

Javascript



DEAF YOUNG
CODE

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Learning Objectives



- Understand the purpose and use of JavaScript
- Write and run simple programs in JavaScript (browser)
- Apply basic programming logic, use variables, handle input/output, and write conditions



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Video



Javascript

[12. JavaScript IS](#)



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What is Javascript?

- A high-level scripting language used to add interactivity to web pages
- Runs directly in the browser, no installation needed
- Common in websites, games, apps, IoT



Tools We'll Use



Online Javascript editor

JSFiddle.net to write and run JS with live output

Pre-made HTML + JS template

No installation needed



Javascript Basics



- Use let, const to declare variables
- Example: let clicks = 0;
- Print to console with console.log("Hello");



- JavaScript is embedded in HTML pages
- Can access and modify HTML elements

Example:

```
<button onclick="greet()">Say Hi</button>
```

HTML and Javascript

JavaScript runs within an HTML page, and the two work together.

Example:

```
<input id="name" />
```

```
<button onclick="greet()">Greet</button>
```

```
<p id="output"></p>
```



Add interactivity

Example:

```
button.onclick = function() {  
    clicks += 1;  
}
```



Logic

- **Use if and else to make decisions**
- **Compare values with `===`, `>`, `<`, `!=`**
- **for, while for loops**



Example (1)

```
let age = 18;  
if (age >= 18) {  
  console.log("You are an adult.");  
} else {  
  console.log("You are underage.");  
}
```



Example (2)

```
for (let i = 0; i < 5; i++) {  
  console.log("Click number: " + i);  
}
```



Activity: Button Counter

1. Open the starter template
2. Task: Create a button that counts clicks
3. Bonus: Add a message at 5 clicks
4. Code-along + test together



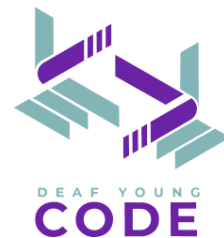
Activity



1. Open the online code
2. Add: Greeting with name or age
3. Bonus: Show age in 10 years
4. Code-along + group testing



Reflection



What did you enjoy?

What was difficult?



Thank you for your attention!



Stay tuned for the next presentation!

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