

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

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