JAVASCRIPT - LESSON 1, TOPIC 1: STRINGS AND OUTPUTS

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TEXT OUTPUTS
WHAT IS CONSOLE.LOG?
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INTRO

0:00 Let's start with topic one, strings and outputs. So as a little overview of what we're going to cover in this video, first we have what is the console, then what is console.log, what is a string, what are comments and why do we use them, what is debugging and lastly, how can I use error messages to help me debug.

WHAT IS A CONSOLE?

0:24 Alright, let's start with what is the console and let's kick off with a definition. The console is where we can see the output of our code.

0:34 It's an extremely useful tool and one that you'll be using every day. So it's really important that we get used to it now.

0:42 So let's look at a little visual representation here. This is a screenshot from CodePen which we'll be exploring for the first time in just a moment.

0:48 And at the top here we have our JavaScript code editor and in this blue box we have our console. Next, what's a text output?

TEXT OUTPUTS

1:03 So sometimes we want to see, a physical output, a representation of what's happening in our code and that's where text outputs become really handy.

1:15 So we write our code up here and we want to see the output of it down here in our code.

1:20 So imagine in my job every day, I'm working with JavaScript files that sometimes are over a thousand lines of code long and I specifically want to know what's happening at line 312.

1:33 Well, text outputs and the console dot log method become really, really handy. useful then. So as we said, we've got our editor above and the output window, the console below.

WHAT IS CONSOLE.LOG?

1:45 So what is console dot log? It's the command we use to print a section of our code to the console.

1:53 So let's look at the first example. In the screenshot here, we have console dot log and then the phrase *hello* and this fun little emoji.

2:06 So console dot log. And then in our console down here, we have. The physical output. Let's look at this more in depth.

STRINGS

2:17 Next, we need to talk a bit about strings. So strings are the name we give to text or textual data and you can identify a string.

2:25 Through the use of quotation marks. So that's really handy signposts. We know in this case, the data we're dealing with is text because we have those speech marks.

2:35 So again, looking back at our console dot log method, we can clearly see the use of speech marks here. And here, which let us know that this data is a string.

COMMENTS

2:50Next, we need to look at this on line two. So this is what we call a comment. Let's start with a definition.

2:57 Comments are notes we can leave for ourselves throughout the code that don't actually affect the code itself. So if you imagine sometimes you write code and then you work on something else and four months later you've got to come back to it, comments are really helpful here.

3:12 So they give us a little bit of a reminder of what the code below does so that future Emily won't be confused when she comes back and thinks, huh, what was I trying to do?

3:22 Or another developer in the team can look at it and get a little bit of an explanation. So we pepper them across our code as a reminder of what things do, but they don't at all affect the running of the code itself.

3:35 Nice. All right. It's time for our first walk-through.

WALKTHROUGH

3:39 As you can see I've now switched over to Code Pen and when it comes your time to explore Code Pen just make sure you've got all your settings the same as mine so you can do that by checking and going through the instructions provided to you from Code First Girls in the document and then the JavaScript Kickstarter setup.

3:55. So let's explore a little bit of the Ul first of all. So up here we can see we've got our language chosen as JavaScript and as we looked at in our slides before this section is called Code Pen. Here is our code editor where we're going to be writing our code, and down below

4:15 we have our console where we're going to see the output of our code. Another really important button that you're going to get very used to shortly is this one up here.

4:29 "Run"b the run button. So we're going to click that at the point that we want our code to execute. So again, in those settings that Code First Girls set out, we are making sure we untick a setting that runs the code automatically.

4:44 Please make sure you've done that. It's really important that we only run the code when we want it to because we're all beginners.

4:51 We're just getting the hang of things. So we want to be able to control when we're hitting that run button.

4:56 So just make sure you've got that setting sorted. All right. So let's start in our code editor up here. First of all, we're going to make sure we write that comment so that if I come back to this code later, I know what I intended it to do.

5:11 So if you remember to write a comment in JavaScript, we start with two forward slashes like this. Which tells our tells the computer that this part of the code we don't need you to run.

5:23 It's just a note for future Emily. All right. So in our comment here, I'm going to write output a greeting to the console

5:31 because that's what the code we're about to write is going to do. All right. So let's start on the code itself.

5:39 Now, if you're a member, our really important method that we need to create that text output is console.log. And whatever we want to print or display in our console, it's really important we wrap it in these parentheses, these two curly brackets.

6:00 So again, the message that we want to display always has to be contained. In these two curly brackets. So let's do a little greeting for ourselves.

6:10 So we're going to write our first string. Now, do you remember how we denote a string in JavaScript? Yeah, with those quotation marks.

6:20 So let's get started. A pair of quotation marks and I'm going to write *hello*. And then if you see in my tab up here, I've just gone to a website called Emojipedia where I've copied.

6:36 A waving hand emoji. So I'm going to copy that and then use right click paste. And there she is. We have our first console log method.

6:50 So looking at this now. I just want you to think, what do you expect to see displayed in the console when I hit run?

6:58 Let's test that theory. So I'm clicking the run button. It's doing its job and we have our first. Outputs. So that's your first little taster of the console.log method.

7:15 One that you will use again and again in coding and it's extremely helpful as we say for getting a visual output.

7:23 For our code. This officially marks the end of topic one and now it's time to test your knowledge with your first quiz.