



WELCOME TO JAVASCRIPT DEVELOPMENT

Please write your name on your whiteboard and say hello to your new classmates.

Wi-fi: GA-Guest pw: yellowpencil



SASHA





Student Services



Patricia Anderson

Email: studentservicesSF@ga.co

Slack: Student Services SF

Course logistics

- Access to tools
- Feedback about the course
- Enrollment and finances
- Graduation certificates

Campus questions

- GA Facilities
- GA events outside of class
- Discounts for other courses

Others you may see



Instructor Manager



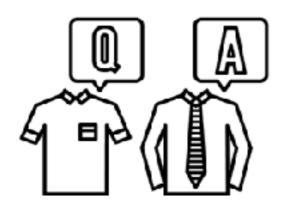
NIÑA PINEDAFront Lines Lead



VANESSA OHTA
Instruction Manager

Let's get to know each other

STRUCTURE







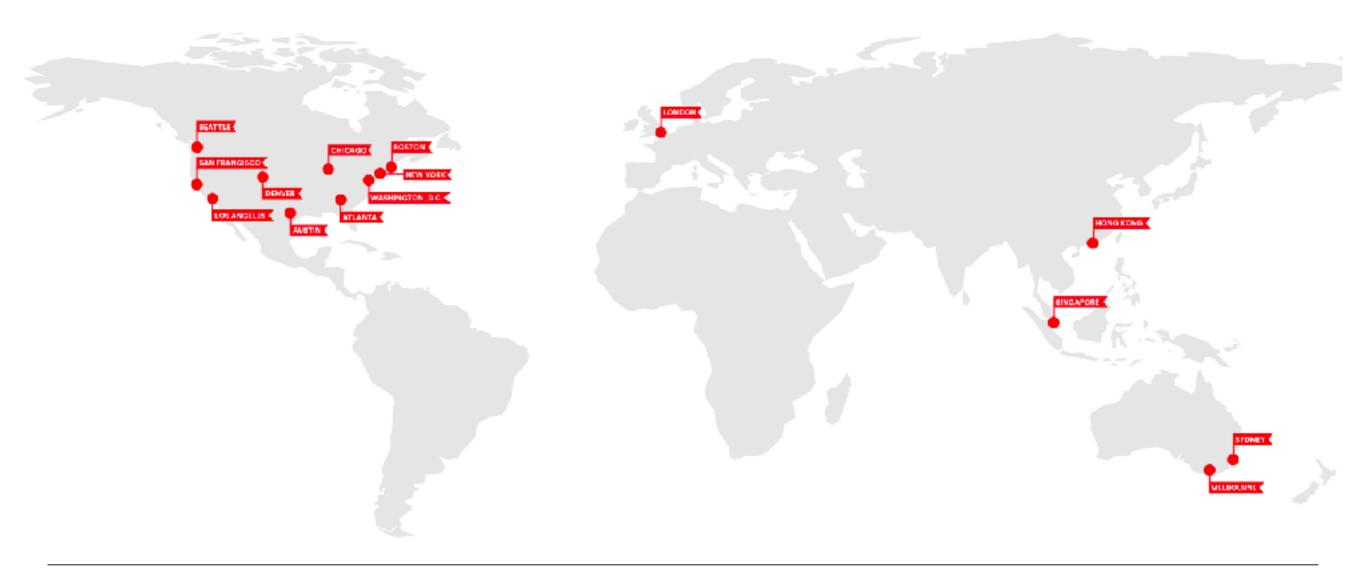
INTROS: 5 MIN SHARING: 10 MIN

OBJECTIVES

- 1. Take 5 minutes to get to know your neighbor by finding out:
 - a. Their name
 - b. Why they are taking this course
 - c. A guilty pleasure
- 2. Be prepared to introduce your neighbor to the rest of the room



20 campuses around the world



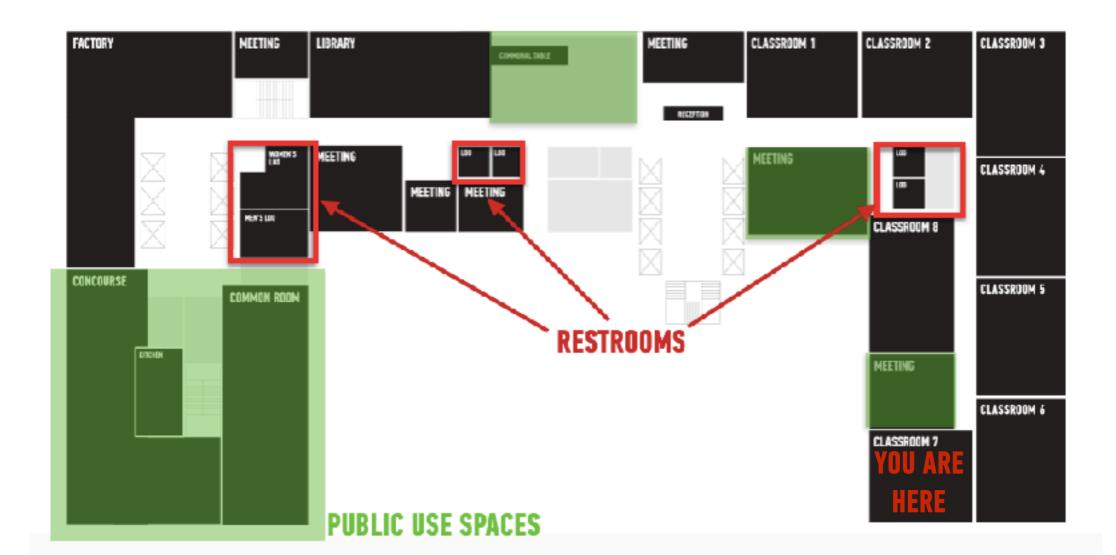


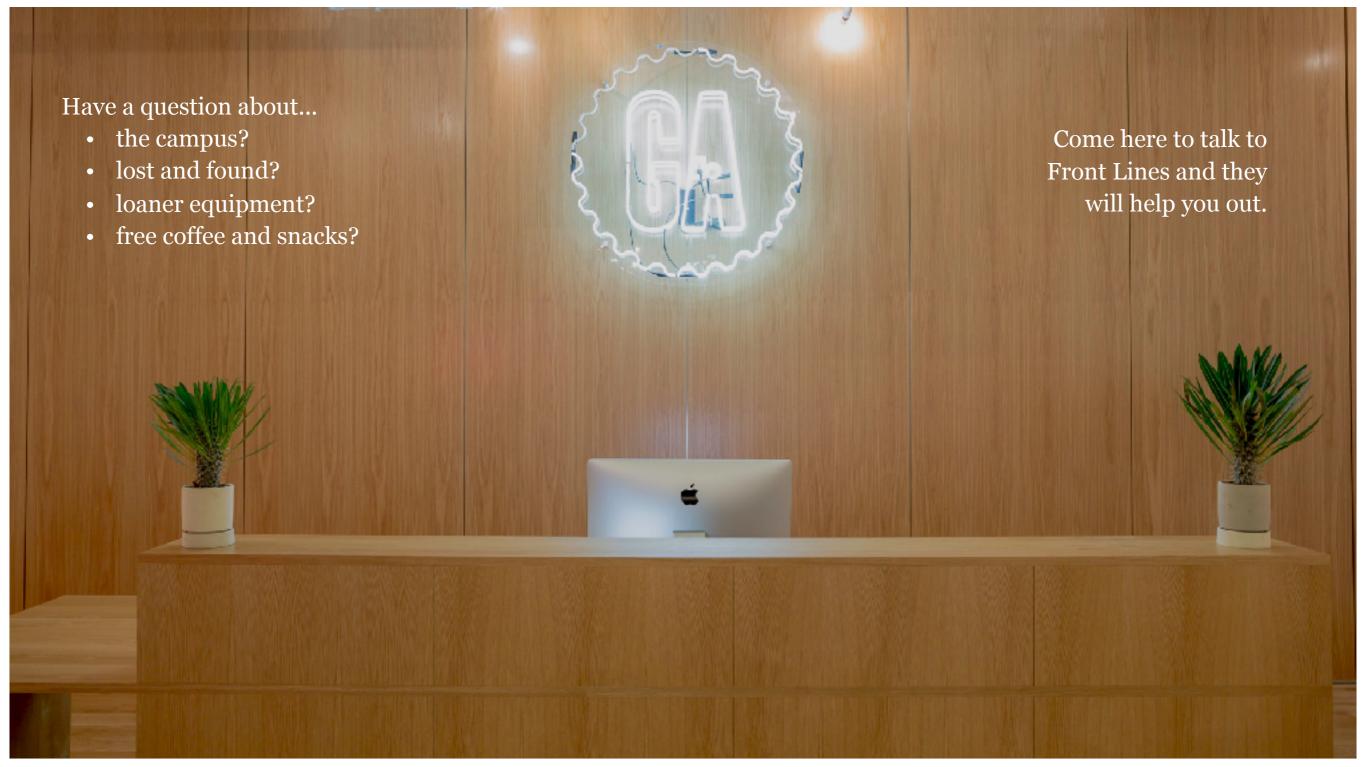
Come work on campus.

We're open: 8am - 10pm, Monday to Friday 10am - 6pm, Saturday and Sunday



San Francisco







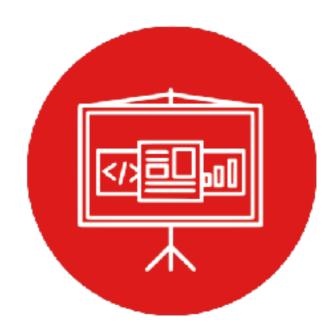
Course dates

JavaScript Development 13

Course dates:

- Tuesdays and Thursdays, 6:30pm 9:30pm
- November 13 January 31

Holidays: November 22, December 25 & 27, January 1



SYLLABUS

Lesson	Title	Lesson	Title
0	Installfest	10	Asynchronous JavaScript & callbacks
1	Command line & data types	11	Advanced APIs
2	Arrays & loops	12	Unit 2 Lab - Feedr
3	Conditionals & functions	13	Prototypal inheritance
4	Scope	14	Closures & this
5	Unit 1 Lab - Slackbot	15	Intro to CRUD & Firebase
6	Objects & JSON	16	Deploying your app
7	Intro to the DOM & jQuery	17	Instructor-student choice
8	Events & jQuery	18	Final project lab
9	Ajax & APIs	19	Final project presentations

How to get a certificate

GRAD

How to get a certificate



Complete 80% of the homework





Don't miss more than 3 classes





Complete and present a final project



HOMEWORK

OVERVIEW:

- Assigned every Thursday, starting this week
- Due the following Sunday at 11:59pm
- Expect feedback within 5 days

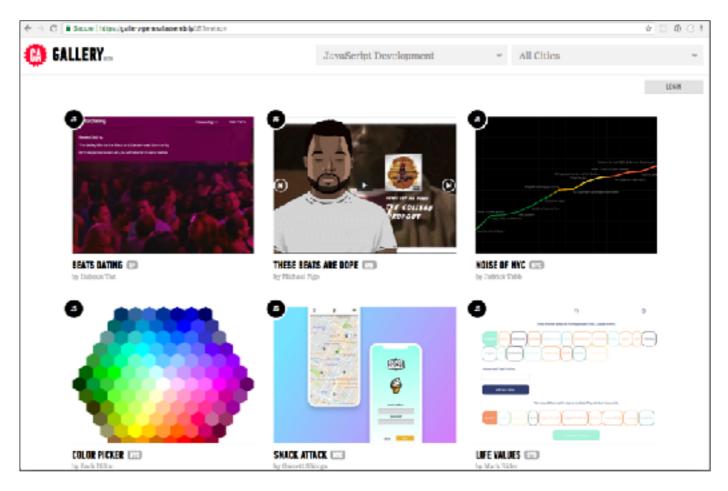
GRADING:

Complete/Incomplete

LATE ASSIGNMENTS:

Accepted, but will not receive feedback; schedule office hours

Final Projects

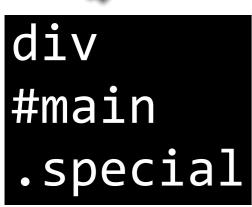


https://gallery.generalassemb.ly/JS

TIPS FOR SUCCESS



Complete homework on time



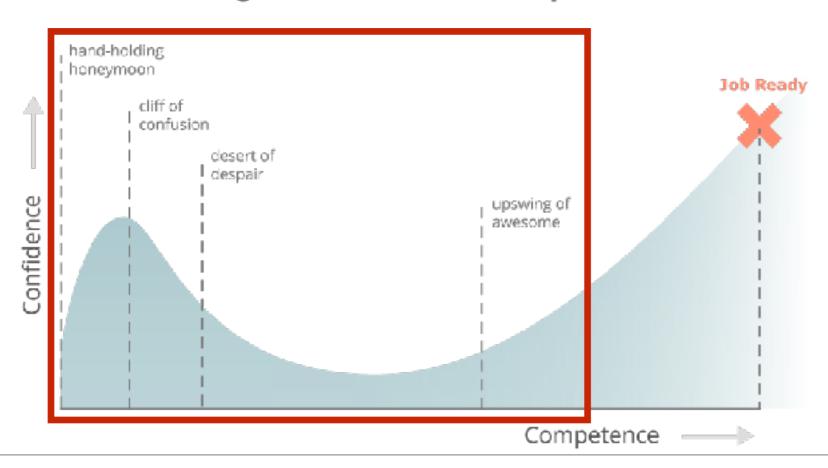
Brush up on your element, ID, and class CSS selectors



Ask questions!

Common Misconceptions: Learning Curve

Coding Confidence vs Competence



Common Misconceptions: Googling

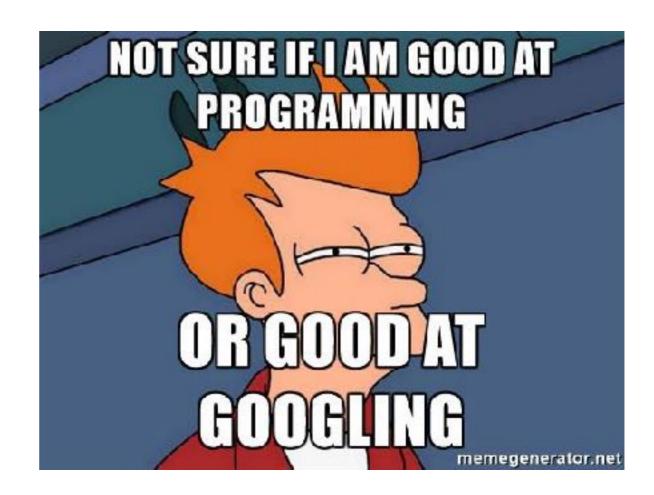
The internet will make those bad words go away



O RLY?

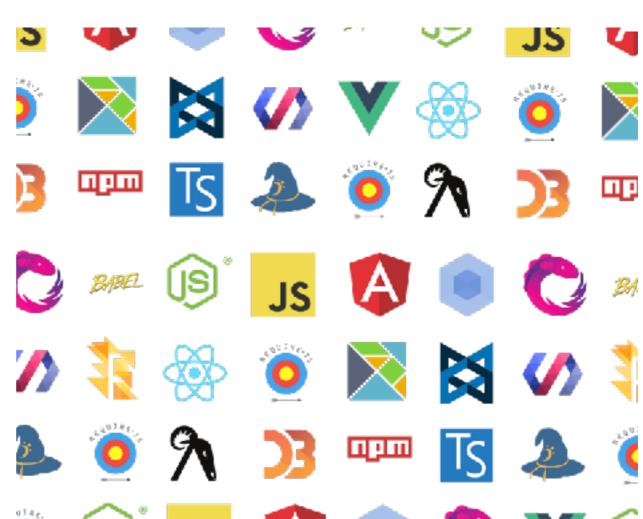
LINVING VALCOH

The Practical Developer
@ThePracticalDev



Common Misconceptions: Outside Tutorials

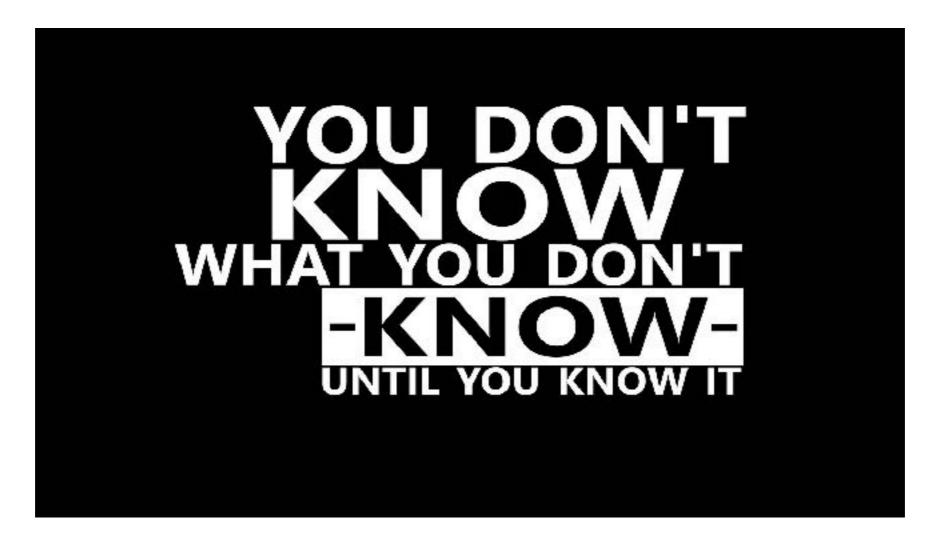




Common Misconceptions: Course Content



Goals



- **→ GRIT**
- **TEAMWORK**
- **CURIOSITY**
- ▶ RESOURCEFULNESS
- **GENEROSITY**

- **▶ GRIT**
- **TEAMWORK**
- **CURIOSITY**
- **RESOURCEFULNESS**
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- **→ GRIT**
- **TEAMWORK**
- **CURIOSITY**
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- **→ GRIT**
- **TEAMWORK**
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- **GRIT**
- **TEAMWORK**
- **CURIOSITY**
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- **GRIT**
- **TEAMWORK**
- **CURIOSITY**
- **RESOURCEFULNESS**
- **GENEROSITY**



CLASS NORMS

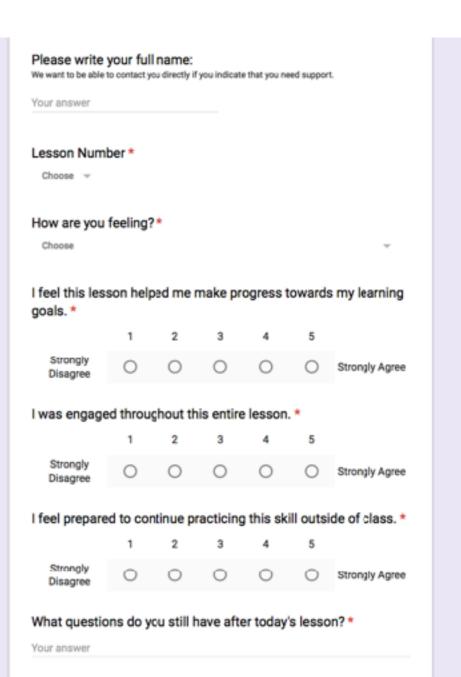
Let's all agree to:

- Come on time
- Participate
- Step up, step back
- Ask for help when you need it
- Help each other

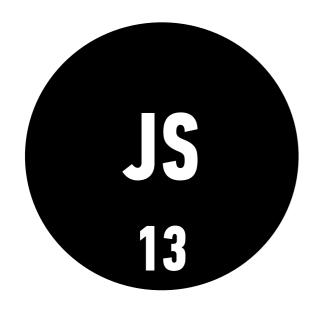


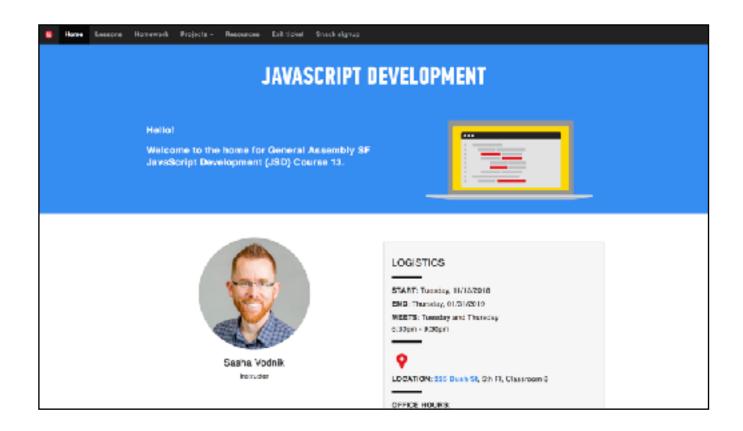
EXIT TICKETS/FEEDBACK

- •GA is REALLY into feedback and so am I!
- Helps me help you
- Two BIG feedback surveys:
 - »Midway
 - »End
- Smaller survey after every class, known as an exit ticket



Class website

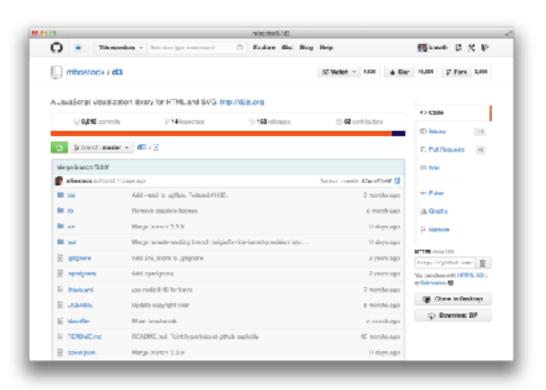




The class website will have slide decks and handouts for each class, as well as details on assignments and projects.

Github Enterprise



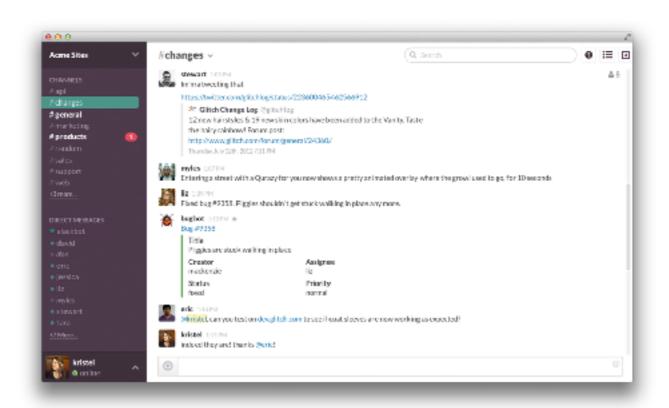


Github Enterprise will have starting code for all class activities and assignments.

You'll also use GitHub Enterprise to submit homework.

Slack





All course communication with each other and instructor will happen here.

Slackbot: HeyTaco

allows you to give kudos to people who help you out!



Help Me Help You!

Slack me if:

- You know in advance that you will be missing a class or multiple classes
- You're sick, overloaded at work, or something comes up and you can't make it to class last minute
- You will be 10 or more minutes late to class
- You need to leave early
- You will be submitting your homework late







JAVASCRIPT DEVELOPMENT

Sasha Vodnik, Instructor

JAVASCRIPT DEVELOPMENT

STALLEST

LEARNING OBJECTIVES

At the end of this class, you will be able to

- Differentiate between the Internet and the World Wide Web.
- Summarize the client-server model & explain how DNS lookup works.
- Run Node.js, npm, Git, and other command line tools on your computer.
- Write pseudocode and explain how it relates to programmatic thinking.

AGENDA

- JavaScript & web development
- Set up Slack, Brew, Git, Node, and code editors
- Set up GitHub
- Pseudocode

JAVASCRIPT & WEB DEVELOPMENT

JAVASCRIPT AND WEB TECHNOLOGIES

What is web development?

The process of building sites and applications for the web

JAVASCRIPT AND WEB TECHNOLOGIES

What is front-end development?

The development of client/browser code (HTML, CSS, JS), i.e., what the user sees and interacts with

JAVASCRIPT AND WEB TECHNOLOGIES

What is back-end development?

The development of server-side code that handles such functions as routing, data handling, and databases (Ruby, Python, Java, JavaScript), i.e., the "stuff behind the scenes that makes web applications work"

JAVASCRIPT AND WEB TECHNOLOGIES

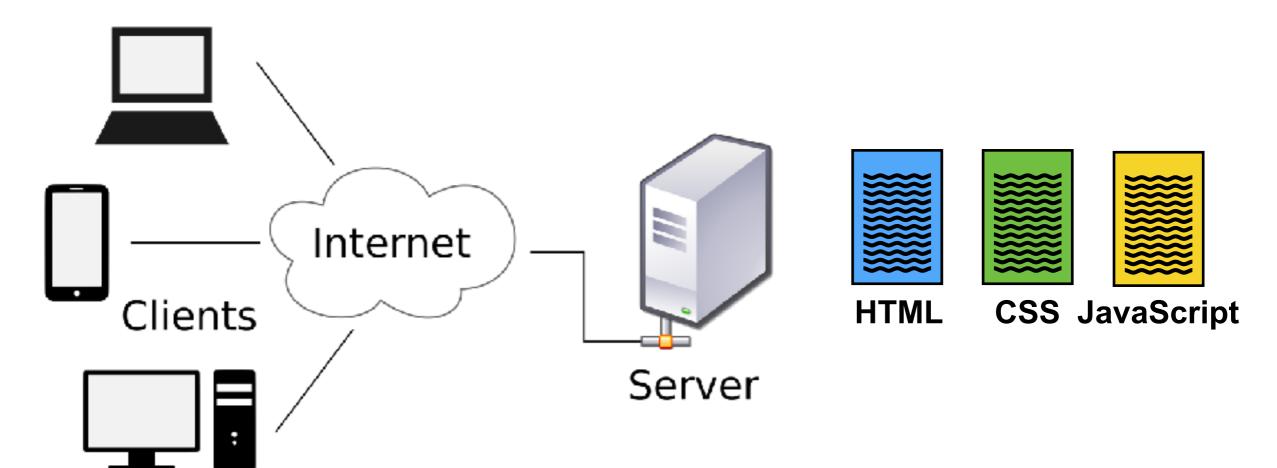
How do these fit together?

web development

front-end development

back-end development

JavaScript's role in the web

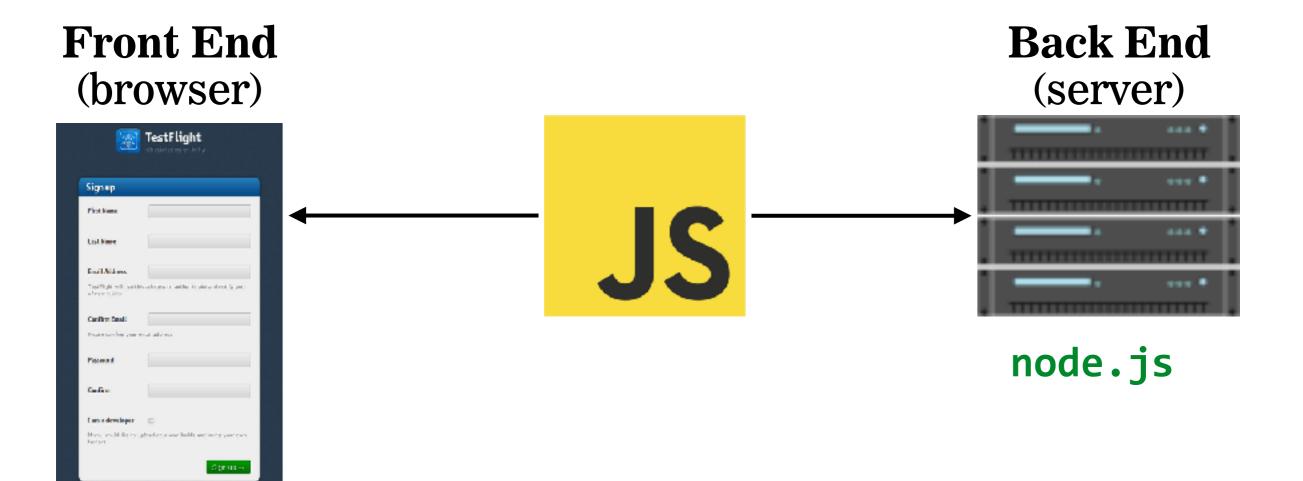


WHAT IS JAVASCRIPT?

- The language of the browser
- NOT Java!
- Super popular!



HOW IS JAVASCRIPT USED?

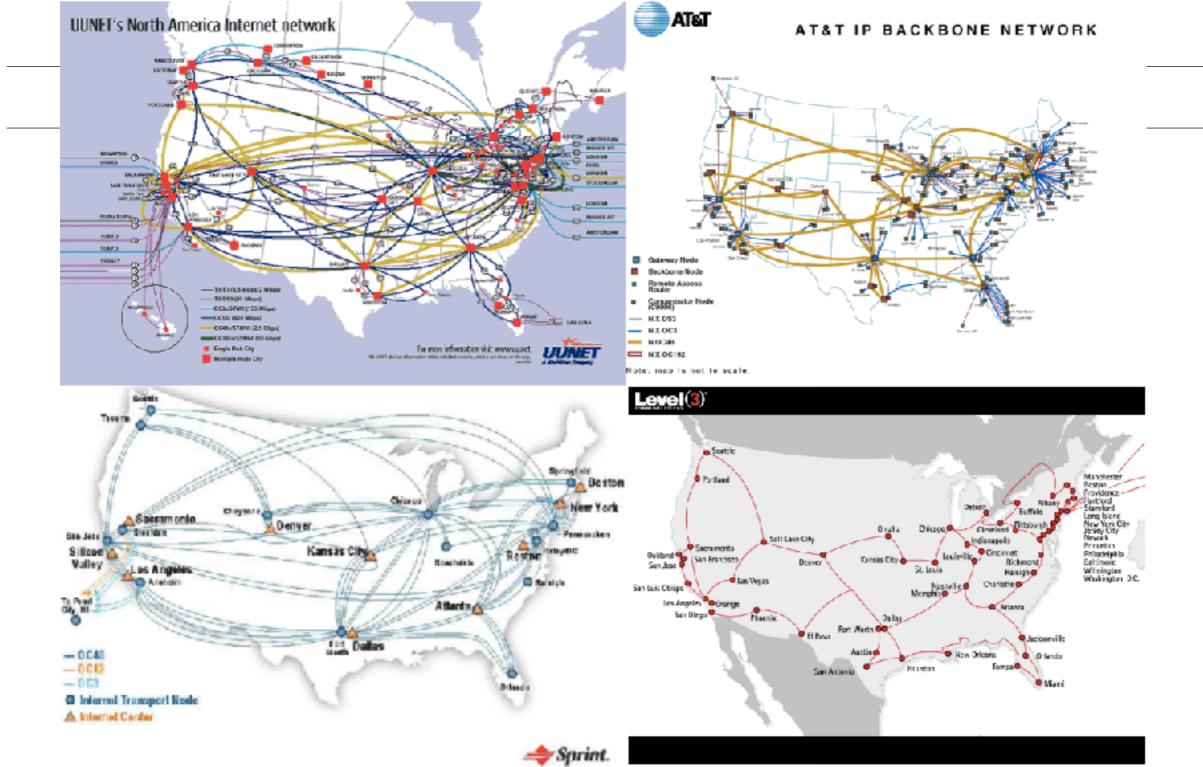


INTERNET VS WORLD WIDE WEB

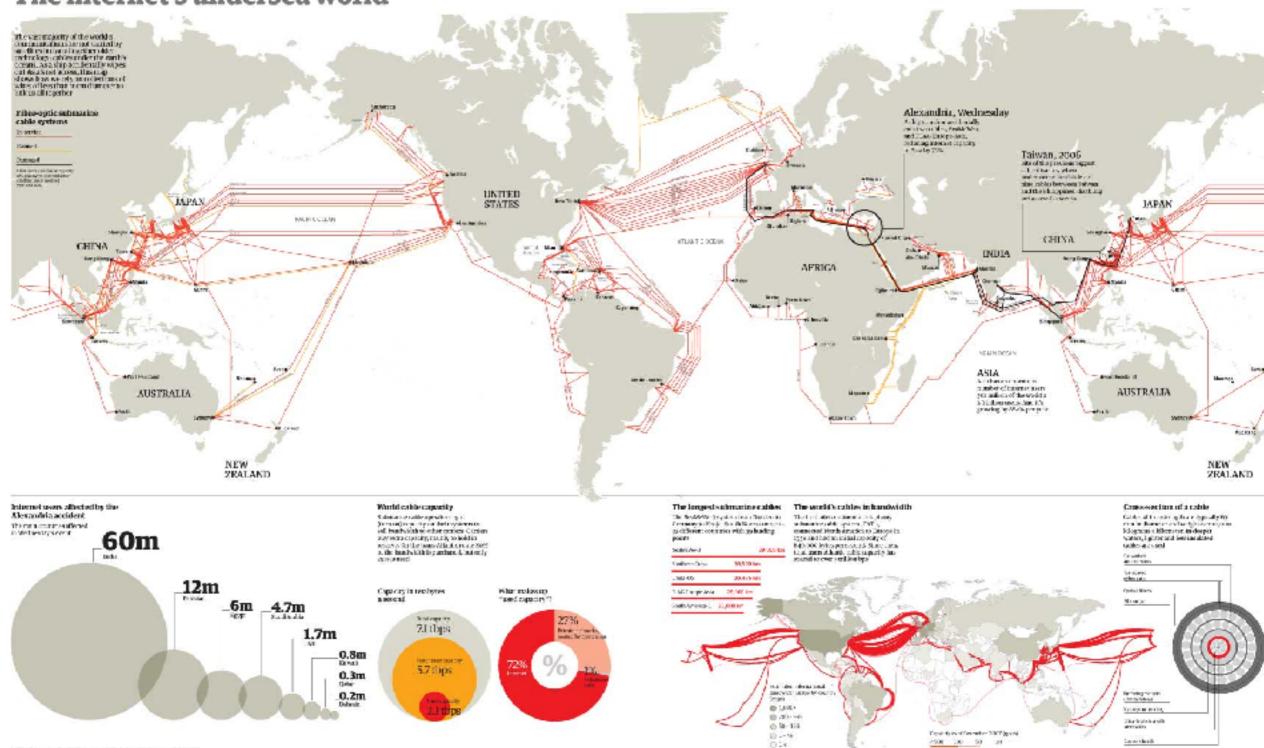
What is the Internet?

- A set of interconnected computer networks
- The infrastructure to connect computers around the world
- Communication can use any agreed upon protocol

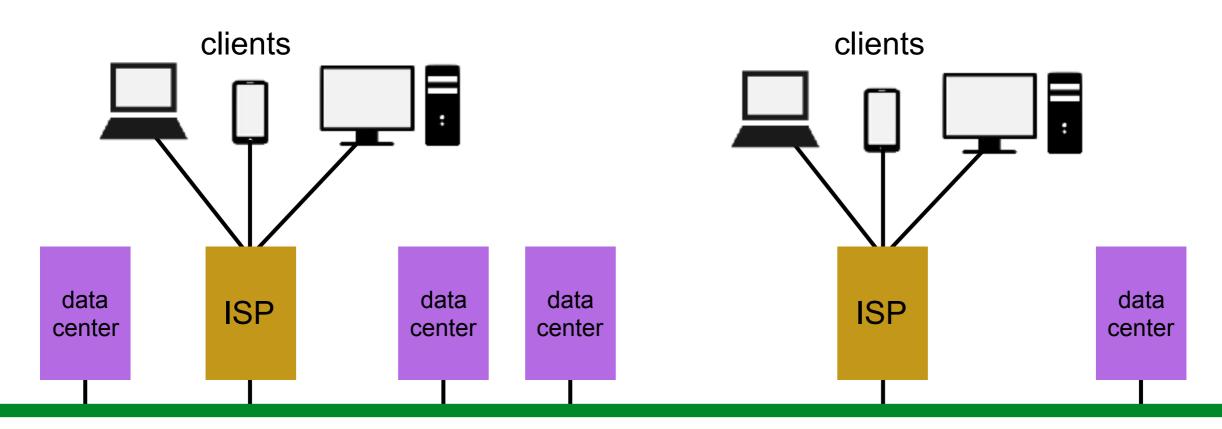




The internet's undersea world



EXCHANGING INFORMATION OVER THE INTERNET



INTERNET VS WORLD WIDE WEB

What is the World Wide Web?

- A massive collection of HTML documents
- Accessed over the Internet
- Communication is based on Hypertext Transfer Protocol (HTTP)

THE FIRST EVER WEB PAGE

World Wide Web

The WorldWideWeb (W3) is a wide-area <u>hypermedia</u> information retrieval initiative aiming to give universal access to a large universe of documents.

Everything there is online about W3 is linked directly or indirectly to this document, including an <u>executive summary</u> of the project, <u>Mailing lists</u>, <u>Policy</u>, November's <u>W3 news</u>, <u>Frequently Asked Ouestions</u>.

What's out there?

Pointers to the world's online information, subjects, W3 servers, etc.

Help

on the browser you are using

Software Products

A list of W3 project components and their current state. (e.g. Line Mode, X11 Viola, NeXTStep, Servers, Tools, Mail robot, Library)

Technical

Details of protocols, formats, program internals etc.

Bibliography

Paper documentation on W3 and references.

People

A list of some people involved in the project.

History

A summary of the history of the project.

How can I help?

If you would like to support the web...

Getting code

Getting the code by anonymous FTP, etc.

hypertext

INTERNET VS WORLD WIDE WEB Name some things you use the Internet for that are not part of the web

- Email
- Skype/GoogleTalk/FaceTime
- Dropbox/iCloud/cloud storage
- Spotify/Pandora/music streaming
- YouTube/Netflix/video streaming

ACTIVITY



KEY OBJECTIVE

▶ Differentiate between the Internet and the World Wide Web.

TYPE OF EXERCISE

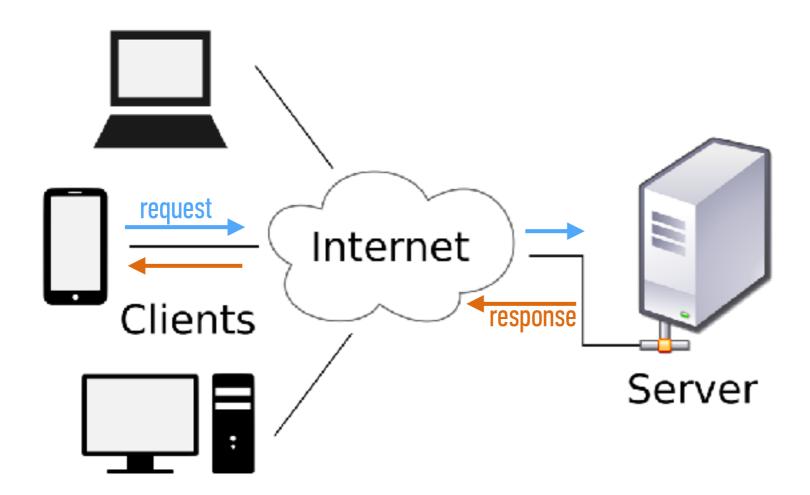
Turn and Talk

TIMING

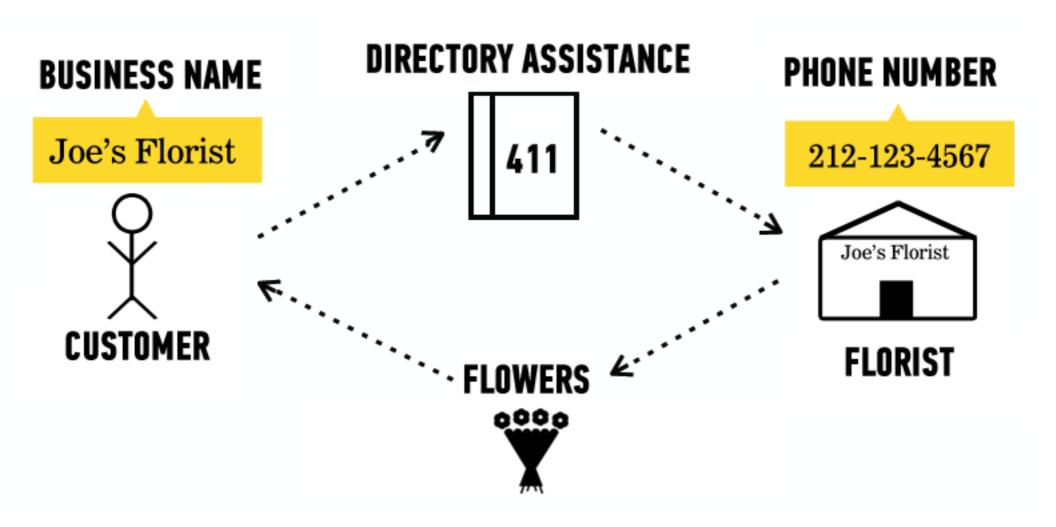
4 min

- 1. What is the Internet?
- 2. What is the World Wide Web?
- 3. What is the difference between the two?

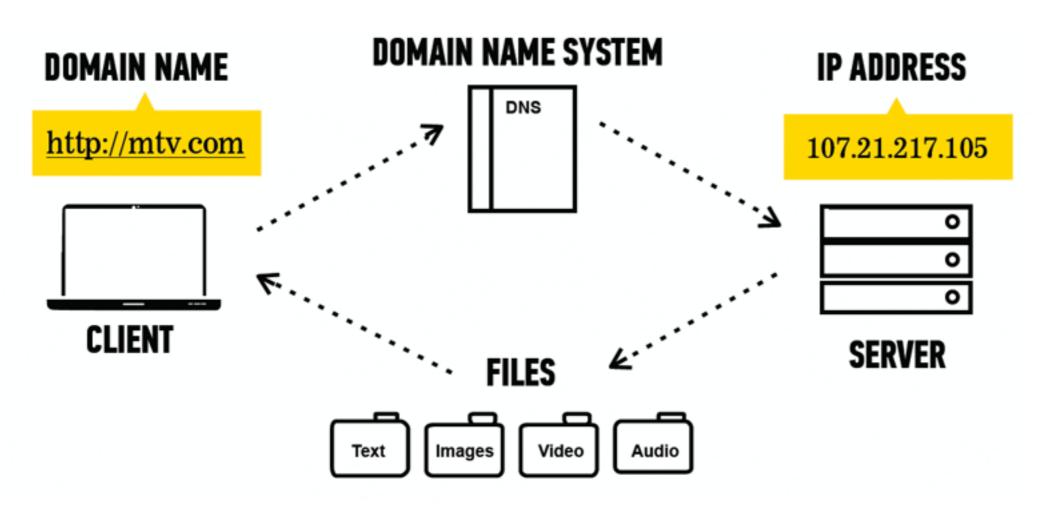
THE CLIENT-SERVER MODEL



HOW DO YOU REACH A SPECIFIC SERVER?



HOW DO YOU REACH A SPECIFIC SERVER?



ACTIVITY



KEY OBJECTIVE

▶ Summarize the client-server model & explain how DNS lookup works.

TYPE OF EXERCISE

▶ Partner activity (groups of 2-3)

TIMING

2 min

- 1. In your browser, open a new tab, type **50.0.2.222**, then press Enter.
- 2. Discuss with your partners what happened and why.
- 3. On your desk, collaborate to draw a diagram illustrating what happened. Include **client**, **server**, and **DNS** in your diagram.

ET'SINSTALL

ACTIVITY - GET YOUR COMPUTER READY TO GO



TASKS

5 min

- 1. Visit git.generalassemb.ly
- 2. Sign up using your email



- 1. Visit slack.com/downloads to download the application
- 2. Sign up using your email and join our class Slack channel: JS-13-SF
- 3. Upload a profile picture to Slack

BONUS: Download the Slack app to your phone and sign in to JS-13-SF

ACTIVITY - OPEN THE TERMINAL (COMMAND LINE)





TASKS

1 min

- **Mac**: Open the Terminal app (Applications > Utilities > Terminal)
- Windows: Open Windows PowerShell (Start Button > type powershell)

HOMEBREW (BREW)

- Package manager (Mac only)
- Software that helps you install other software



GIT & GITHUB

- git: code versioning software
- GitHub: online storage
- Together, they let you collaborate and keep track of code





NODE & NPM

- Node: for running JavaScript from the command line
- npm: package manager for JavaScript





VISUAL STUDIO CODE

- Text editor
- Other popular options:
 - Sublime Text
 - Atom







INSTRUCTIONS

TAKE A DEEP BREATH: Problems getting your environment configured come with the territory

See Slack for the instructions URL

ACTIVITY

KEY OBJECTIVE

▶ Use Node.js, npm, Git, and other command line tools on your computer.



TIMING

20 min 1. Follow the instructions to install tools on your machine:

Mac instructions

Windows instructions

- 2. If classmates around you are still working on this when you finish, please offer to lend a hand
- 3. BONUS: Explore and install one or more of the extensions listed in the <u>Visual Studio Code section of the Resources page</u>.

ACTIVITY



KEY OBJECTIVE

▶ Use Node.js, npm, Git, and other command line tools on your computer.

TYPE OF EXERCISE

▶ Partner activity (groups of 2-3)

TIMING

2 min

- 1. With your group members, create a list of the command line tools and other applications you just installed.
- 2. Describe the purpose of each tool.

PSEUDOCODE

- * If the red button is tapped
 - * Check to see if the light is red
- * If the light is not red, turn the light red and set the light color to red
- * If the light is red, turn the light off and set the light color to off
- * If the blue button is tapped
 - * Check to see if the light is blue
- * If the light is not blue, turn the light blue and set the light color to blue
- * If the light is blue, turn the light off and set the light color to off
- * If the yellow button is tapped
 - * Check to see if the light is yellow
- * If the light is not yellow, turn the light yellow and set the light color to yellow
- * If the light is yellow, turn the light off and set the light color to off

PSEUDOCODE

- ▶ Helps us think like a computer
- ▶ A tool for planning a program before coding it
- ▶ Expressed in plain English rather than in a programming language

PSEUDOCODE — THE IMPORTANCE OF PLANNING



PSEUDOCODE — HEIGHT COMPARISON



PSEUDOCODE — PASSING SCORE



LAB — PSEUDOCODE



KEY OBJECTIVE

 Write pseudocode and explain how it relates to programmatic thinking.

TYPE OF EXERCISE

Pairs

TIMING

5 min

- 1. Create pseudocode for a program that calculates the number of miles a user travels between home and work (or another destination) per year.
- 2. Take into account distance between home and destination, times per day the user makes that trip (probably 2), and working days per year.

ACTIVITY



KEY OBJECTIVE

▶ Explain how pseudocode relates to programmatic thinking.

TYPE OF EXERCISE

Turn and Talk

TIMING

4 min

- 1. Describe pseudocode in your own words.
- 2. Explain what programmatic thinking is, and how it relates to pseudocode.

Exit Tickets!

(Class #0)

LEARNING OBJECTIVES - REVIEW

- Differentiate between the Internet and the World Wide Web.
- Summarize the client-server model & explain how DNS lookup works.
- Use Node.js, npm, Git, and other command line tools on your computer.
- Write pseudocode and explain how it relates to programmatic thinking.

NEXT CLASS PREVIEW Command Line & Data Types

- Work with files/directories via the terminal window
- Create a Git repository and push/pull changes
- Run basic JavaScript code on the command line
- Describe the concept of a "data type" and how it relates to variables.

QSA