CSC 195 2014S, Class 06: Javascript (1)

Overview

- Preliminaries.
    - Admin.
    - Questions.
    - Look at Web sites.
- A brief introduction to Javascript.
- A few Javascript commands.
- Lab.
- Homework.

Preliminaries

Admin

- Assignments
    - Assignment 6 is on the outline.
- No class next week.
- Fun CS stuff
    - New CS curriculum discussion today at 4:30

Questions

Web sites

About Javascript

- We need interactive Web pages! Let's put programs on Web pages.
    - Change the content.
    - Check data on forms.
- Mozilla designed a language.
- Marketing: "Leverage the term Java"
- Relationships between Java and Javascript
    - Similar: A belief that C syntax is good
    - Similar: Object-orientation (added to Javascript) - different model
    - Different: View of types (Java is your nanny vs. laissez faire)
    - Different: Some syntax
    - Different: Functions as first class values

- ○ Different: Consistency
- Part of a whole ecosystem for Web N.M
  - ○ HTML
  - ○ CSS
  - ○ Javascript
  - ○ DOM
  - ○ Canvas
  - ○ SVG
  - ○ ...
- Two aspects
  - ○ The library of functions/classes/objects/values you create
  - ○ The individual function calls

Simple Javascript

Loading external libraries

Including code directly

Functions declared with

```
function NAME(PARAMS)
{
  BODY
} // NAME(PARAMS)
```

Variables declared with

```
var NAME;
```

Instructions look a lot like C, except that you can also tell things to do operations with THING.OPERATION.

```
var str = "Hello";
str.indexOf("ll") -> 2
```

You can call functions from the console. And that's a good place to start, particularly since smart consoles have autocomplete.

You can call functions in response to events. That's the most typical way of making things interactive.

```
onClick="INSTRUCTION"
onMouseOver="INSTRUCTION"
onMouseOut="INSTRUCTION"
```

Here are a few basic commands to get you started.

```
var obj = document.getElementById(ID)
obj.innerHTML = "TEXT";
obj.style.color = "red";
obj.style.backgroundColor = "black";
```

Grr ... sam can't get setTimeout to work.

Lab

Here's a series of operations a student tells me they found in *Goedel, Escher, Bach*

- If a string ends with I, you can add a U afterwards. MI -> MIU
- If a string starts with M, you can duplicate the text after the M. MIU -> MIUIU.
- If a string contains three I's in a row, you can replace the three I's by a U. MIIIM -> MUM.
- If a string contanis three U's in a row, you can replace the three U's by a U. MUUUM -> MUM.

I believe Hofsteder (sp?) asks whether you can go from MI to MU, but that's irrelevant to our case.

Make a simple Web UI that lets someone explore this design space. Presumably, you'll have a button for each of the options.

Homework

Make a game. It can be animated, text, numeric, whatever. Upload the game in its own folder.