

Motivation:

1. Growing need of JavaScript (web app) developer
2. Available to deal with different requests
3. A lot of open sources libraries and variations

Materials:

1. FreeCodeCamp.com
 - A coding tutorial website and form for JavaScript only
2. You don't know JS by Kyle Simpson
 - A series of books about JavaScript that is free on GitHub

An important point:

There are 6 ways to create an object in JavaScript:

- a) Object Constructor
 - variable
- b) Literal constructor
 - variable
- c) Function constructor
 - constructor
- d) Prototype constructor
 - constructor
- e) Function/prototype combination
 - Constructor
- f) Singleton
 - variable

Future steps might happen:

1. Link the app to MySQL database to store user and each game
2. Change the game from word-base and word-input to GUI base and mouse input
3. Use react.js to turn it into a mobile app

Summary:

JavaScript is a modern scripting language which is easy to use (need just JavaScript engine which is implemented in any modern web browser), cross-platform (base on the browser not the system), and powerful to use (with different variations and libraries to increase its power). However, it is just a starting point of the whole JavaScript series. As a scripting language, it is embedded in all areas: MongoDB, Unity, Chrome extensions and many other programs. Thus, JavaScript is an