



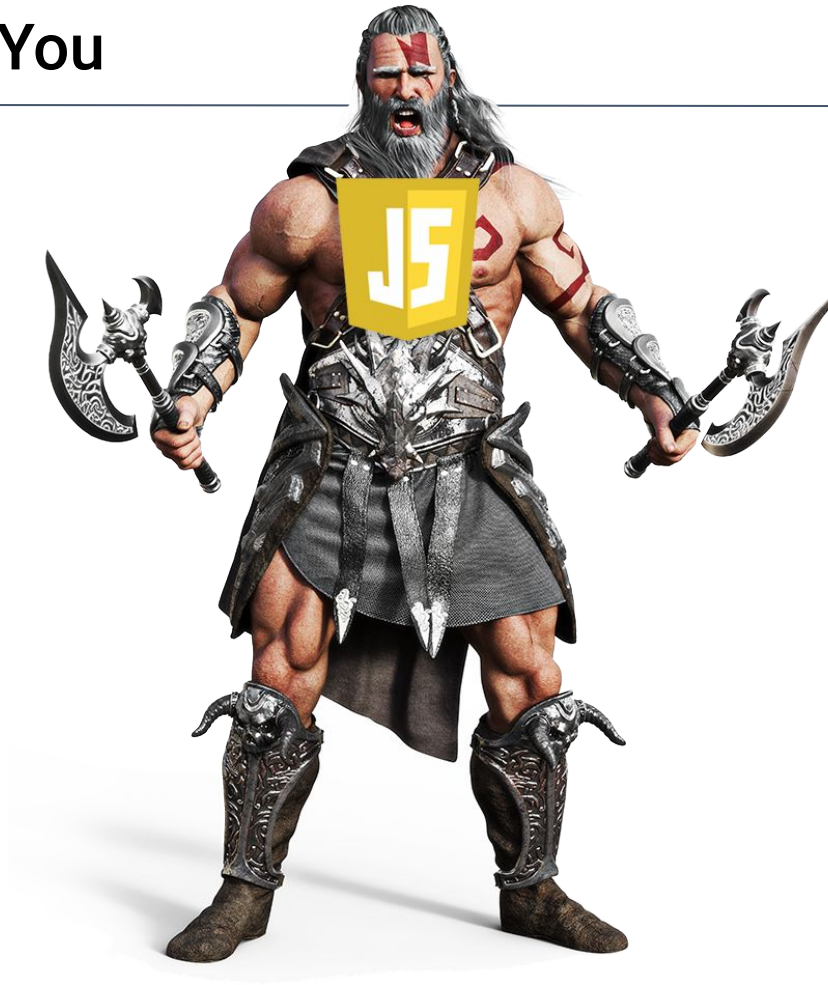
JavaScript Juggernauts

Web Development Boot Camp
Lesson 2.3



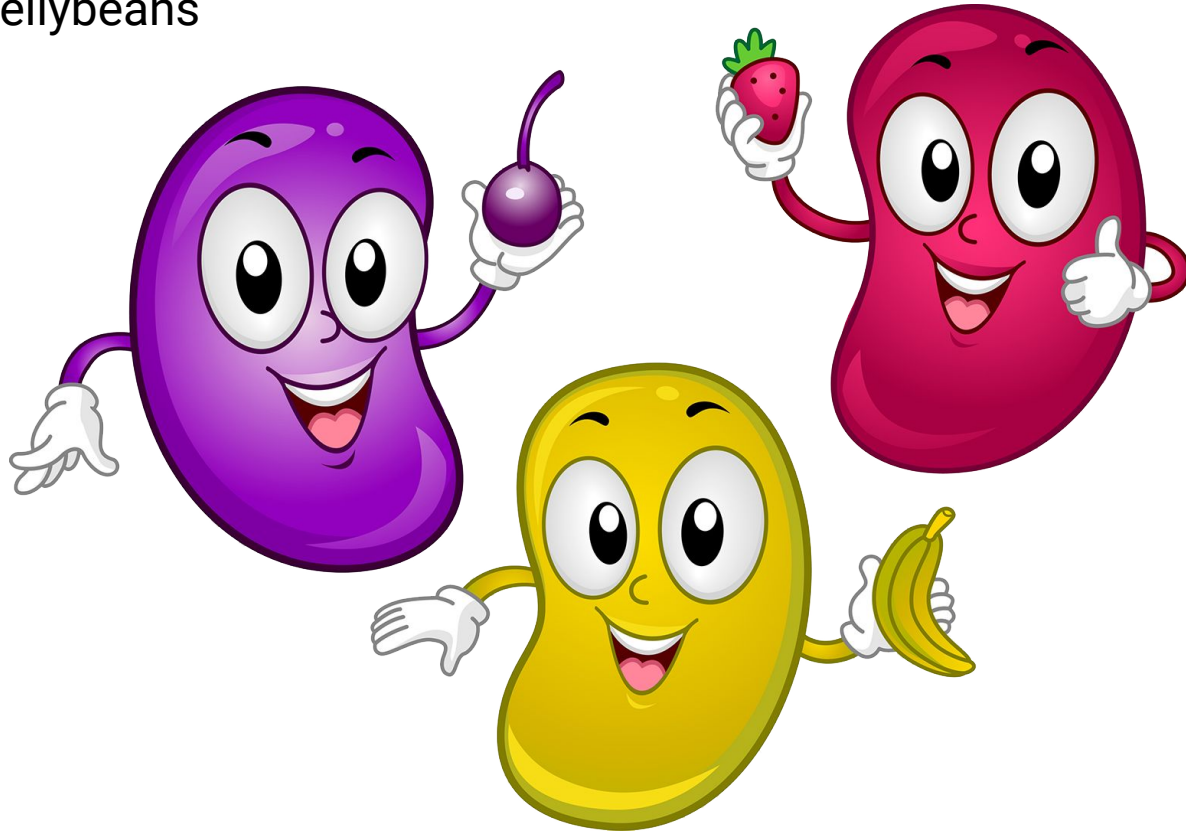
This Will Soon Be You

JavaScript Juggernauts



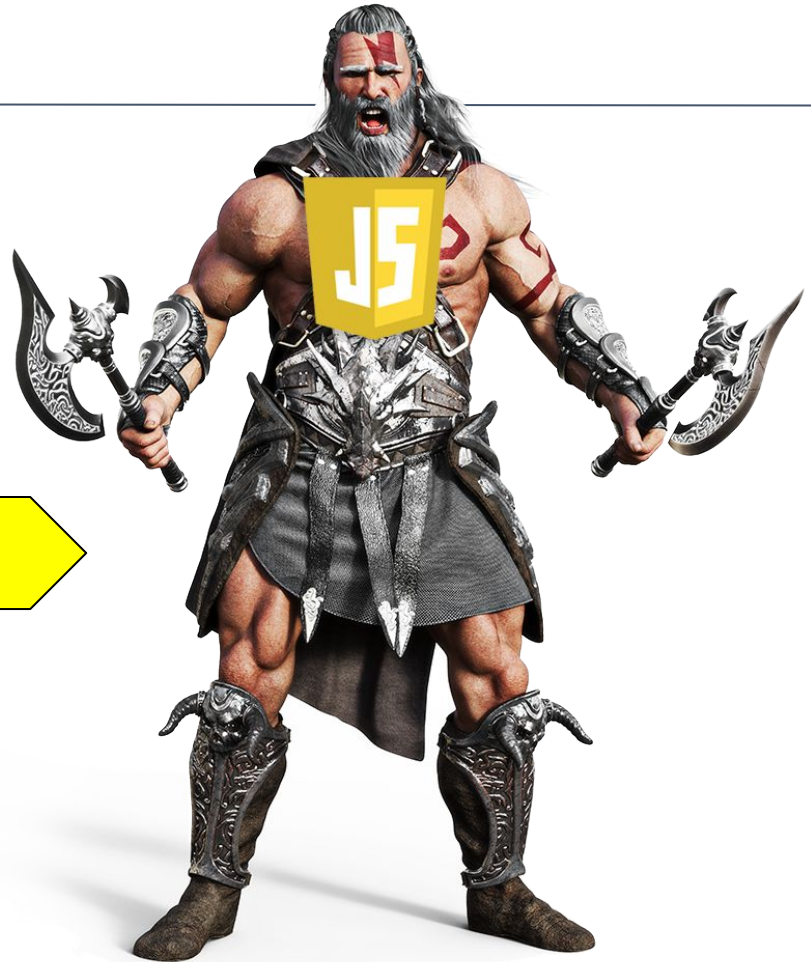
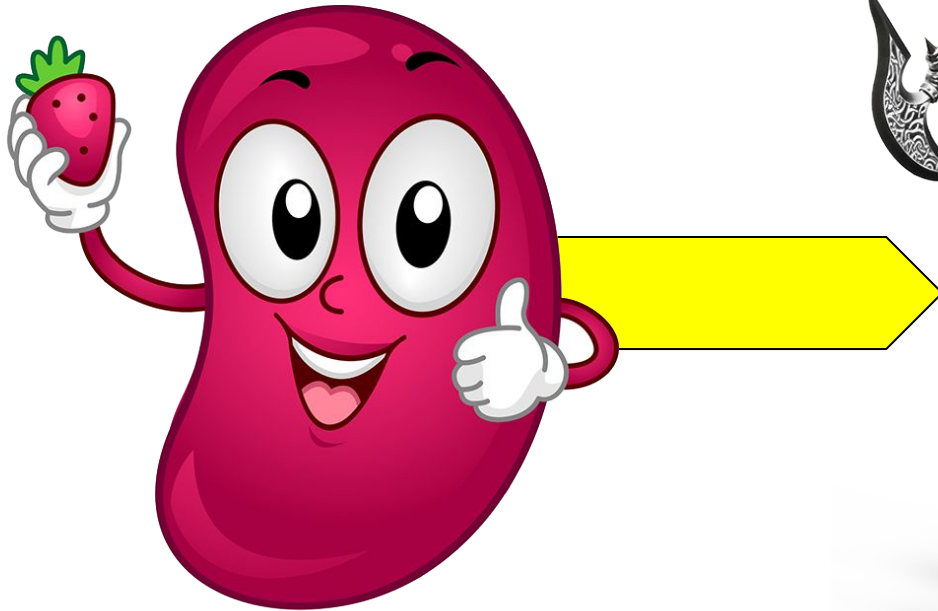
But Right Now You Feel Like

JavaScript Jellybeans



Transformation to Come!

HANG IN THERE!



JavaScript Objects



Instructor Demonstration

Good Arrays



Instructor Demonstration

Joan of Arc (Bad Arrays)

Associated Data ==/= Arrays

Relating two separate arrays is not fun.

```
var joanOfArcInfoParts = ["Real Name", "Grew Up Where", "Known For", "Scars", "Symbolism"];

var joanOfArcInfoValues = ["Jehanne la Pucelle.", "Domremy, a village in northeastern France.",
    "Peasant girl, daughter of a farmer, who rose to become Commander of the French army.",
    "Took an arrow to the shoulder and a crossbow bolt to the thigh while trying to liberate Paris.",
    "Stands for French unity and nationalism."];
```




Instructor Demonstration

Gandalf the Grey Objects

Gandalf: The Object

Gandalf's **properties** and **values** are associated in object form, making it easy to recall specific data.

```
11  var gandalf = {
12      "real name": "Gandalf",
13      "age (est)": 11000,
14      "race": "Maia",
15      "haveRetirementPlan": true,
16      "aliases": [
17          "Greyhame",
18          "Stormcrow",
19          "Mithrandir",
20          "Gandalf the Grey",
21          "Gandalf the White"
22      ]
23  }
24
25  // Object properties can be accessed with "bracket notation"
26  alert("My name is " + gandalf["real name"]);
27
28  // Or with "dot notation" if the property has no spaces
29  if (gandalf.haveRetirementPlan) {
30
31      // Or with a variable that matches the name of the property
32      var ageProperty = "age (est)";
33      var years = gandalf[ageProperty];
34      alert("My 401k has been gathering interest for " + years + " years!");
35  }
```

Objects Visualized

This is Gandalf. According to code, Gandalf is an **object**.

var gandalf	=	{
-------------	---	---



"real name"	:	"Gandalf"	,
-------------	---	-----------	---

"age (est)"	:	11000	,
-------------	---	-------	---

"race"	:	"Maia"
--------	---	--------

}

Objects Visualized

These are Gandalf's **properties** (like descriptors).

var gandalf	=	{
-------------	---	---



"real name"	:	"Gandalf"	,
-------------	---	-----------	---

"age (est)"	:	11000	,
-------------	---	-------	---

"race"	:	"Maia"
--------	---	--------

}

Objects Visualized

These are the **values** of Gandalf's properties.



"real name"	:	"Gandalf"	,
-------------	---	-----------	---

"age (est)"	:	11000	,
-------------	---	-------	---

"race"	:	"Maia"
--------	---	--------

}

var gandalf	=	{
-------------	---	---



Objects Visualized

Thus: `gandalf["race"] = "Maia"`

`var gandalf`

`=`

`{`



`"real name"`

`:`

`"Gandalf"`

`,`

`"age (est)"`

`:`

`11000`

`,`

`"race"`

`:`

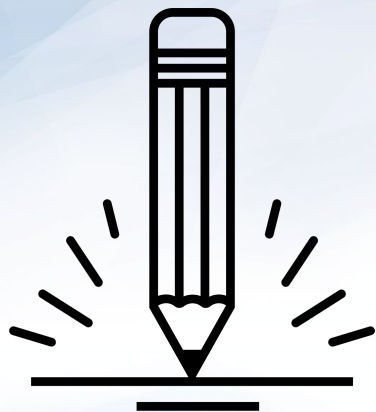
`"Maia"`

`}`



Instructor Demonstration

Gandalf: The Grey Objects (Repeat)



Group Activity (2 people): Basic Objects

Suggested Time:
15 minutes



Group Activity: Basic Objects



With a partner, spend the next few moments studying the code just slacked to you.



Then, write code below each comment to log the relevant information about the provided `car` object.



Bonus: If you finish early, create a brand new object of your own. Slack out a snippet of the code to the class when you are done. Be Creative!

Suggested Time: 15 minutes





Instructor Demonstration

Run That Car!



Challenge: Run That Car!

Suggested Time:
30 minutes



Challenge: Run That Car!

Using the code from the previous activity as a starting point, create a complete application such that:



Each of the car's methods are assigned to a key.



When the user presses a key, it calls the appropriate function.



These letters also trigger a global function called `reWriteStats()` that logs the car's make, model, color, mileage, and `isWorking` status to the console.



HINT: You will need to use the `document.onkeyup()` function to collect input from the user's keyboard.

Suggested Time: 30 minutes





Questions?