Intro To JavaScript

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Evaraisa Salutians	

Introduction

Introduce myself

talk about the projects I work on and give a quick overview of software development

See https://webadmin.qa.subaru.com/hopeworks/SoftwareDevelopment/SoftwareDevelopment.pdf

Have class introduce themselves

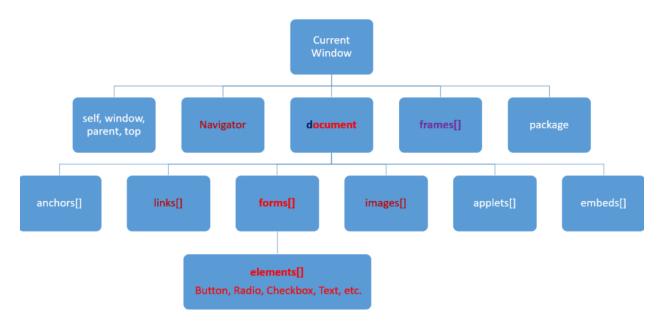
- What's your name?
- What kind of career are you interested in and why? if you had to do something 10 hours a day, 5 days a week what would it be ? and why!
- How do you see using technology in your chosen career?
- What do you see yourself doing in 4 years? 8 years? if you don't know start making a plan now!
- What excites or scares you about technology?
- What would you like to get out of this 1 hour session? Instructors take notes of the answers!

Overview of JavaScript

What is JavaScript https://en.wikipedia.org/wiki/JavaScript

Document Object Model (DOM)

HTML DOM: Document Object Model



https://developer.mozilla.org/en-US/docs/Web/API/Document Object Model/Introduction

Good Resources for learning JavaScipt

https://medium.com/coderbyte/50-resources-to-help-you-start-learning-JavaScript-in-2017-4c70b222a3b9

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https://www.lifehack.org/articles/technology/free-ebooks-resources-learn-JavaScript.html

Exercises

Exercise – Hello World

Objective

To create a simple html page that says "Hello World" and to write your first JavaScript program that says "Hello World".

Requirements

- create a simple html page that's says "Hello world" For instructions click here
- Add a JavaScript function to display "Hello JavaScript" when the page is loaded/refreshed

Exercise – Eagles Season Predictor

Objective

Add some buttons and radio buttons and update the score and learn about functions and manipulating the DOM

Requirements

- Open https://webadmin.qa.subaru.com/hopeworks/IntroToJavascipt/exercises/eagles.html in a browser and save it as a file on you pc so you can modify it
- When you click on the "win all games button". For each week make eagles the winner and update the record and change button text to "Lose all games button"
- When you click on the "lose all games button". For each week make eagles the loser and update the record and change button text to "win all games button"
- When you click on the a win, tie or lose radio button for a particular week, update the eagles record
- For the games already played. Mark the winners and losers and disable the radio buttons so you can't change the result of games already played.
- Make sure any changes on the page don't affect games already played

Exercise – Eagles Season Predictor based on Rank

Objective

Add some Ranking Data and "Wins based on Rank" button to let the computer determine what the eagles final score at the end of the year will be

Requirements

Open https://webadmin.qa.subaru.com/hopeworks/IntroToJavascipt/exercises/eagles%20-%20Ranking.html in a browser and save it as a file on you pc so you can modify it

For all classes see https://webadmin.qa.subaru.com/hopeworks

• Create a new button called "Wins based on Rank" when the user clicks on the button. For all the weeks, figure out which team is ranked higher. Mark the higher ranked team with a win. Go thru all the teams and update the record

Exercise Solutions

- https://webadmin.qa.subaru.com/hopeworks/IntroToJavascipt/exercises/Hello%20World%20-%20solution.html
- https://webadmin.qa.subaru.com/hopeworks/IntroToJavascipt/exercises/eagles%20-%20solution.html
- https://webadmin.qa.subaru.com/hopeworks/IntroToJavascipt/exercises/eagles%20-%20Ranking%20-%20Solution.html