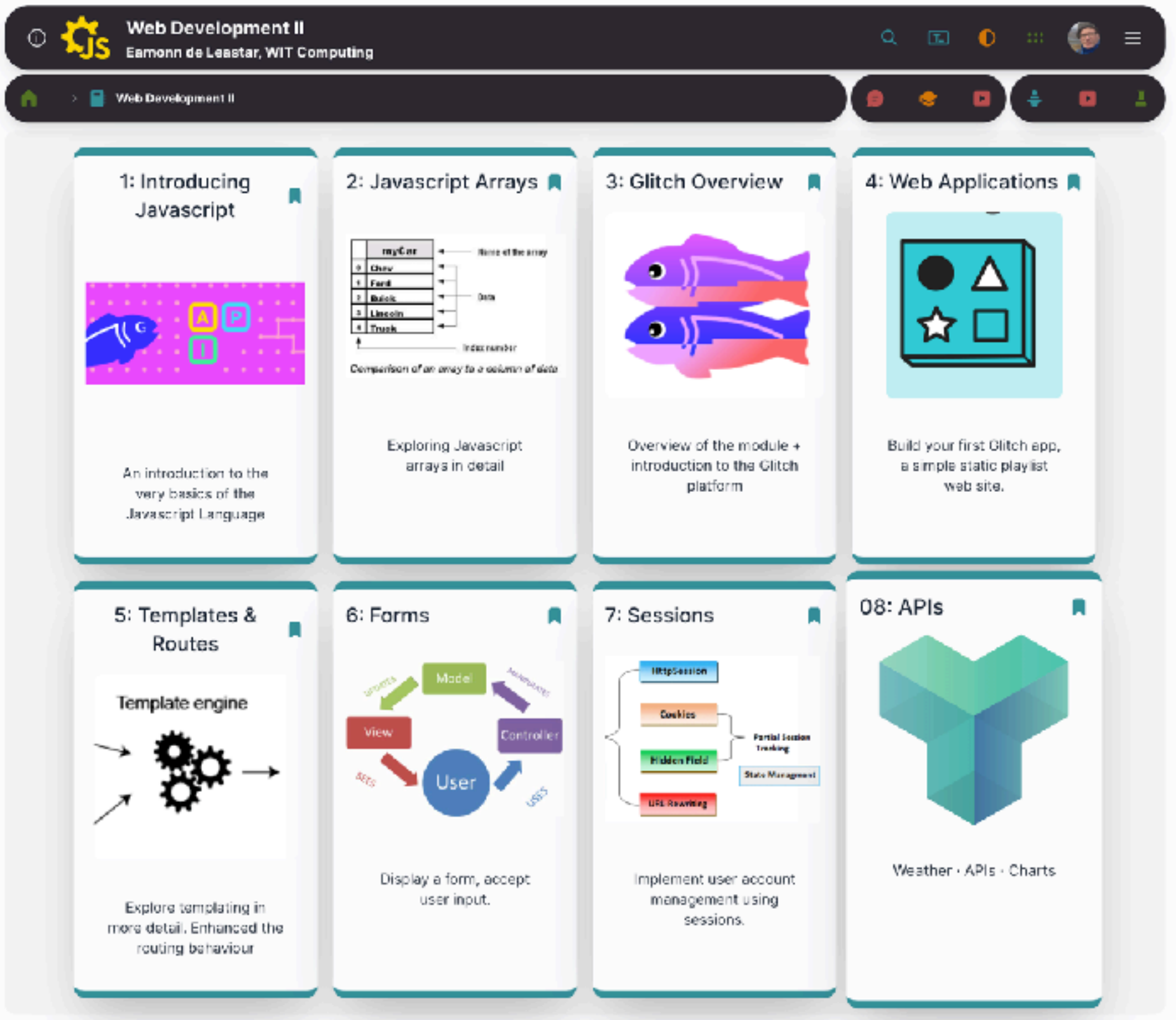
# Dynamic



Drag & Drop Public Site folder  
to Netlify Project

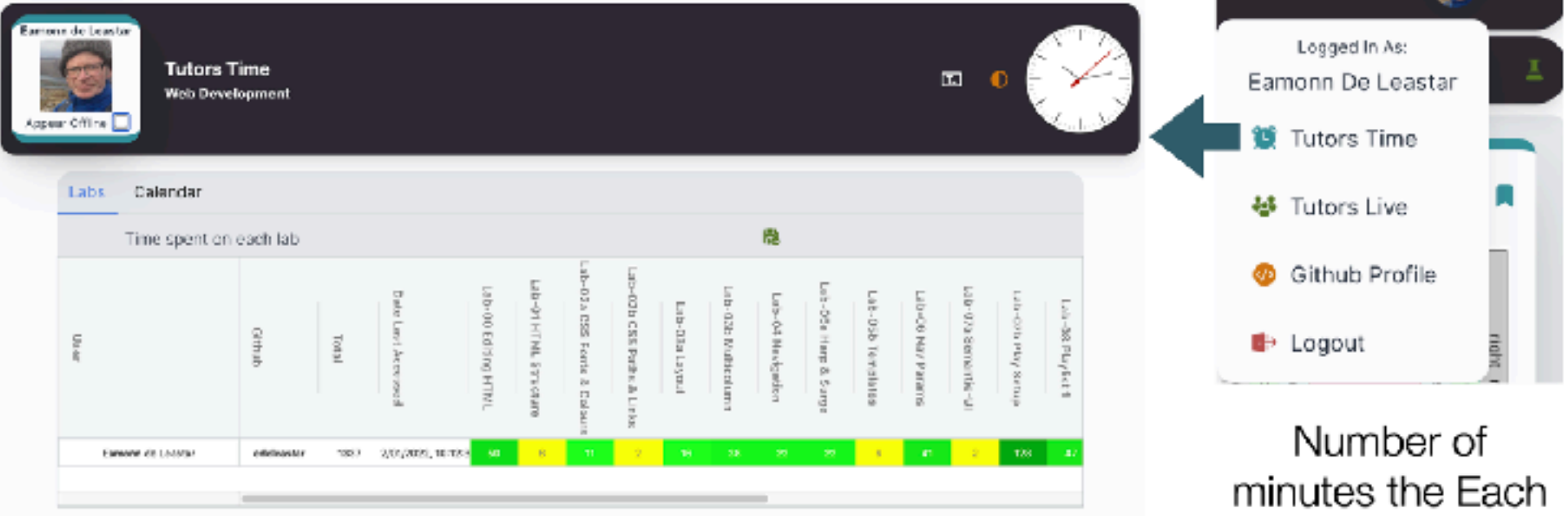
Deploys the Course Globally

# Dynamic

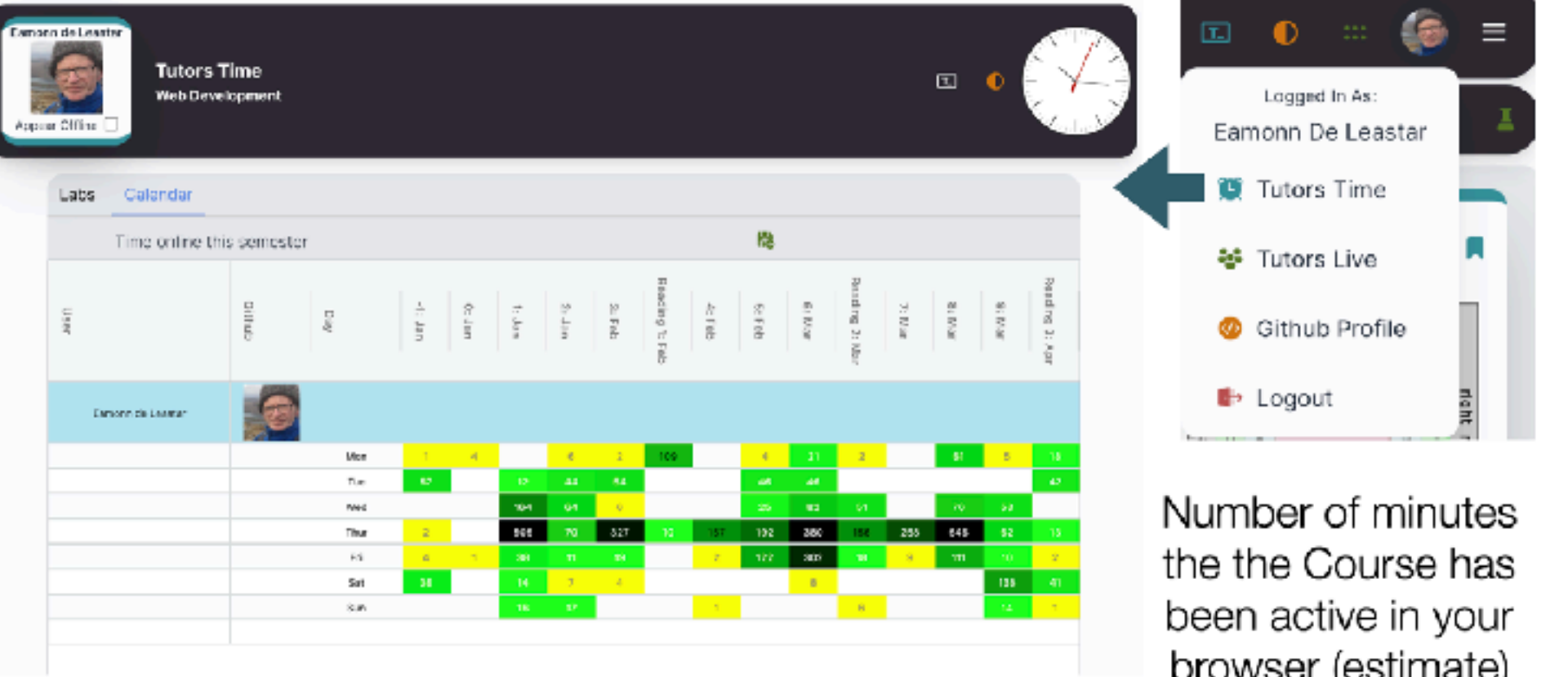


properties.yaml

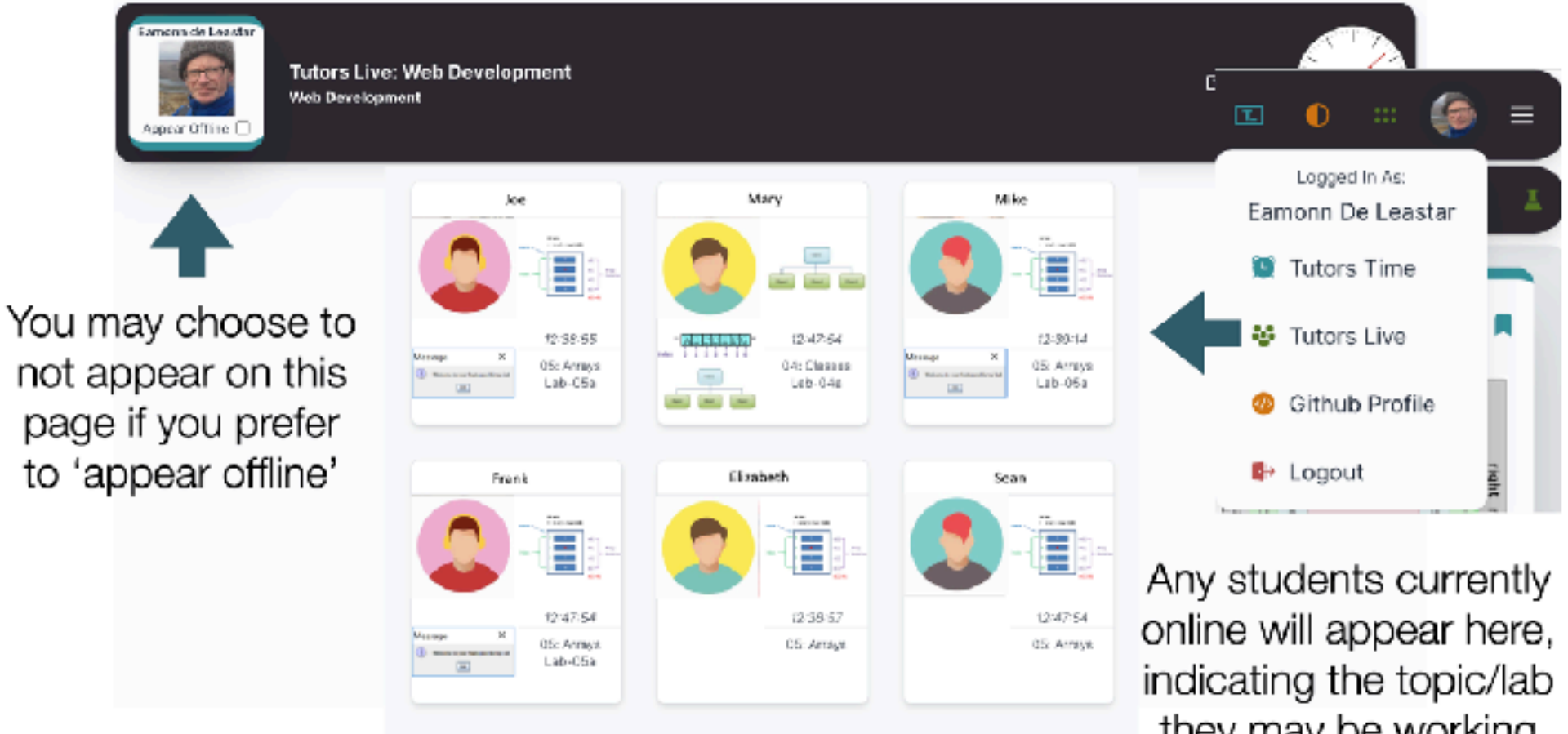
Auth : 1



Number of minutes the Each lab has been active in your browser (estimate)



Number of minutes the the Course has been active in your browser (estimate)







## Tutors: An Open Learning Web Toolkit

A collection of open source components & services supporting the creation of transformative learning experiences using open web standards.

EXPLORE

### The project supports three complimentary perspectives

#### The Learner Experience



The ***Learner Experience*** prioritises web interactions that are **engaging, contextual, linkable, searchable, accessible** and **responsive**. In addition the experience should foster a sense of **community** and **connection** among fellow learners.

#### The Educator Experience



The ***Educator Experience*** prioritises the creation of a **guided paths** through a curriculum via the creation of learning materials that are **autonomous, structurally aligned, composable, auditable, extensible, versioned** and **independent**.

#### The Developer Experience



The ***Developer Experience*** prioritises the specification and implementation of **robust, well documented, loosely coupled components & services**, integrated into a **coherent toolkit** open to contributions from **diverse skill sets**.

<https://tutors.dev/>