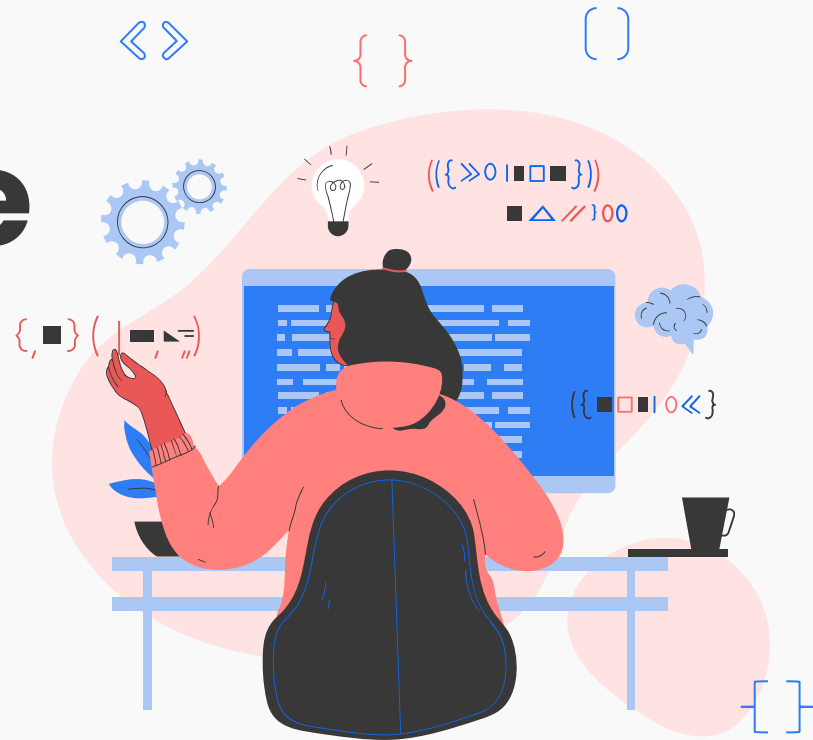


WIC Website Meeting

Introduction to JavaScript

Christina Sorensen





Who Am I?



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Name: Christina Sorensen

Major: Computer Science

Year: Junior

Fun Fact: I got into Computer Science through Web Design back in High School. That's why I'm excited to talk to you about JavaScript!

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What is JavaScript?

- A programming language that makes web pages interactive
- Runs in the browser (no need for extra software)
- Used for things like buttons, animations, and games





Things You Need To Know

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Variables	Store Data
Functions	Reusable Blocks of Code
getElementByID	Selects an HTML element by its id
Event Listeners	Detect when something happens (like a button click)
Conditionals	Makes decisions in your code (if/else)



Function syntax and arguments

Variables

```
let number = 10;  
let name = "Alice";  
let isCorrect = true;
```

Functions

```
function sayHello() {  
  console.log("Hello!");  
}  
sayHello();
```

getElementById

```
<p id="message"></p>  
<script>  
  document.getElementById("message").  
    innerText = message;  
</script>
```

Event Listeners

```
document.getElementById("myButton")  
  .addEventListener("click", sayHello);
```

Conditionals

```
let age = 18;  
if (age >= 18) {  
  console.log("You can vote!");  
} else {  
  console.log("You're too young to vote.");  
}
```



What Now?



Let's create a game!



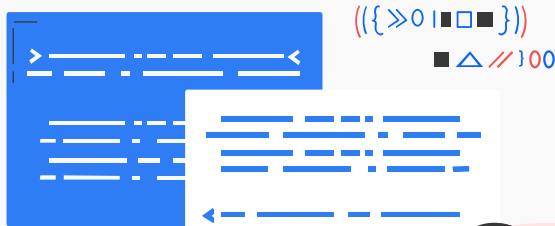
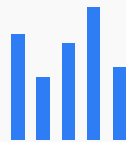
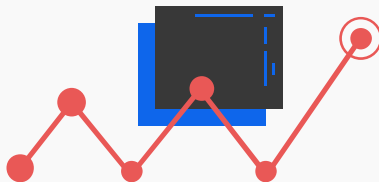
JavaScript Guessing Game

- User guesses a number between 1 and 10
- Program tells them if they're too high, too low, or correct
- Uses:
 - Variables (to store the number & guesses)
 - Conditionals (to check the guess)
 - Event listeners (to check when the button is clicked)





Thank you!



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