

# Week 13 | Intro to JavaScript

What is JavaScript?

HTML = scaffolding  
(Bones / building blocks)

CSS = facade

(Paint / design / what the world sees)



JavaScript = wiring / plumbing

(What makes interactivity work!)

Or, in other words ...



# HTML != programming

HTML is a *markup* language, not a programming language.

A *programming* language has logic and makes decisions based on that logic

If you are ☐ Female ☐ Male and ☐ Hispanic ☐ Black ☐ Asian ☐ White\* ☐ Native American and ☐ LGB ☐ Heterosexual and ☐ under 45 ☐ 45-64 ☐ over 64  
and have ☐ not attended college ☐ some college ☐ associate's degree ☐ bachelor's degree ☐ higher degree

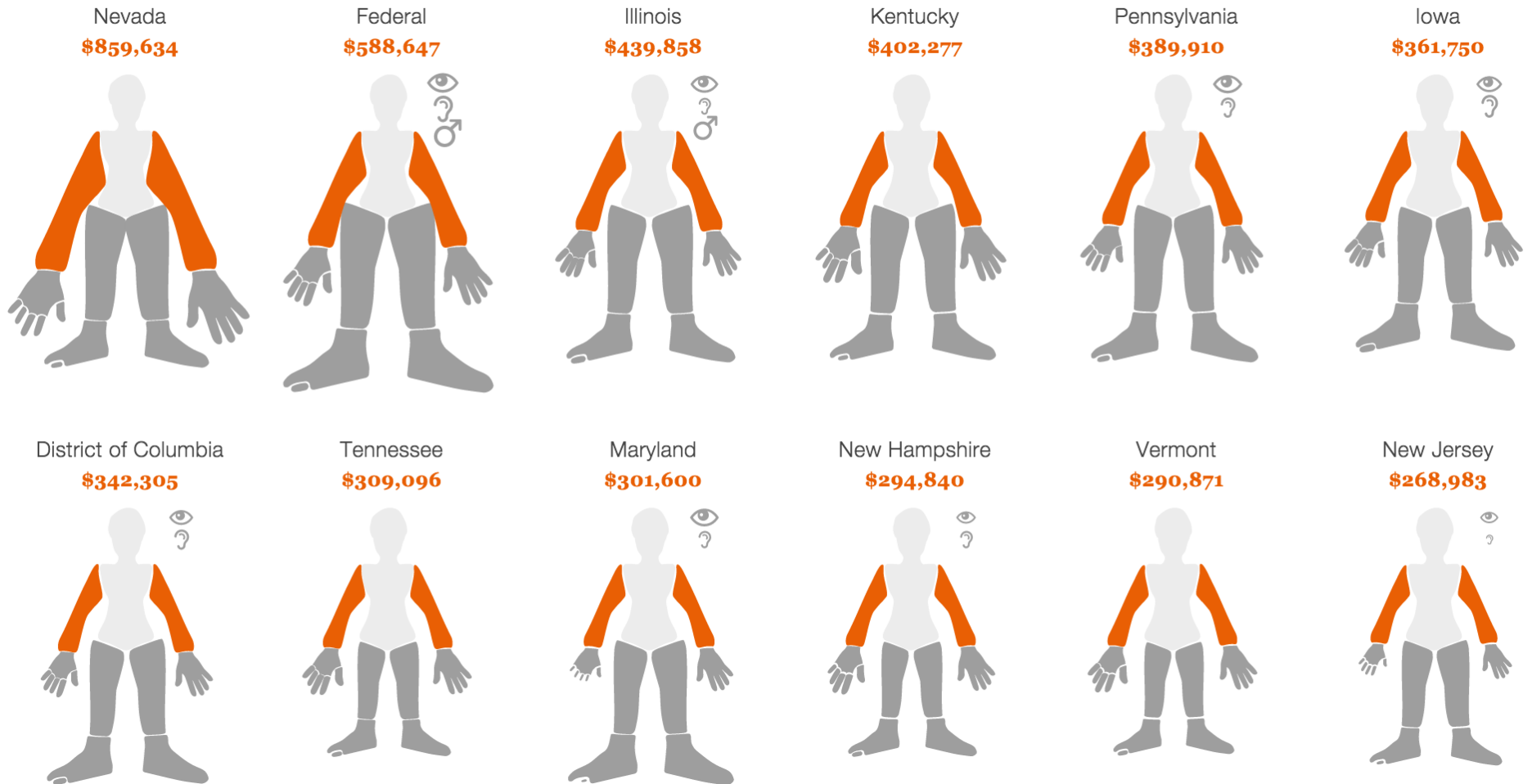
There are **534** people in congress like you [🐦](#) [f](#)

(Does not include one open seat, up for special election)



Via Guardian

The average maximum compensation for one **Arm** in **The USA** is **\$169,878**



Via ProPublica



Via Rue 89



# Are You Good Enough to Be a Tennis Line Judge?

Watch a series of shots at full speed and decide whether each was in or out. Some will be traveling upwards of 100 miles per hour and you only get one chance to make the call. Good luck!



Turn on audio to hear when the player hits the ball.

**CENTER SERVICE LINE**

EASY

**BASELINE**

MEDIUM

**SERVICE LINE**


HARD

**SIDELINE**

EXPERT






Via [Wall Street Journal](#)



# The Counted

People killed by police in the US

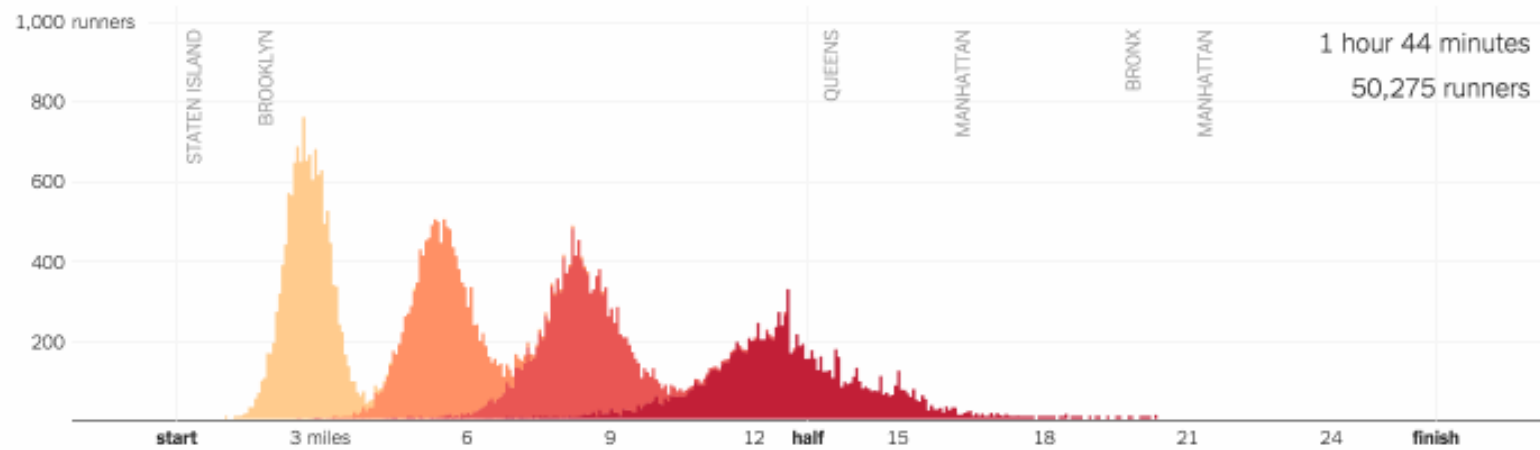
[SEND A TIP](#)
[DATABASE](#)
[ABOUT](#)
[READ MORE](#)
[JOIN US:](#)




<div>NOVEMBER 24</div> <div>Michael Kirvelay, 45 Gunshot</div> <div>Minnesota →</div>	<div>NOVEMBER 24</div> <div>Freddy Baez, 24 Gunshot</div> <div>New Jersey →</div>	<div>NOVEMBER 23</div> <div>Henry Reyna, 49 Gunshot</div> <div>Texas →</div>	<div>NOVEMBER 23</div> <div>Barry Kirk, 50 Gunshot</div> <div>Ohio →</div>	<div>NOVEMBER 22</div> <div>Miguel Martinez, 28 Gunshot</div> <div>Colorado →</div>
<div>NOVEMBER 22</div> <div>Mathew Grows, 45 Gunshot</div> <div>Nevada →</div>	<div>NOVEMBER 22</div> <div>James Hall, 46 Gunshot</div> <div>California →</div>	<div>NOVEMBER 21</div> <div>Christopher Nichols, 24 Gunshot</div> <div>Oklahoma →</div>	<div>NOVEMBER 20</div> <div>William Tarrant, 39 Gunshot</div> <div>Georgia →</div>	<div>NOVEMBER 20</div> <div>Unknown Gunshot</div> <div>California →</div>
<div>NOVEMBER 20</div> <div>Chase Sherman, 32 Taser</div> <div>Georgia →</div>	<div>NOVEMBER 19</div> <div>De Dormil, 27 Gunshot</div> <div>Florida →</div>	<div>NOVEMBER 19</div> <div>Randy Smith, 34 Gunshot</div> <div>Florida →</div>	<div>NOVEMBER 19</div> <div>Nathaniel Pickett, 29 Gunshot</div> <div>California →</div>	<div>NOVEMBER 19</div> <div>Darick Napper, 34 Gunshot</div> <div>District of Columbia →</div>

Via Guardian



### 50,000 Runners, Moving in Waves



Via [NY Times](#)

# When to use interactivity:

- to allow users to explore the data (ex. hover)
  - to show multiple views of the data
- to better explain a concept (ex. through animation)
- when user input helps to better understand the story

Bottom line:

- use interactivity to make your page or graphic more engaging
- use it to help the reader understand the story better

## When NOT to use interactivity:

- when it adds confusion rather than clarity
- when it's cool, but doesn't add anything to the reader's understanding
  - when it leads to information overload
- when user input doesn't give a new/better experience

# So what is programming?

Giving the computer a set of instructions to do something

# JavaScript = programming language

A common set of instructions that both the computer and you  
can understand

"Computer, draw a line."

"Computer, hide this box when I click."

"Now, make the box red. And make it bigger."

"The amazing thing about JavaScript is that it is possible to get work done with it without knowing much about the language, or even knowing much about programming."

– Douglas Crockford, author of JavaScript: The Good Parts



Though... "It is even better when you know what you're doing."

# Today we'll cover how to:

- show/hide elements
  - change colors
  - swap out text
- perform different actions based on different conditions
  - make some calculations

To begin, let's open our browser consoles ...  
... and alert the world that we're learning JavaScript!

# 1. How to hide elements with JavaScript

# Function

A block of code that tells the computer to execute a particular task

```
function doSomething ( ) {
```

```
// write code here!
```

```
}
```

## 2. How to change colors and other styles

### 3. How to swap out text





## 4. How to make conditional statements (if/else)

# Variables

Containers for storing data values

```
var name = "Nadja";
```

# Data types

- Numbers (1, 2, 3.14, 100000, etc.)

`var num = 3.14;`

- Strings ("Nadja", "I love my pet cat, Wally.", etc.)

`var sentence = "I love my pet cat, Wally.";`

- Boolean values (True, False)

`var isCUNYinstructor = true;`

## 5. How to calculate!

# Comparison operators:

- > Greater than
- < Less than
- <= Less than or equal to
- >= Greater than or equal to
- === Equal to
- !== **Not** equal to

BREAK!

Today's exercises:

<http://bit.ly/js-exercises>