

JS

KICKSTARTER: JAVASCRIPT

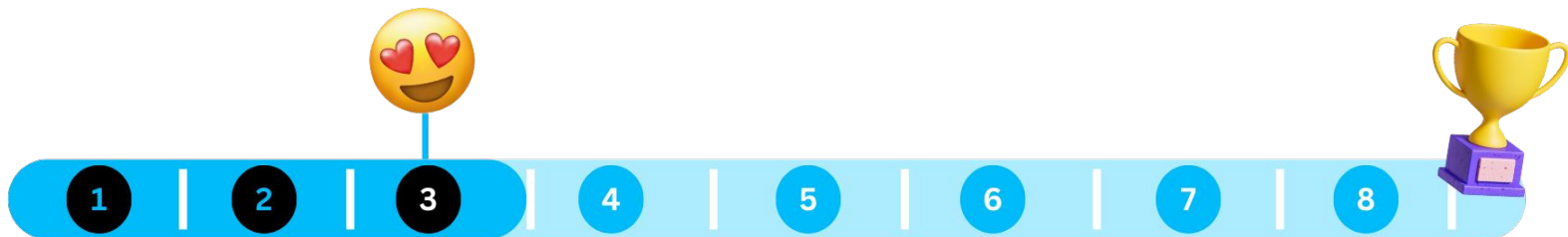
Used for for creating dynamic and
interactive web applications





YOUR JAVASCRIPT JOURNEY

INTRODUCTION TO JAVASCRIPT



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- | | | | | | |
|---|--------------------------|---|----------------------|---|---|
| 1 | <i>Hello world!</i> | 4 | <i>DOM part one</i> | 7 | <i>Projects & presenting skills</i> |
| 2 | <i>Making decisions</i> | 5 | <i>DOM part two</i> | 8 | <i>Project presentations</i> |
| 3 | <i>Working with data</i> | 6 | <i>Project intro</i> | | |



LESSON THREE: WORKING WITH DATA

SESSION OVERVIEW

- + Arrays
- + Arrays: Push and Pop
- + Objects
- + Loops: For
- + Loops: While



LESSON THREE: **WORKING WITH DATA**

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TOPIC 1: ARRAYS

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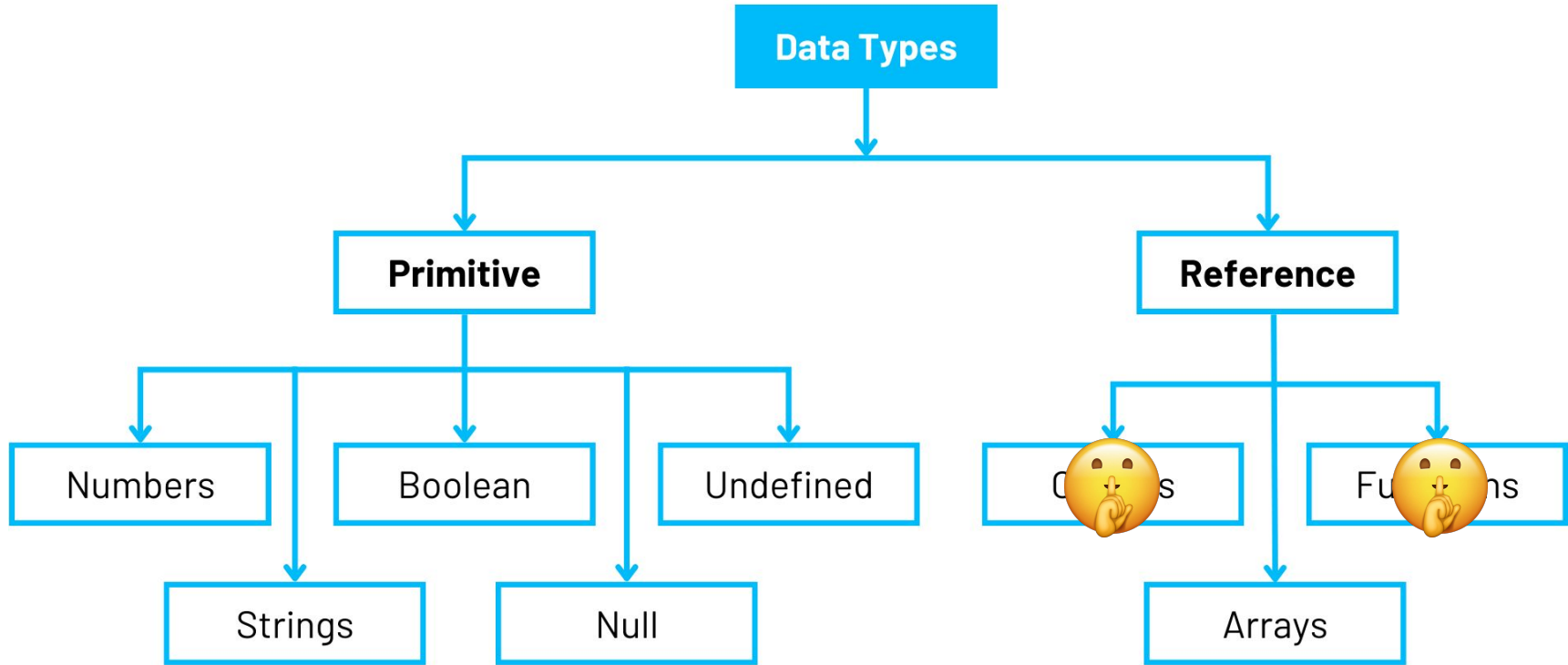
TOPIC OVERVIEW // ARRAYS

1. What is an array
2. Indexing through data
3. Syntax & Structure



DATA TYPES

LEARNING SESSION





DATA TYPE: ARRAY

LEARNING SESSION

A reference data type which allows you to store data in collections

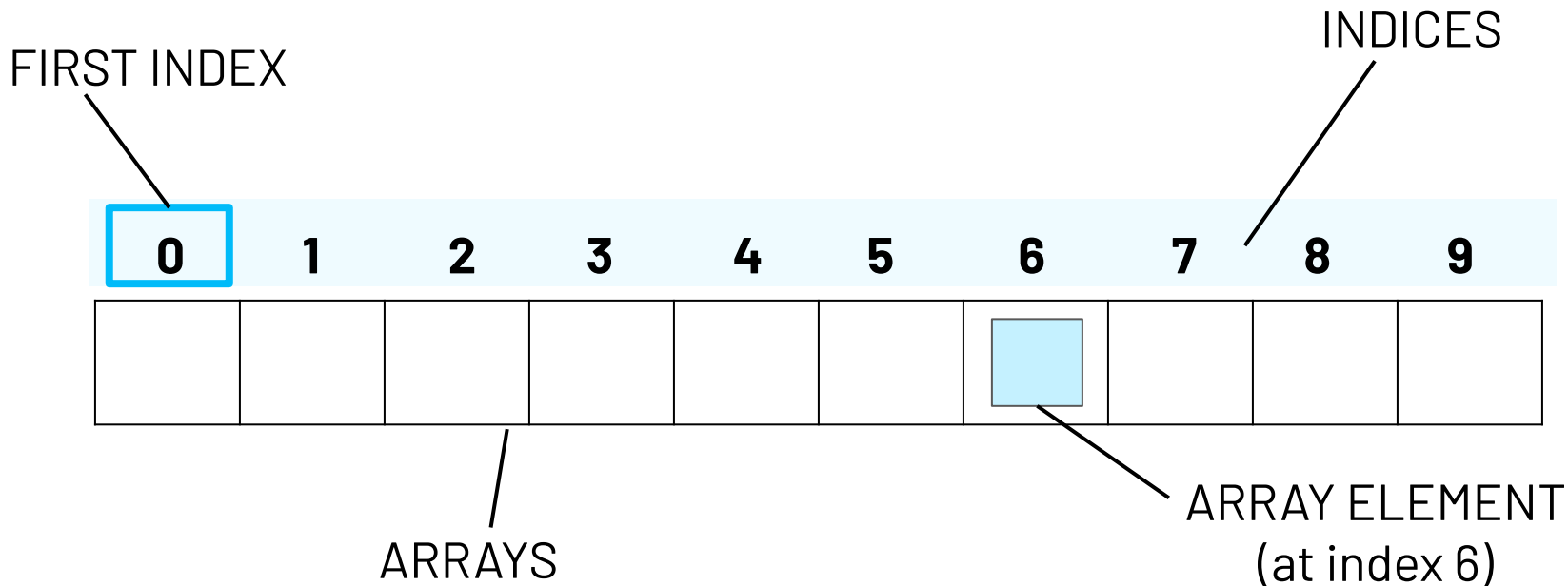
Imagine you wanted to store the names of lots of different kinds of fruit:

`"apple", "plum", "cherry"`

It wouldn't be very convenient to have to create a new variable for each one!



Indexed arrays have a numeric index.
Array elements are accessed using an index.





INDEXING THROUGH DATA

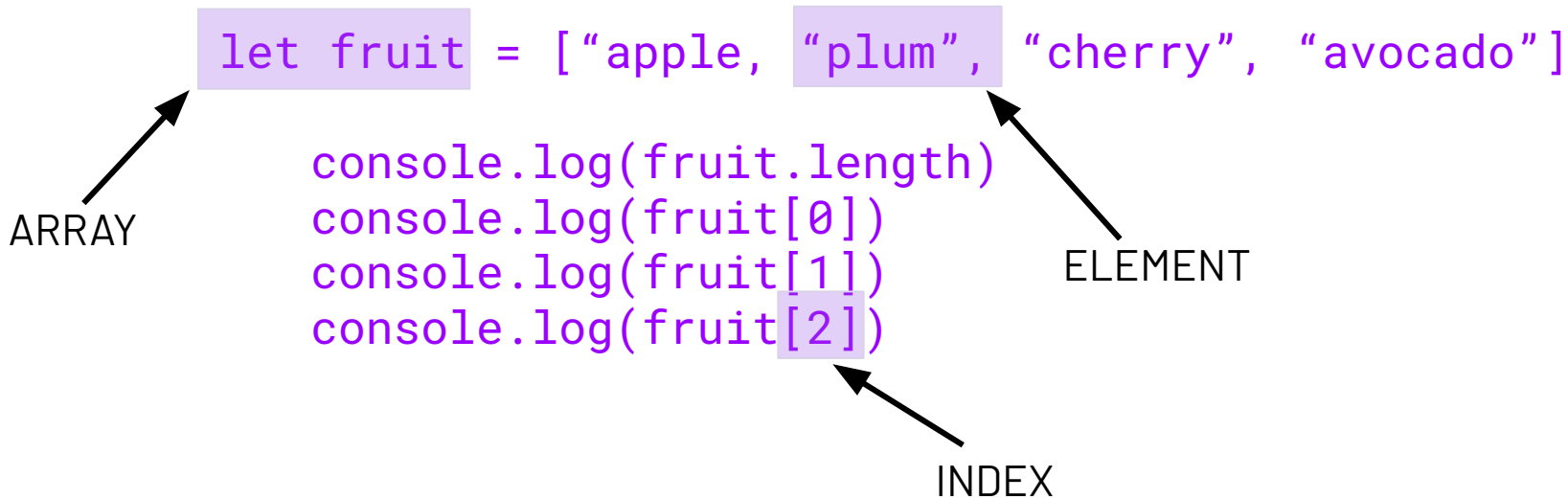
LEARNING SESSION

- Array indexes start from 0 (zero).
- Syntax: [element1, element2, ...]
- Array elements are accessed using an index.
- The length of the property returns the number of elements.



SYNTAX & STRUCTURE

LEARNING SESSION





TOPIC 2: ARRAYS: PUSH AND POP

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TOPIC OVERVIEW // ARRAYS: PUSH AND POP

1. Adding and removing elements
2. Push and Pop



PUSH AND POP

LEARNING SESSION: ADDING AND REMOVING ELEMENTS

push adds an element at the end of an array

pop removes the last element of an array and returns that element.

- + What if we decide that avocado isn't a fruit and shouldn't be in the array:
["apple", "plum", "cherry", "avocado"]



TOPIC 3: OBJECTS

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TOPIC OVERVIEW // OBJECTS

1. What are objects?
2. Defining and using objects
3. Syntax
4. Nested Objects



DATA TYPE: OBJECTS

LEARNING SESSION

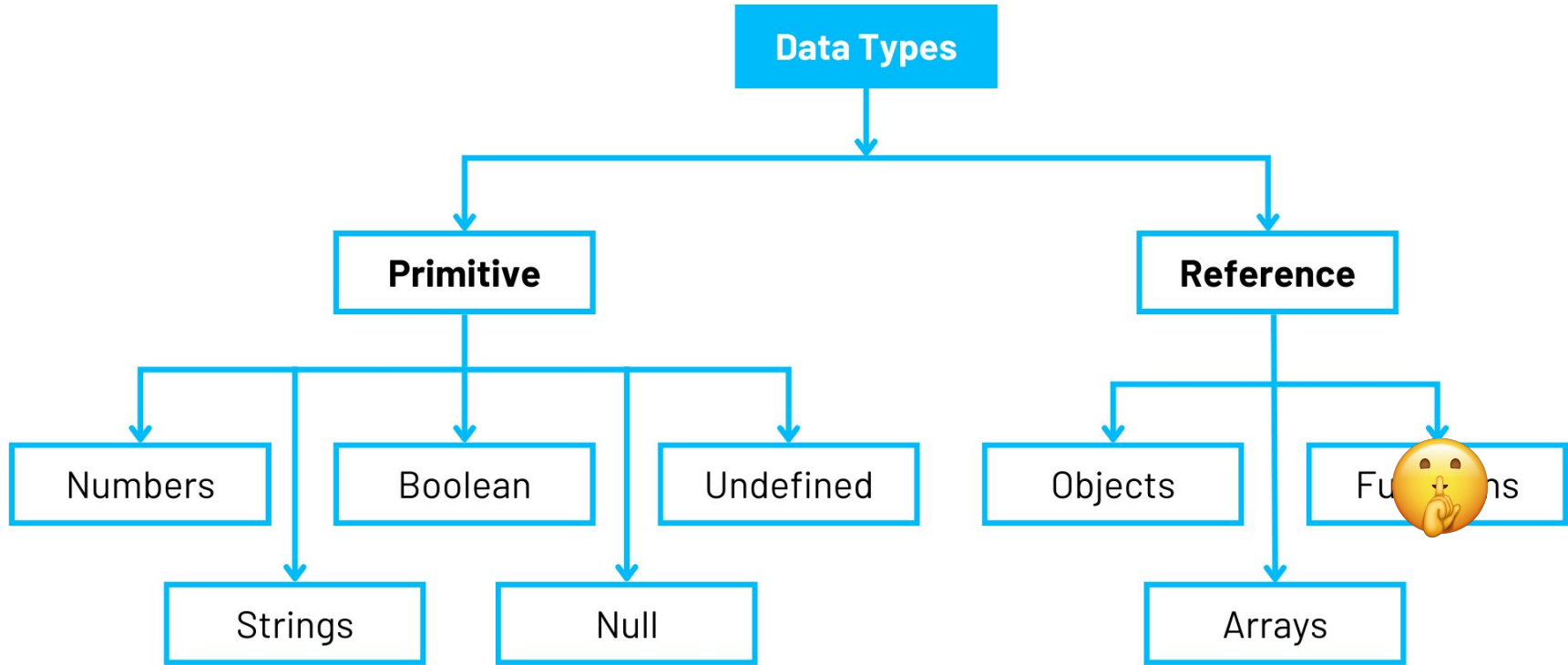
The **Object** data type allows us to store multiple data values together

- + Sometimes it's useful to group multiple data values together with labels (keys)
- + For example, a book has a title, an author, and a publication year
- + It gets a bit messy if we have to define three variables for every book



DATA TYPES

LEARNING SESSION





OBJECTS

LEARNING SESSION: SYNTAX

```
const invisibleWomen = {  
  title: "Invisible Women",  
  subtitle: "Exposing the gender bias women face  
every day",  
  author: "Caroline Criado-Perez",  
  year: 2019  
}
```

PROPERTY

```
console.log(invisibleWomen.title + ": " +  
invisibleWomen.subtitle)
```

USE THE PROPERTY



NESTED OBJECTS

LEARNING SESSION: SYNTAX

```
let girl = {  
  name: "Ana", // String  
  age: 23, // Number  
  friends: ["Mei", "Sabina", "Nuala"], // Array  
  address: {  
    // Object  
    number: 123,  
    street: "Cambridge Road",  
    city: "London"  
  }  
};  
console.log(girl.name + " lives in " +  
girl.address.city) ← USE THE NESTED PROPERTY
```



TOPIC 4: FOR LOOPS

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TOPIC OVERVIEW // FOR LOOPS

1. Repeating code
2. Structure of a for loop



LOOPS: FOR

LEARNING SESSION: REPEATING CODE

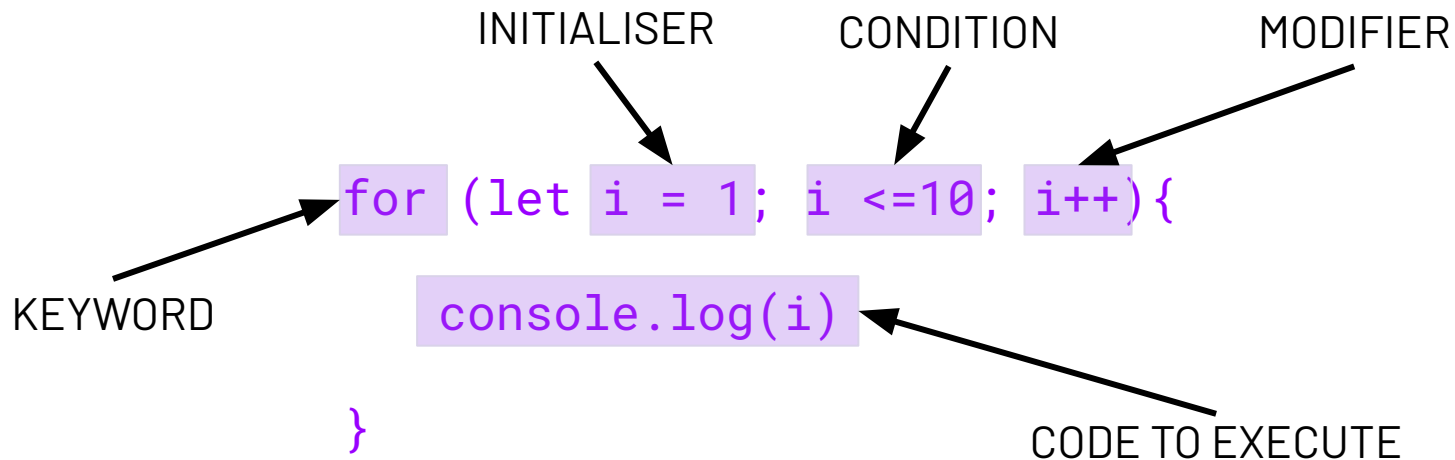
A for loop repeats a block of code for a number of iterations.

- + Sometimes we want to repeat a block of code
- + We might want to do something 10 times or 42 times
- + It's often useful to have a loop counter variable that tells us which repetition of the loop we are on

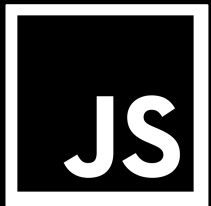


LOOPS: FOR

LEARNING SESSION: SYNTAX



```
// Output:  
// 1  
// 2  
// 3 ...
```

TOPIC 5: WHILE LOOPS

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TOPIC OVERVIEW // WHILE LOOPS

1. Repeating code
2. Structure of a while loop
3. Infinite Loops



LOOPS: WHILE

LEARNING SESSION: REPEATING CODE

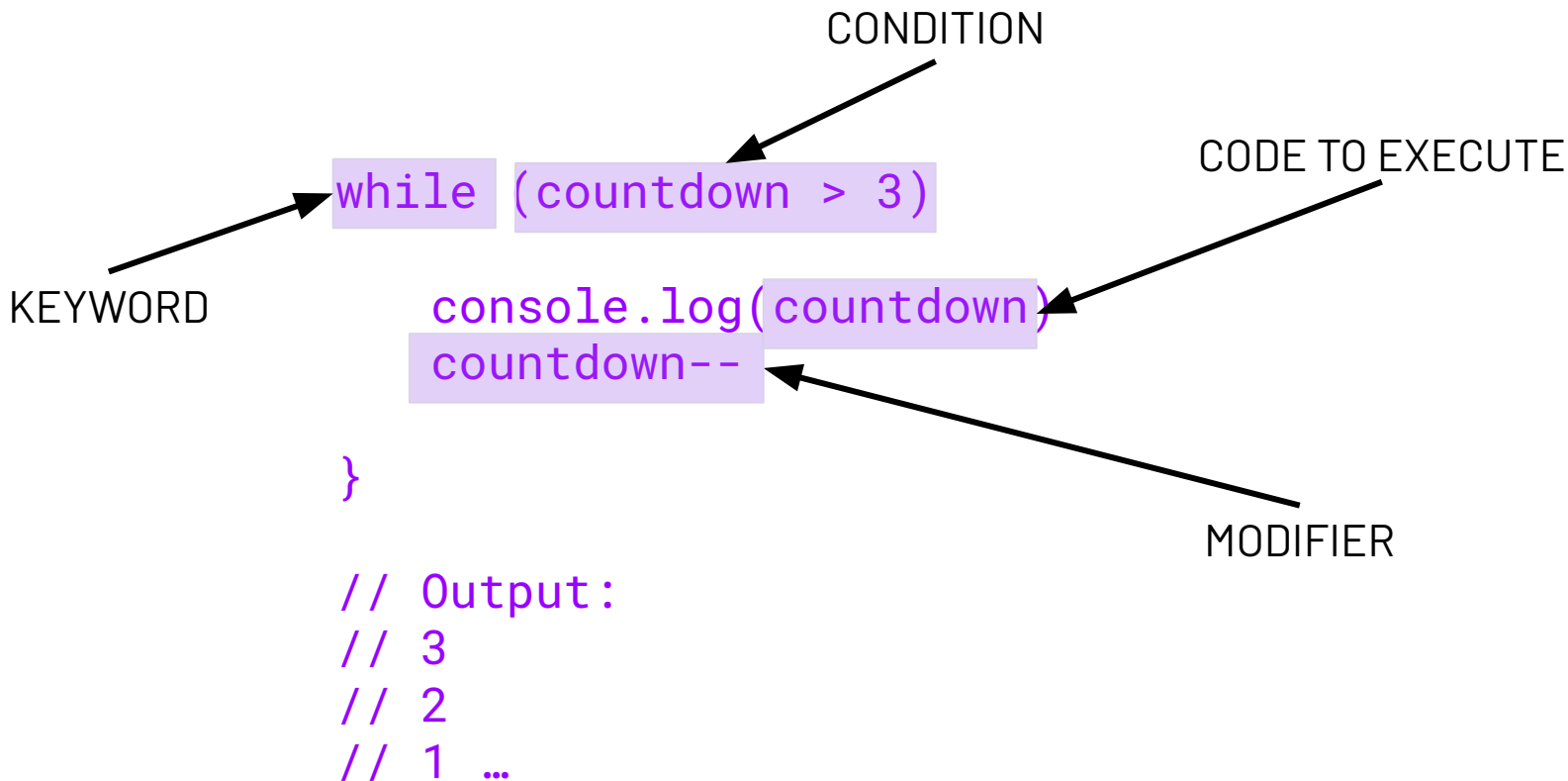
A **while** loop repeats a block of code while a condition is true.

- + Also used when we want to repeat an action
- + Let's say we don't know how many times we need a loop to run and can't use a for loop
- + While loops will repeat so long as a condition is true



LOOPS: WHILE

LEARNING SESSION: SYNTAX





INFINITE LOOP

LEARNING SESSION

Infinite loops are coding structures that continuously execute a block of code due to a missing or incorrect condition, they can cause a program to crash.

- + Make sure to always change the loop variable inside of the loop
- + Otherwise it may run forever!
- + It could freeze your computer!
- + This is a bug called infinite loop





INFINITE LOOP EXAMPLE



**Do not do this as it
would crash your
codepen.**

```
let countdown = 5

while (countdown > 3)

    console.log(countdown)
    countdown++

}

// Output:
// 5 ...
// 22374 ...
// 12365487 ...
```



LIVE LAB

CHECKPOINT FOR LEARNING OUTCOMES

SKILL APPLICATION:

- + To create an array to store a collection of values.
- + Access specific elements within an array using their indices.
- + Use push to add an element at the end of an array.
- + Use pop to remove the last element of an array.
- + Create objects to store multiple data elements together.
- + To create well structured HTML documents by nesting elements within each other.
- + Create for loops to repeat blocks of code for a number of iterations
- + Create while loops to run for as long as a certain condition is true.



JOIN US FOR OUR LIVE LAB SESSIONS

- ★ **Remember to complete the quizzes for each topic this week to help build knowledge and understanding!**
- ★ **Live Lab sessions:**
 - Elevate your learning experience by joining us in the live lab session.
 - You'll get to put into practice what you have learned by completing exercises and working with your fellow students and instructors!
 - You'll also have the chance to be put in a group of students to support each other through the class and work together on your final project!
 - You can communicate through LearnDash and look out for the details of the live lab session taking place this week