**GT Camp JavaScript:**

* JsFiddle for run program for testing
* JavaScript not effected to whitespace it is smart to leave that all
* You can run whole program without ; in end of statement
* Array.indexof import

**Create variable**

* Var (variable name ) = (value for string);
  + Var name=”hey”;
  + Var number=9;
  + Var isgood= true;

**Creating array**

* Var (array name) = [“first value” , ”second value”];
  + Ex- Var car=[“a”, “b”, “c”];
  + Ex- Var number= [ 1, 2 ,3];
  + Ex- Var emptyaray=[];
* Indexof(important)
  + Ex -Array.indexof(“b”); To find b from array
  + Ex -Array.indexof(“b”, 3); To find b after the third index
* To add value in array
  + Arrayname.push(value);
  + Ex- fruits.push(“apple”);
* Pop in array to remove last elemnt from array
  + Arrayname.pop();
  + Arrayname.indexof(“banana”).pop();
  + Arraryname.indexof(5).pop();

**Creating object(is better to use object then array)**

* Var (objectname) = { key=”value”,

key=”value”};

* Var car= {

type: ”fiat”,

Model: ”500”,

Color: ”white”};

**Creating loops**

* For ( int ; condtion; increment or decreament)

{ statement1;

Statement2 }

* Ex - For(var i=0; i< 5; i++)

{ console.log(“hellow”);

}

**Creating Function**

When u put 2 name in as parameter but till u not calling its arguments but once u called or used then its parameter

* Var (functionname) = function(argument1(parameter),argument2(parameter)){

Statements;

};

To call function

Function name();

* Var divider= function(n1,n2){

Var result= n1/n2;

Console.log(result);

Return result;}

TO call this function

Divider(10,5); or car testfunction = divider(10,5);

Console.log(testfunction);

// CRASH COURSE JS

// ==========================================================

// 1. BASIC VARIABLES

// ==========================================================

// Create a basic variable

var name = "Ahmed";

// 2. ARRAYS

// ==========================================================

// Create an array of five strings

var fiveArray = ["Ahmed", "Lexus", "Tom", "Jim", "Joy"];

// 3. FOR LOOPS

// ==========================================================

// Create a for loop that loops through and prints "My name is Bob five times"

for (var i = 0; i < 5; i++) {

console.log("My name is Bob");

}

// Create a for loop that loops through your five string array and prints each name

for (var i = 0; i < fiveArray.length; i++) {

console.log("My name is " + fiveArray[i]);

}

// 4. FUNCTIONS

// ==========================================================

// Create a function that takes two numbers and divides the first number by the second.

// Then call that function

var divider = function(num1, num2) {

var result = num1 / num2;

console.log(result);

return result;

};

// Prints 5

divider(10, 2);

// Create a function that takes in an array of strings and then loops through the array and prints out strings.

// Then call that function

var looper = function(arrayNumbers) {

for (var i = 0; i < arrayNumbers.length; i++) {

console.log(arrayNumbers[i]);

}

};

looper(fiveArray);

// 5. OBJECTS

// ==========================================================

// Create a JavaScript Object

var monsterTruck = {

name: "Digital Destructor",

brand: "Honda",

carsDestroyed: 2001

};

// Console log any three of the properties in that object

console.log(monsterTruck.name);

console.log(monsterTruck.brand);

console.log(monsterTruck.carsDestroyed);

// Create an Array of 3 Objects

var threeObjects = [

{

name: "Digital Destructor",

brand: "Honda",

carsDestroyed: 2001

},

{

name: "Turbulent Combuster",

brand: "Toyota",

carsDestroyed: 500

},

{

name: "Sams Man",

brand: "Sam",

carsDestroyed: 2

}

];

// Console log 3 properties for every one of the five objects

for (var i = 0; i < threeObjects; i++) {

console.log(threeObjects[i].name);

console.log(threeObjects[i].brand);

console.log(threeObjects[i].carsDestroyed);

}

// 6. JQUERY EVENTS

// ==========================================================

// Create a basic html button then create an onClick event that triggers an on click event.

// Do this on a new page or see previous example

// 7. OVERALL STRUCTURE

// ==========================================================

// Talk to student a little about the approach for "getting started" on an application.

// Talk about the concept of variables, functions, calls.

Branches:

To create branch:

* Go to correct directory
* Git checkout -b (branchname)
* Make a branch – git checkout -b 1.1
* To see all list of branches – git branch -r , git branch
* Go to a branch – git checkout 1.1 git checkout (branchname)