JavaScript

Welcome

- JavaScript has many uses, but we will focus on Web Design, specifically how to add interactivity

- In this class there is an assumption that you are new to programming, but you know HTML and CSS

What you can do with It

- JavaScript is a "real" programming language
  - Store variables
  - Set decision points
  - Loop
  - Reuse code with functions

- In addition
  - Get data from the browser
  - Manipulate the DOM that browsers use to create web pages

Variables

- Store data and refer back to it later

Decision Points

- Use control statements to decide which code to run under different circumstances

Looping

- Avoid writing the same (or similar) code over and over again

- Determine at runtime how many times you want to run some code

Functions

- Reuse code multiple times, but only write it once

- Use code from others

Manipulating the DOM

- JavaScript can find, add, and delete elements from the DOM

- Can also react to mouse clicks, page reloads, and other actions

Review

- A major component of learning any programming language is practice and repetition

- Expect to make mistakes
  - if you aren't you aren't learning

Acknowledgements/Contributions