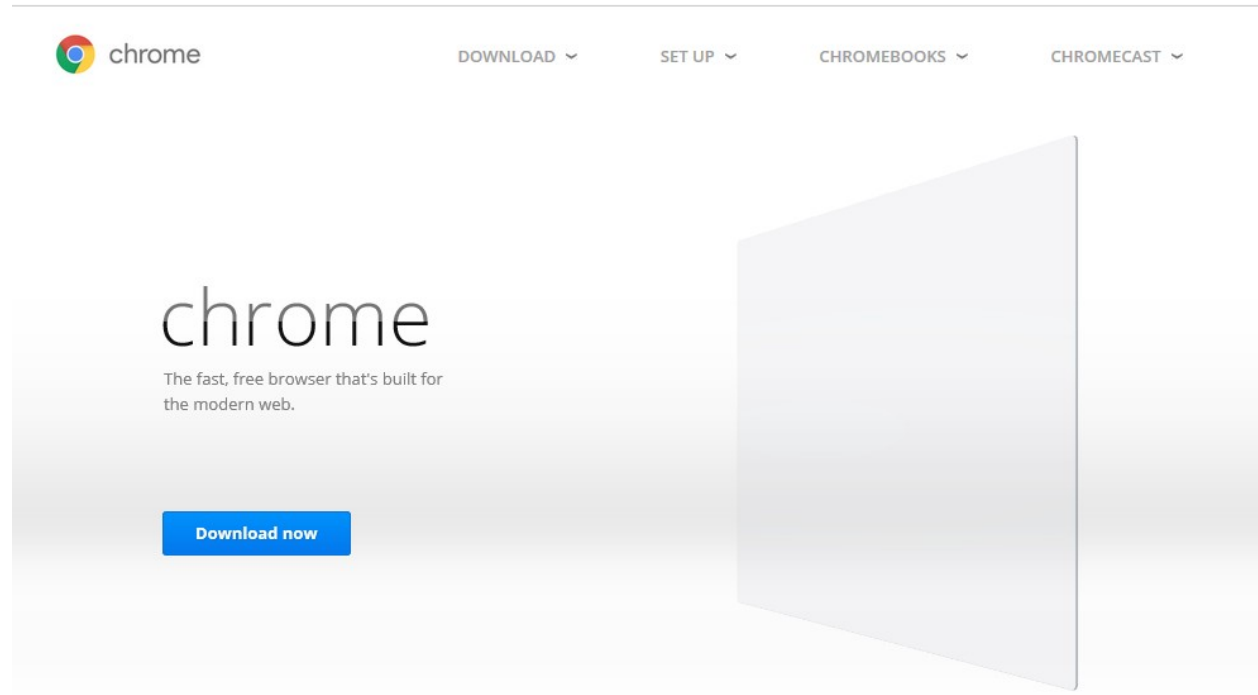


Chapter 1: Exploring JavaScript in the Console



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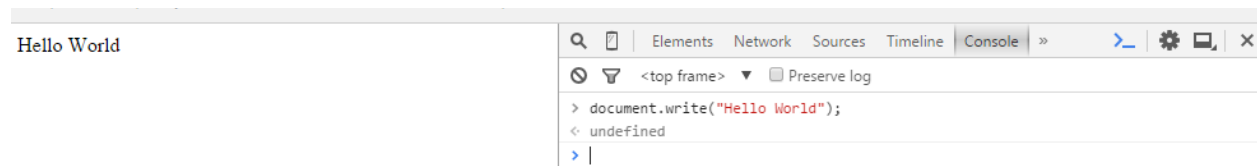
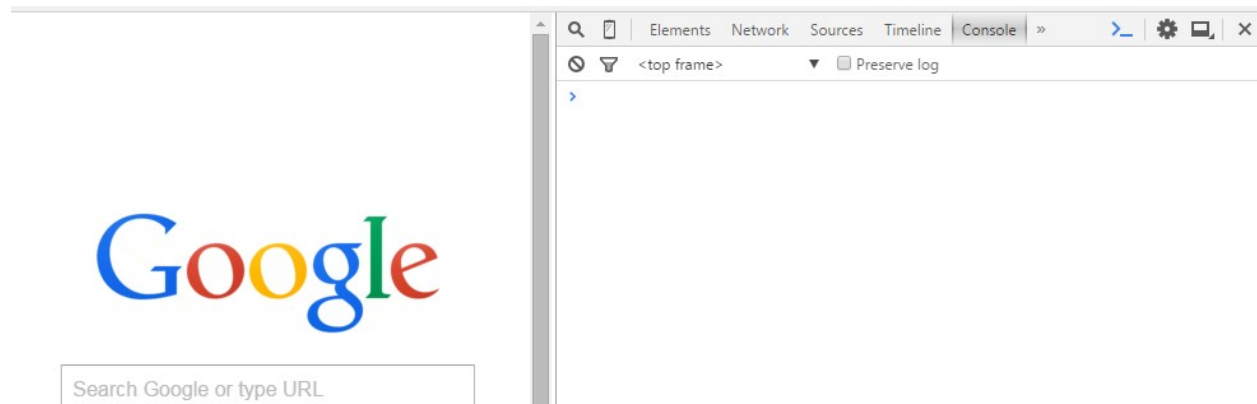
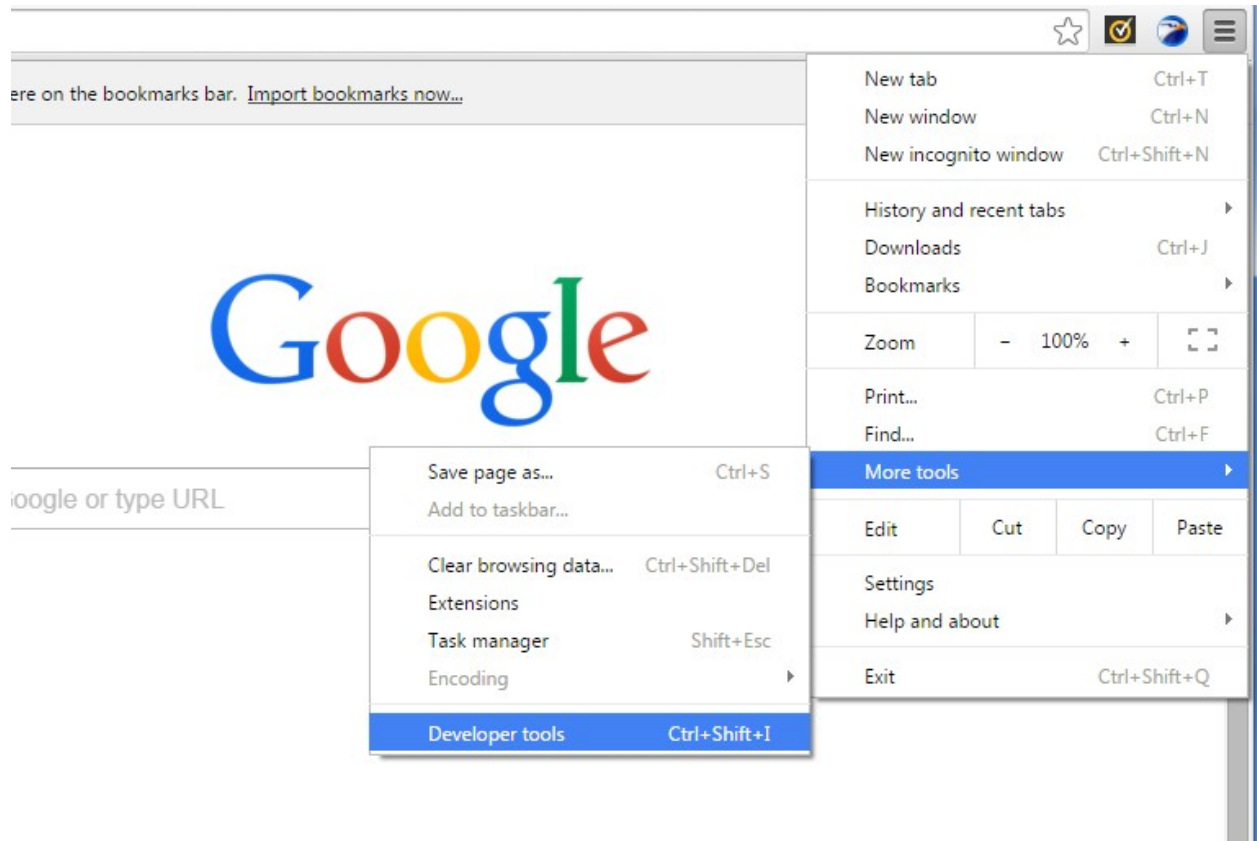


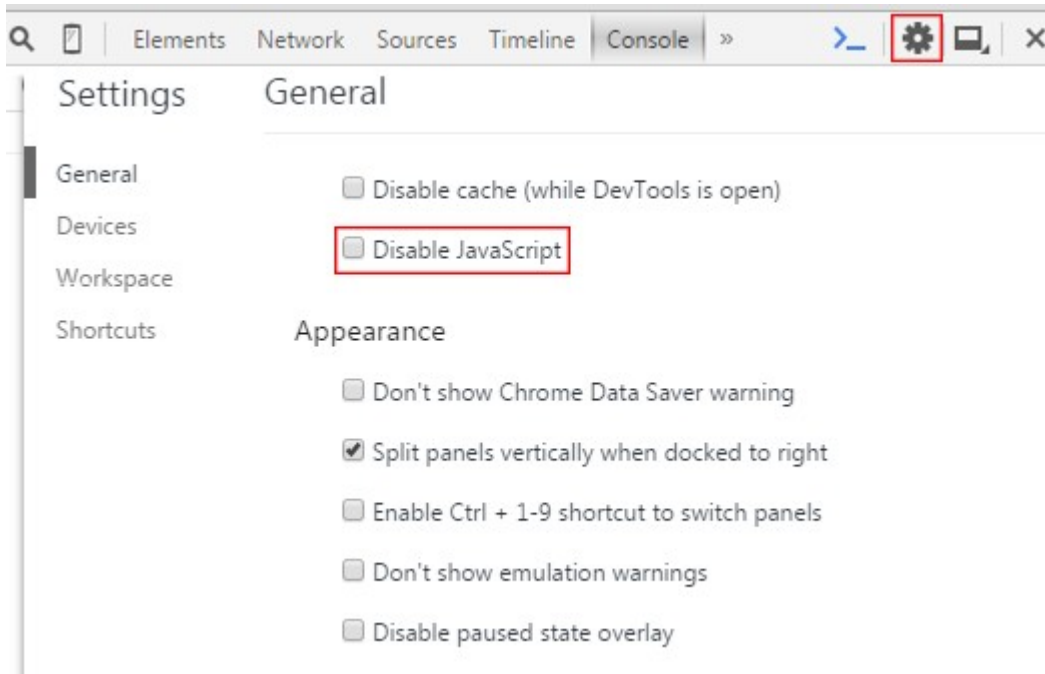
A hackable text editor
for the 21st Century

[Download Windows Installer](#)

For Windows 7 & 8. - Other platforms



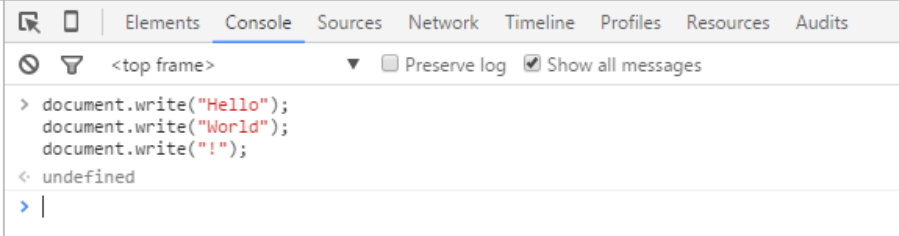


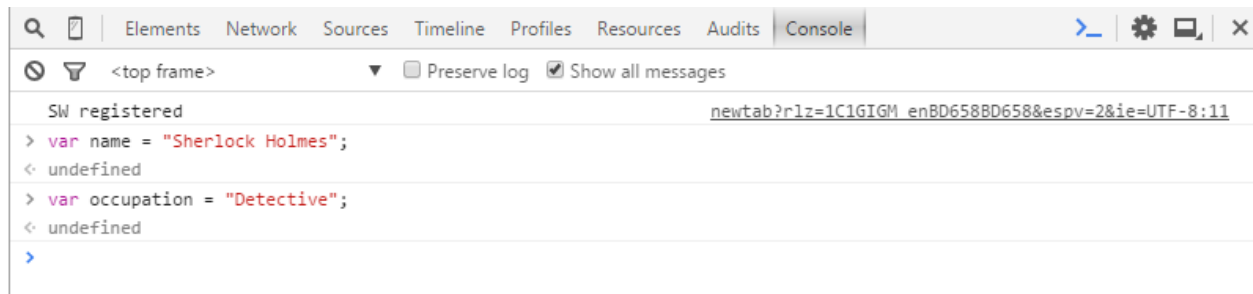


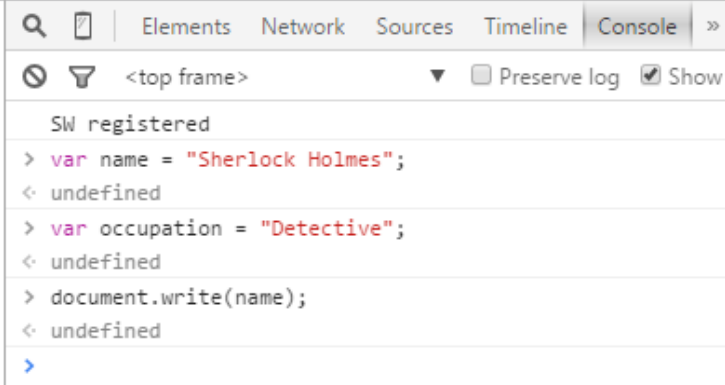
```
> document.write>Hello World)
```

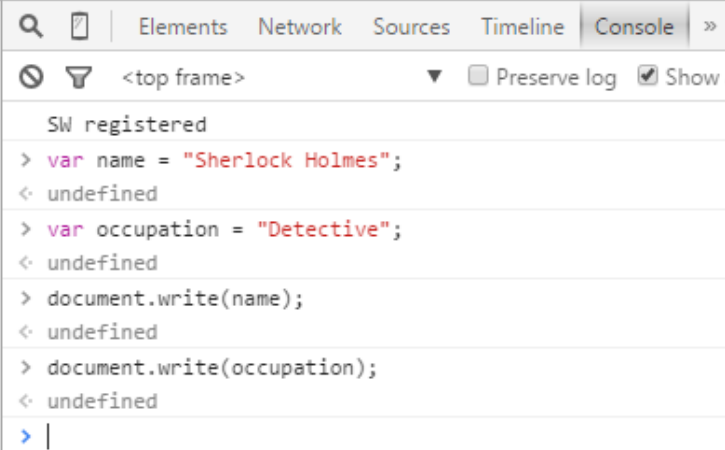
```
✖ Uncaught SyntaxError: missing ) after argument list VM1681:2  
  at Object.InjectedScript._evaluateOn (<anonymous>:904:140)  
  at Object.InjectedScript._evaluateAndWrap (<anonymous>:837:34)  
  at Object.InjectedScript.evaluate (<anonymous>:693:21)  
  InjectedScript._evaluateOn @ VM1539:904  
  InjectedScript._evaluateAndWrap @ VM1539:837  
  InjectedScript.evaluate @ VM1539:693
```

Chapter 2: Solving Problems Using JavaScript

HelloWorld!	 <pre>Elements Console Sources Network Timeline Profiles Resources Audits <top frame> document.write("Hello"); document.write("World"); document.write("!"); undefined</pre>
-------------	--

	 <pre>Elements Network Sources Timeline Profiles Resources Audits Console <top frame> SW registered var name = "Sherlock Holmes"; undefined var occupation = "Detective"; undefined</pre>
--	---

Sherlock Holmes	 <pre>Elements Network Sources Timeline Console >> <top frame> SW registered var name = "Sherlock Holmes"; undefined var occupation = "Detective"; undefined document.write(name); undefined</pre>
-----------------	---

Sherlock HolmesDetective	 <pre>Elements Network Sources Timeline Console >> <top frame> SW registered var name = "Sherlock Holmes"; undefined var occupation = "Detective"; undefined document.write(name); undefined document.write(occupation); undefined</pre>
--------------------------	--

My name is Sherlock Holmes and I am a Detective

```
SW registered newtab?rlz=1C1GIGM enBD658BD658&espv=2&ie=UTF-8:11
> var name = "Sherlock Holmes";
< undefined
> var occupation = "Detective";
< undefined
> document.write("My name is "+name+" and I am a "+occupation);
< undefined
```

My name is Sherlock Holmes, I'm 24 years old. And am a Detective

```
> var name = "Sherlock Holmes";
< undefined
> var occupation = "Detective";
< undefined
> var age = 24;
< undefined
> document.write("My name is "+name+", I'm "+age+" years old. And am a "+occupation);
< undefined
```

```
SW registered newtab?rlz=1C1GIGM enBD658BD658&espv=2&
> var name = "Sherlock Holmes"; // This is a string
var occupation = "Detective"; // This variable stores information
var age = 14; // This is an integer.

/*
This is a multiline comment.
The browser will ignore this.
You can type any important information on your comment.
*/
< undefined
> |
```

7

```
> var x = 3;
< undefined
> var y = 4;
< undefined
> var z = x+y;
< undefined
> document.write(z);
< undefined
>
```

6

```
Elements Network Sources Timeline Profiles Console »
<top frame> Preserve log Show all messages
> var x = 9; // 9 is assigned to the variable x
< undefined
> var y = 3; // 3 is assigned to the variable y.
< undefined
> var z = x - y ; // This syntax subtracts y from x and stores on z.
< undefined
> document.write(z); // Prints the value of z.
< undefined
>
```

12

```
Elements Console Sources Network Timeline Profiles Resources Audits
<top frame> Preserve log Show all messages
> var x = 6; // 6 is assigned to the variable x.
  var y = 2; // 2 is assigned to the variable y.
  var z = x * y; // For two numbers you can type z = 6 * 2 ;
  document.write(z); // Prints the value of z
< undefined
> |
```

7

```
Elements Network Sources Timeline Profiles Console »
<top frame> Preserve log Show all messages
> var x = 14; // assigns 14 on variable x.
  var y = 2; // assigns 2 on variable y.
  var z = x / y; // divides x with y and stores the value on z.
  document.write(z); // prints the value of z
< undefined
>
```

1

```
Elements Network Sources Timeline Profiles Console »
<top frame> Preserve log Show all messages
> var x = 34; // assigns 34 on the variable x.
  var y = 3; // assigns 3 on the variable y.
  var z = x % y ; // divides x with y and returns the remainder and stores on the
  variable z
  document.write(z);
< undefined
> |
```

The summation of x and y is 9
The subtraction of x and y is 1
The multiplication of x and y is 20
The division of x and y is 1.25
The modulus of x and y is 1

```
Elements Network Sources Console »
<top frame>
SW registered newtab?rlz=1C1G1GM en8D658BD658&espv=2&ie=UTF-8:11
> var x = 5 ;
var y = 4 ;
var sum = x + y ;
var sub = x - y ;
var mul = x * y ;
var div = x / y ;
var mod = x % y ;
document.write("The summation of x and y is " + sum + "<br>");
document.write("The subtraction of x and y is " + sub + "<br>");
document.write("The multiplication of x and y is " + mul + "<br>");
document.write("The division of x and y is " + div + "<br>");
document.write("The modulus of x and y is " + mod + "<br>");
< undefined
>
```

```
Elements Network Sources Timeline Profiles Resources Console »
<top frame>
> var x = 4;
< undefined
> x = x + 1 ;
< 5
> var x = 4;
< undefined
> x++;
< 4
> x
< 5
> var x = 4;
< undefined
> x = x + 3;
< 7
> var x = 4;
< undefined
> x += 3;
< 7
> |
```



```
Elements Network Sources Timeline Profiles Resources Console »
<top frame> Preserve log Show all messages
> var x = 9;
< undefined
> x = x - 1;
< 8
> var x = 9 ;
< undefined
> x--;
< 9
> x
< 8
> var x = 9;
< undefined
> x = x - 4;
< 5
> var x = 9;
< undefined
> x -= 4;
< 5
> |
```

6

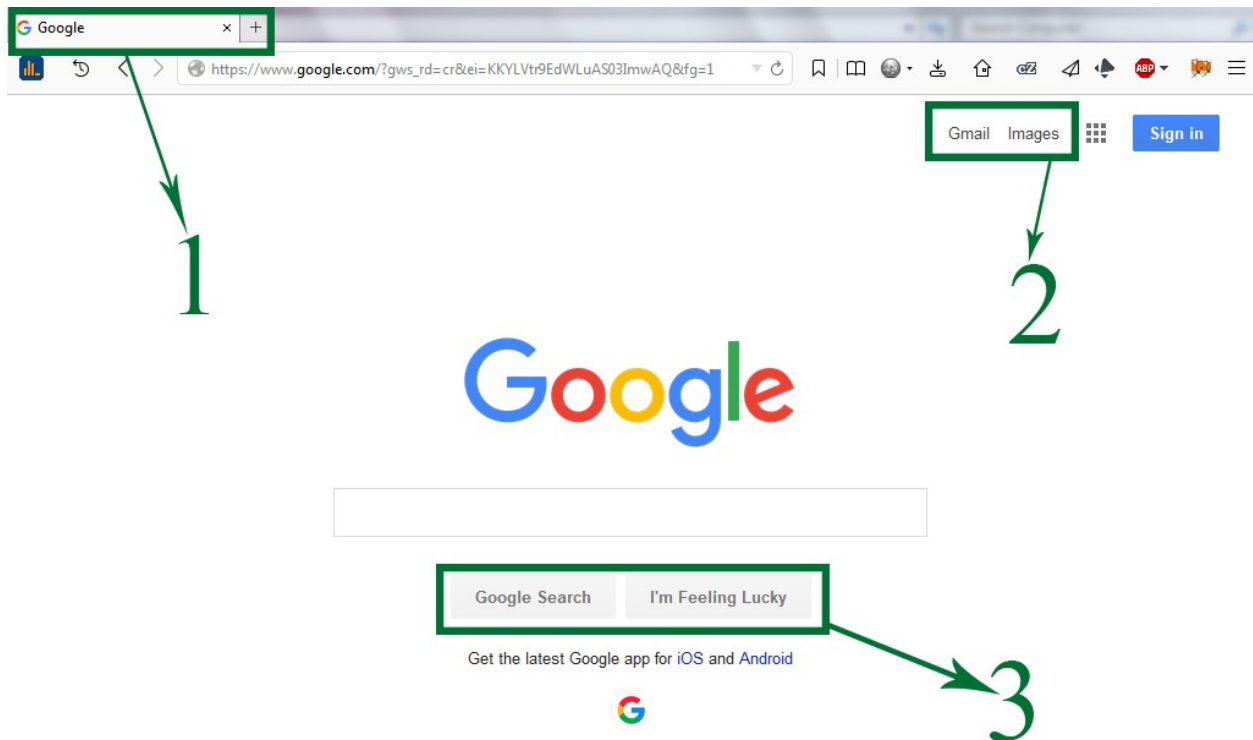
```
Elements Network Sources Timeline Profiles Resources Console »
<top frame> Preserve log Show all messages
> var x = 3;
  x *= 2;
  document.write(x);
< undefined
> |
```

w = 32, x = 12, y = 11, z = 5

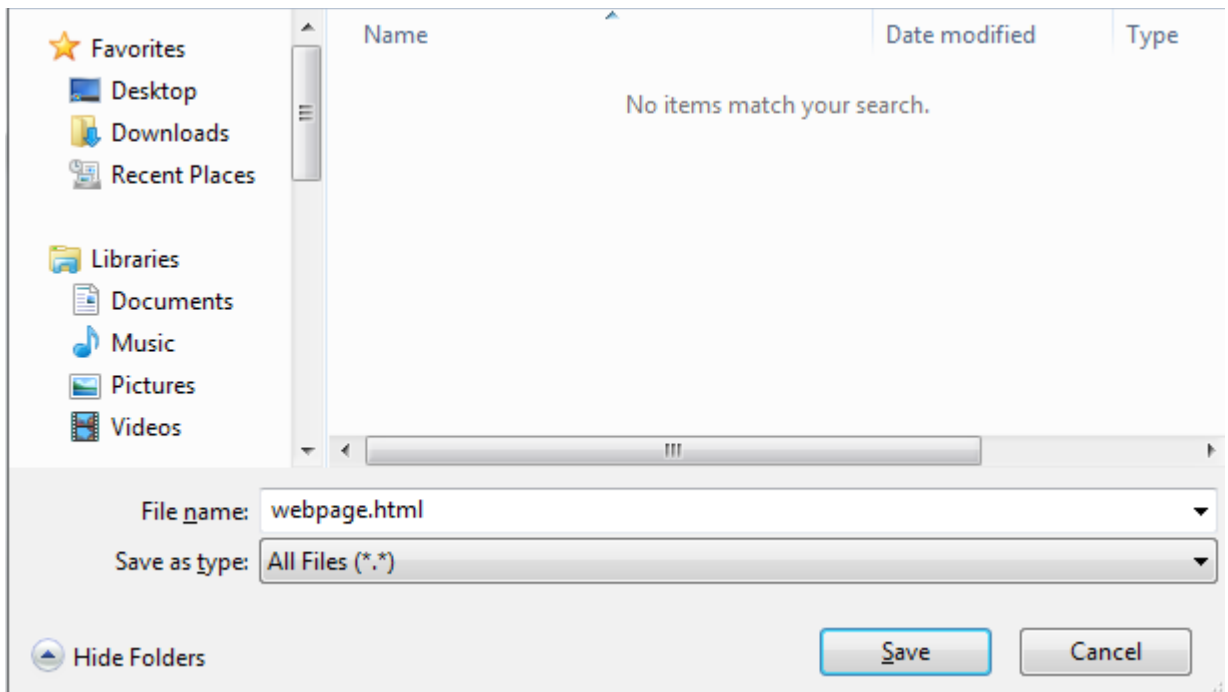
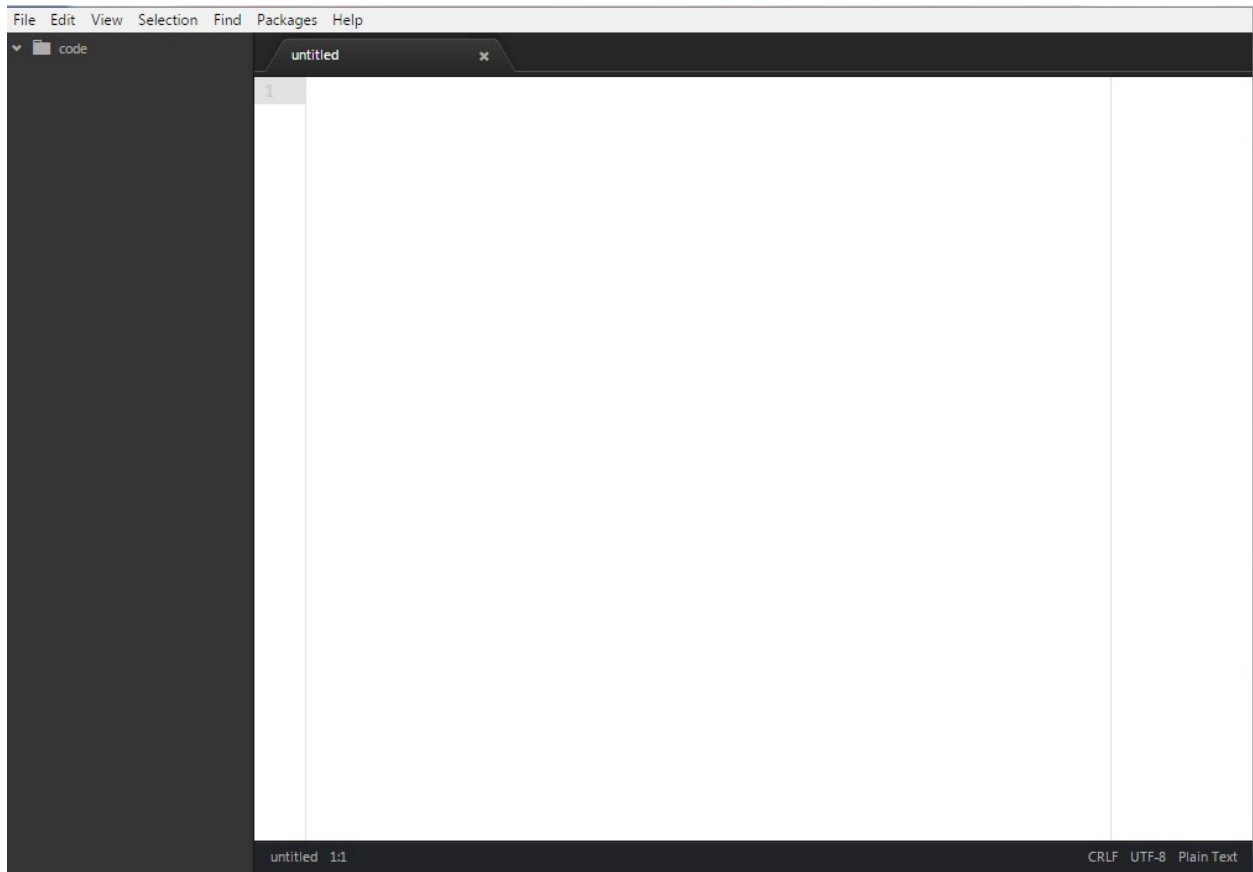
```
Elements Console Sources Network Timeline Profiles Resources Audits
<top frame> Preserve log Show all messages
> var w = 32;
  var x = 12;
  var y = 9;
  var z = 5 ;
  w++;
  w-- ;
  x*2 ;
  y = x ;
  y-- ;
  z%2 ;
  document.write(" w = "+w+ " , x = "+x+ " , y = "+ y+ " , z = "+z ) ;
< undefined
> |
```

```
Elements Network Sources Timeline Profiles Resources Console » > |
<top frame> ▾  Preserve log  Show all messages
> x = 3;
< 3
> x == 5;
< false
> x != 3;
< false
> x != 4;
< true
> x > 3;
< false
> x => 3;
< function x => 3
> x <= 3;
< true
> x < 9 ;
< true
> |
```

Chapter 3: Introducing HTML and CSS

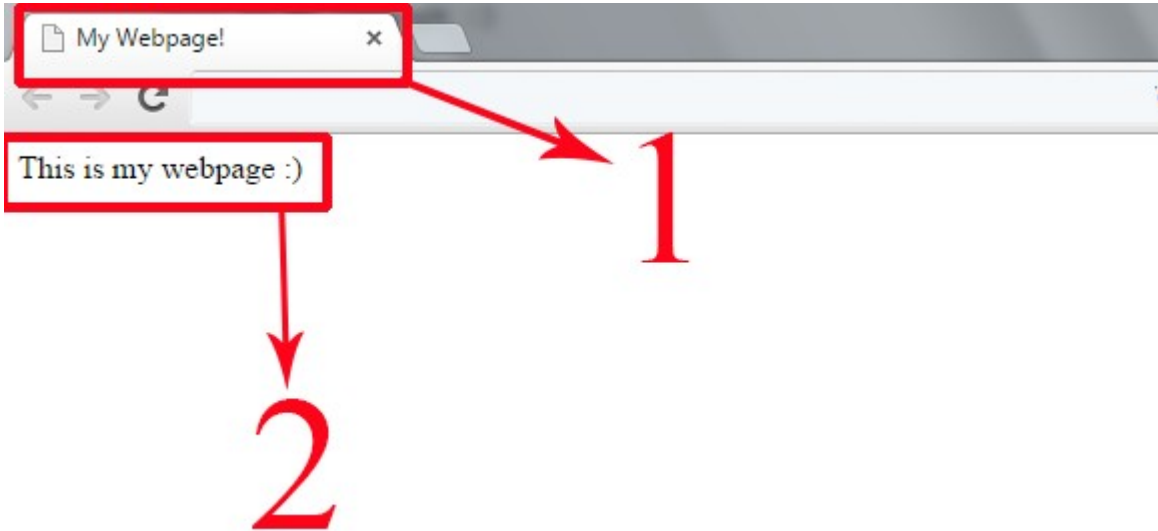


```
1 <html>-----(1)
2
3 <head>-----(2)
4 <title>-----(3)
5
6 </title>-----(4)
7 </head>-----(5)
8
9
10 <body>-----(6)
11
12
13 </body>-----(7)
14
15 </html>-----(8)
--
```





webpage.html
Chrome HTML Document
142 bytes



Underline Text

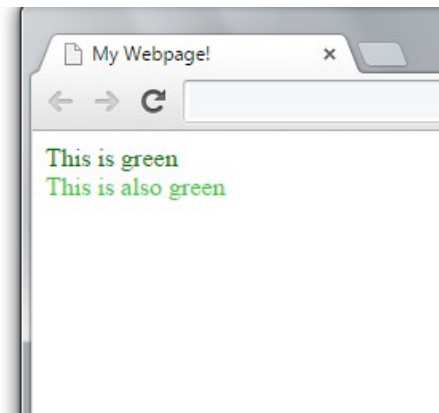
Delete-me

Hi Kids!

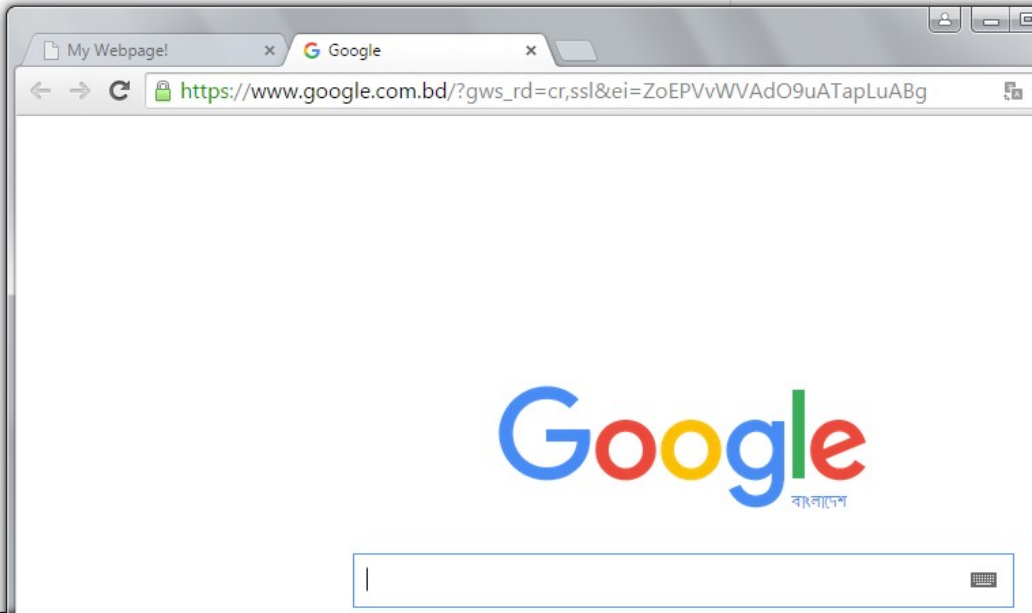
Hi Kids

JavaScript

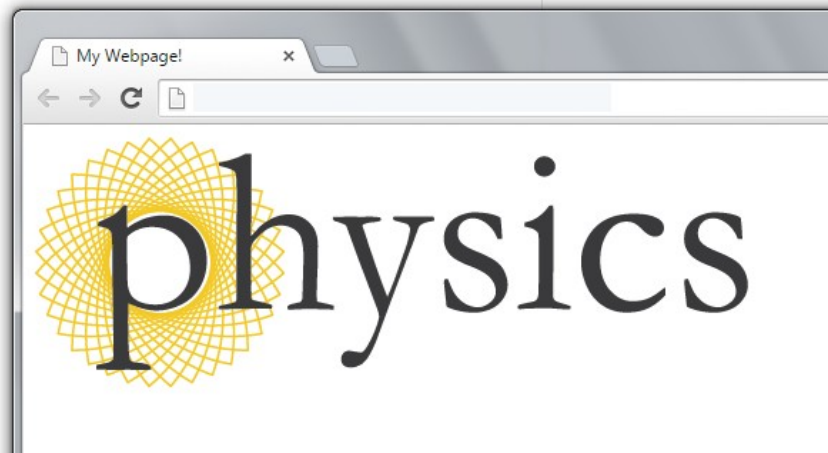
```
1 <html>
2   <head>
3     <title>
4       My Webpage!
5     </title>
6   </head>
7   <body>
8     <font color = "Green">This is green</font><br>
9     <font color = "#32CD32"> This is also green </font>
10  </body>
11 </html>
12
```



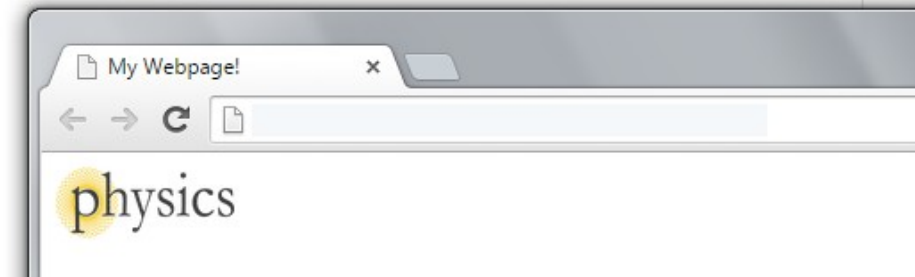
```
1 <html>
2   <head>
3     <title>
4       My Webpage!
5     </title>
6   </head>
7   <body>
8     <a href = "http://google.com" target = "_blank" > Go to Google </a>
9   </body>
10 </html>
11
```

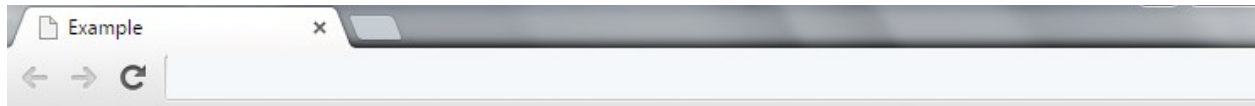


```
<html>
  <head>
    <title>
      My Webpage!
    </title>
  </head>
  <body>
    <img src = "physics.png">
  </body>
</html>
```



```
<html>
  <head>
    <title>
      My Webpage!
    </title>
  </head>
  <body>
    <img src = "physics.png" width="100" height="40">
  </body>
</html>
```





This is a headline

This is a headline

This is a headline

This is a headline

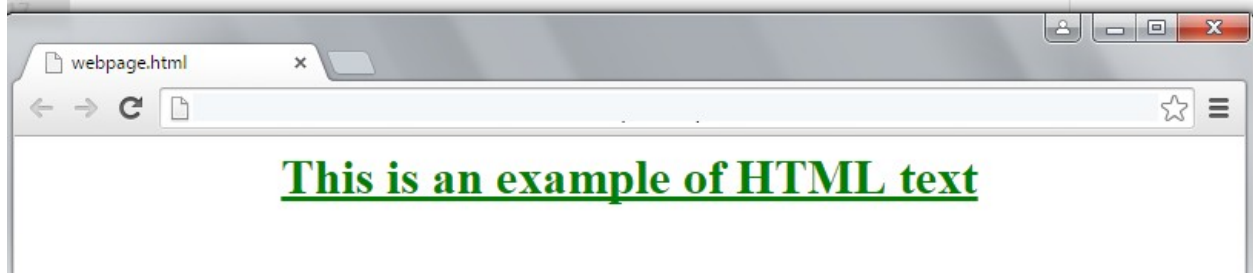
This is a headline

This is a headline

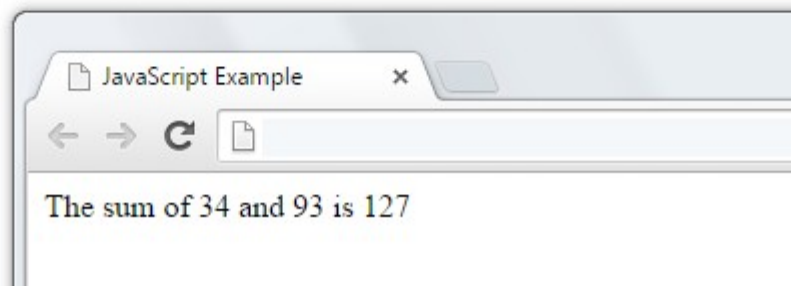
This is a bold text. But *This is an italic text.* We can underline our text. [Go to Google](#)
This is colorful text



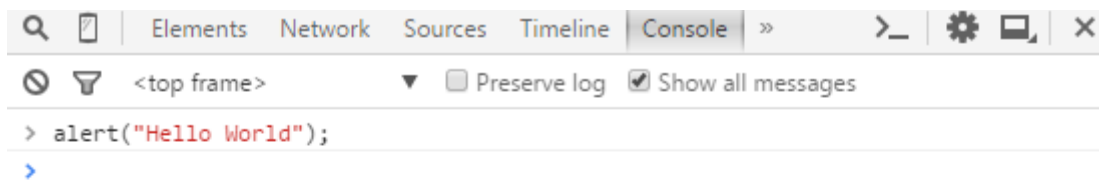

```
1 <html>
2   <head>
3     <title>
4   </title>
5   <style>
6     h1 {
7       color: green;
8       text-decoration: underline;
9       text-align: center;
10    }
11  </style>
12 </head>
13 <body>
14   <h1>This is an example of HTML text </h1>
15 </body>
16 </html>
```



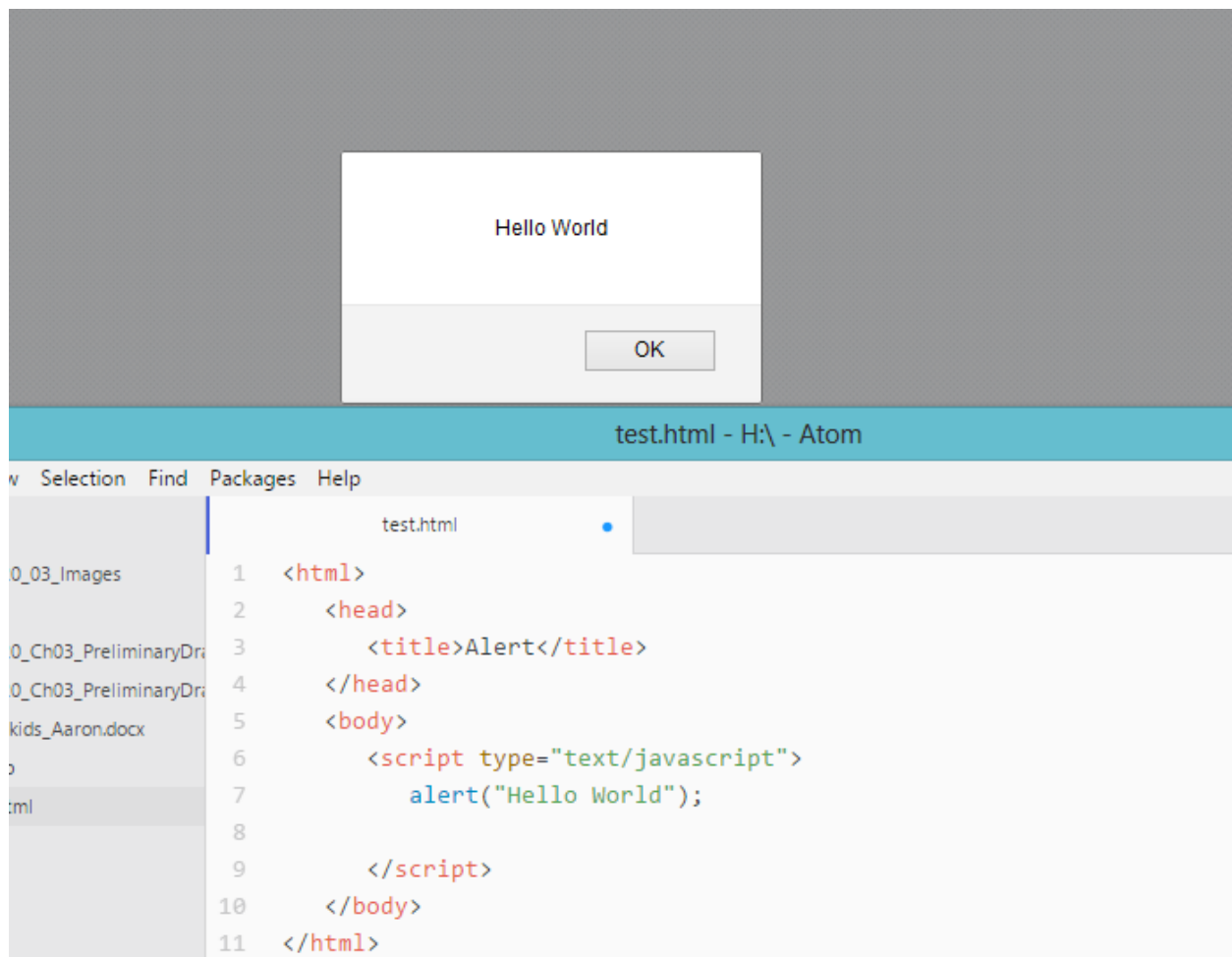
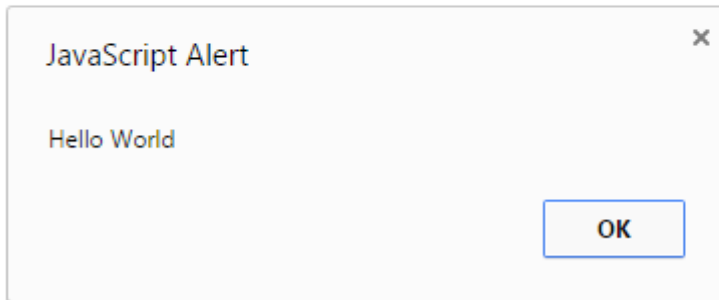
```
<html>
  <head>
    <title>
      JavaScript Example
    </title>
  </head>
  <body>
    <script type="text/javascript">
      var x = 34;
      var y = 93;
      var sum = x+y;
      document.write("The sum of "+x+" and "+y+" is "+sum);
    </script>
  </body>
</html>
```

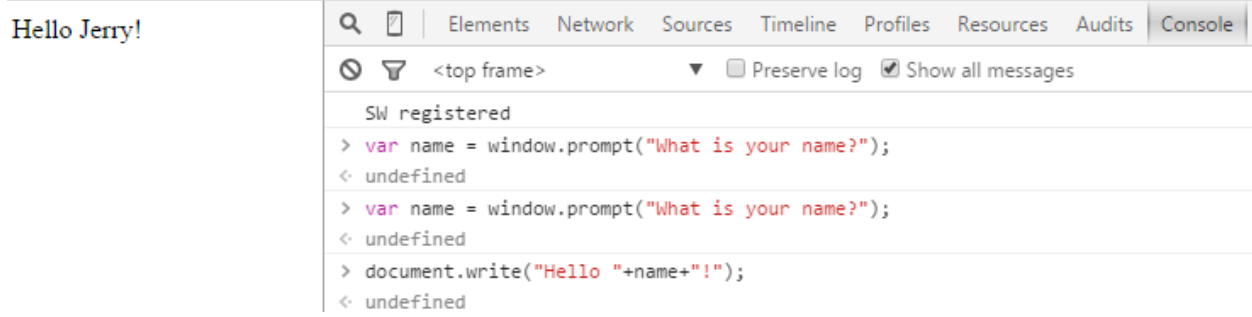
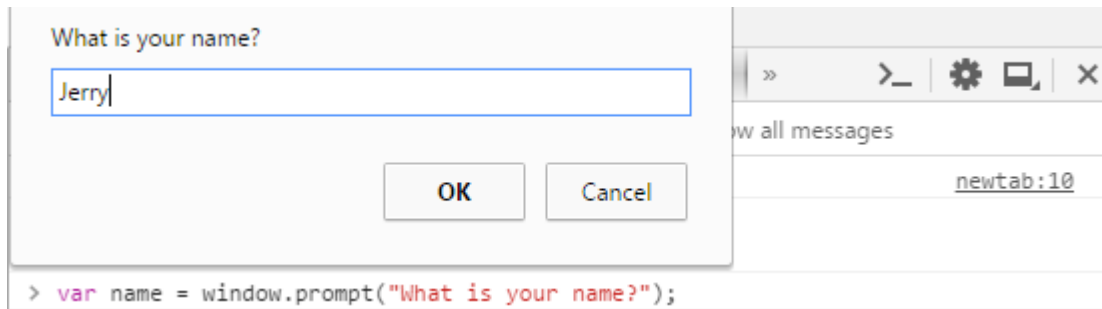


Chapter 4: Diving a Bit Deeper

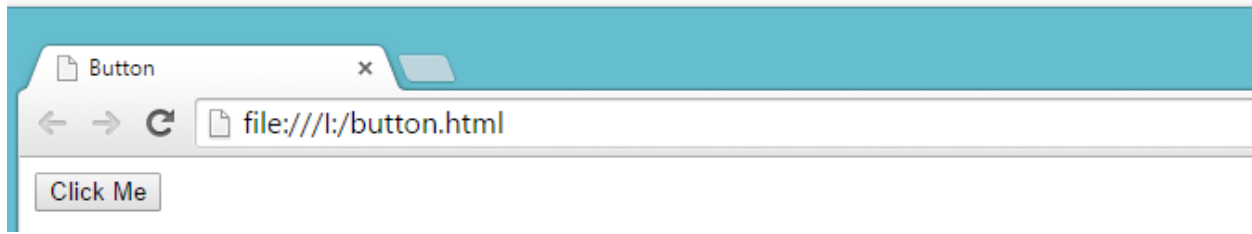


The screenshot shows the developer console of a web browser. The 'Console' tab is active, displaying the command `> alert("Hello World");` and a blue prompt character `>` on the line below. The browser's navigation bar shows the address bar with `<top frame>` and options for 'Preserve log' and 'Show all messages'.

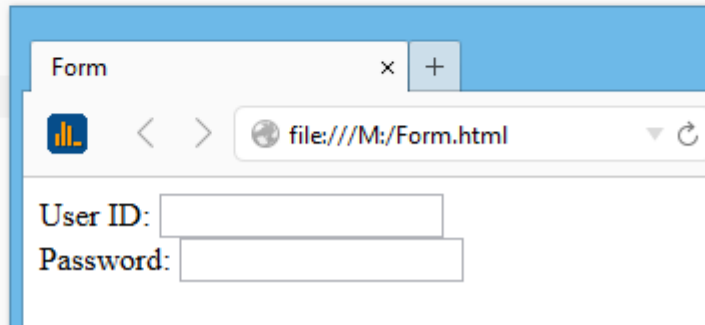




```
1 <html>  
2   <head>  
3     <title>Button</title>  
4   </head>  
5   <body>  
6     <a href="http://google.com"> <button type = "button">Click Me </button></a>  
7   </body>  
8 </html>
```



```
1 <html>
2   <head>
3     <title>Form</title>
4   </head>
5   <body>
6     <form>
7       User ID: <input type = "text"><br>
8       Password: <input type ="password"><br>
9     </form>
10  </body>
11 </html>
12
```



Form

file:///M:/Form.html

User ID:

Password:

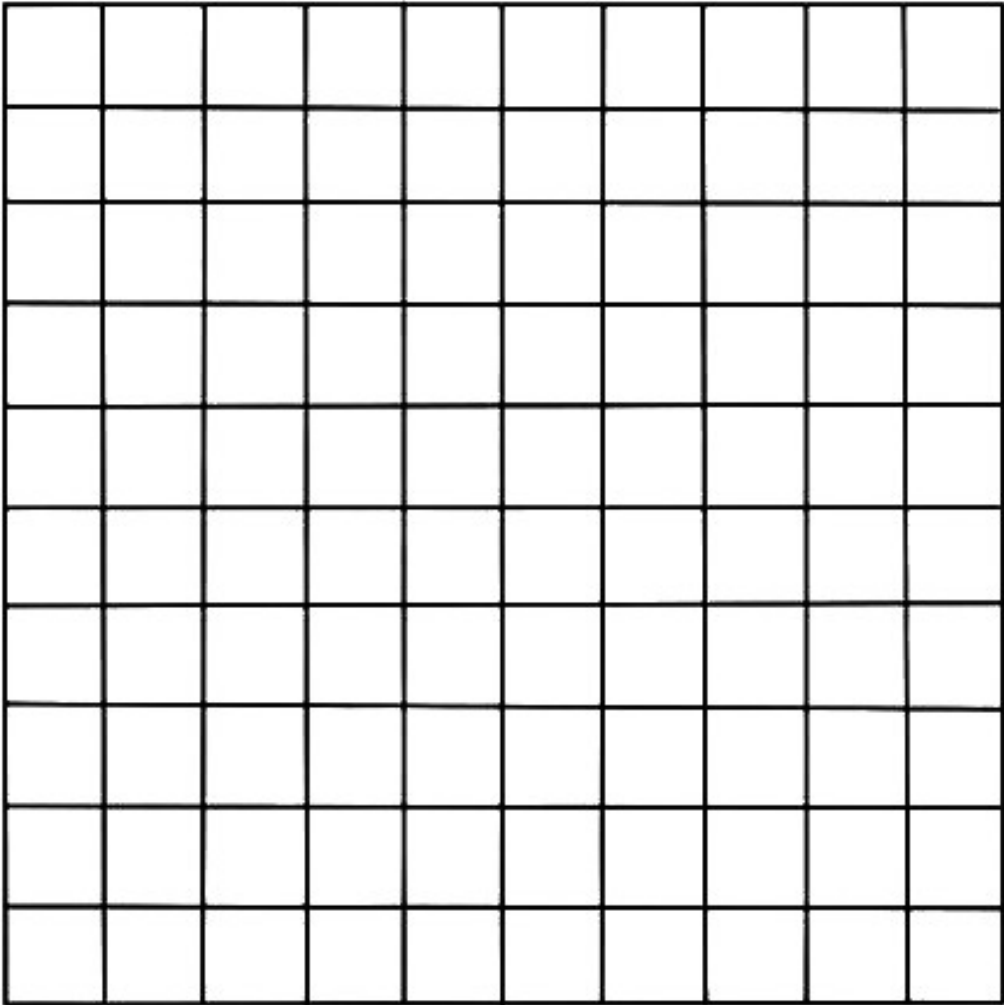


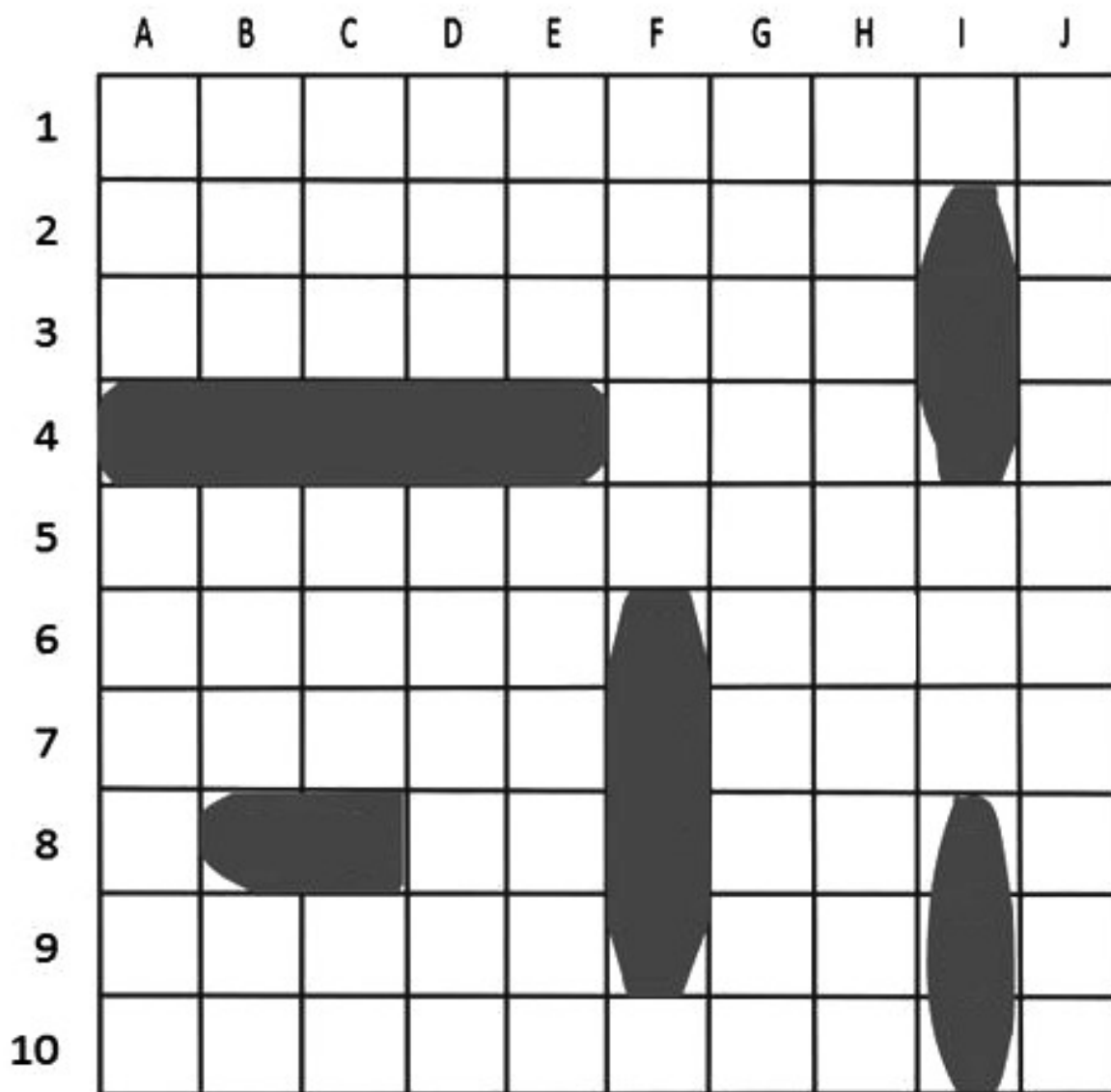
Tom has more apples than John

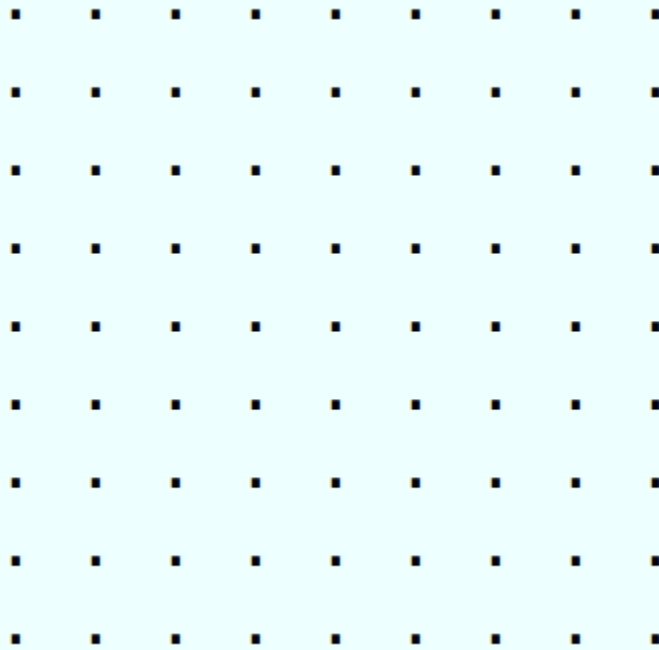
OK

```
1 <html>
2   <head>
3     <title>
4       If statement
5     </title>
6   </head>
7   <body>
8     <script type="text/javascript">
9       var john = 23;
10      var tom = 45;
11      if(john > tom){
12        alert("John has more apples than Tom");
13      }
14      if(tom > john ){
15        alert("Tom has more apples than John");
16      }
17    </script>
18  </body>
19 </html>
20
```


Chapter 5: Ahoy! Sailing into Battle



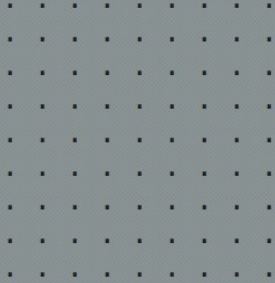




```
1 <html>
2   <head>
3   </head>
4   <body>
5     <h1> Battleship Game </h1>
6   </body>
7   <style>
8     //We will code in CSS here
9   </style>
10  <script type = "text/javascript">
11  //We will code in JavaScript here
12  </script>
13 </html>
```

Battleship Game

Battleship Game



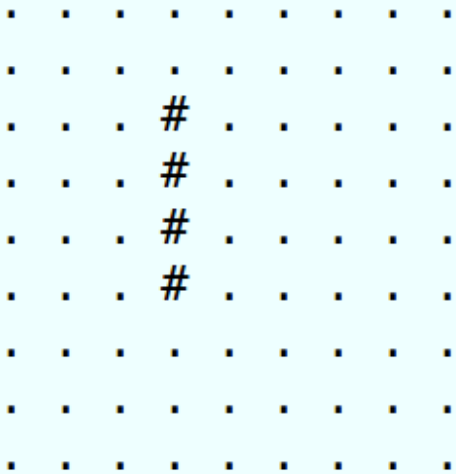
Where would you like to place your ship? Enter an X coordinate: (0-8)

Cancel

OK

Fire!

Battleship Game



Fire!

BATTLESHIP

CHOOSE A GAME TYPE

Standard

Classic Battleship with randomly placed ships

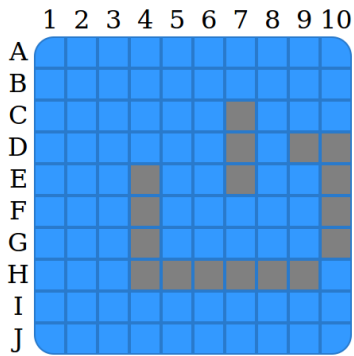
Custom

Choose any 5 ships and place them where you like. The computer will have the same 5 ships, randomly placed

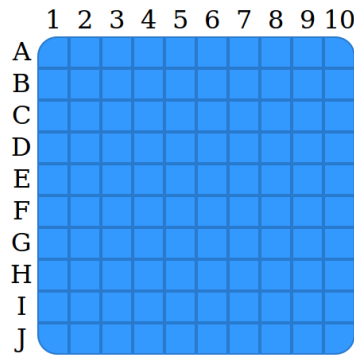
Standard

Custom

BATTLESHIP

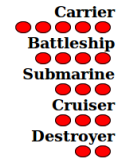


HUMAN BOARD



OPPONENT BOARD

ENEMY SHIPS REMAINING



GAME LOG

New Game

BATTLESHIP

PICK 5 SHIPS

SELECTED SHIPS



Carrier

Battleship

Submarine

Cruiser

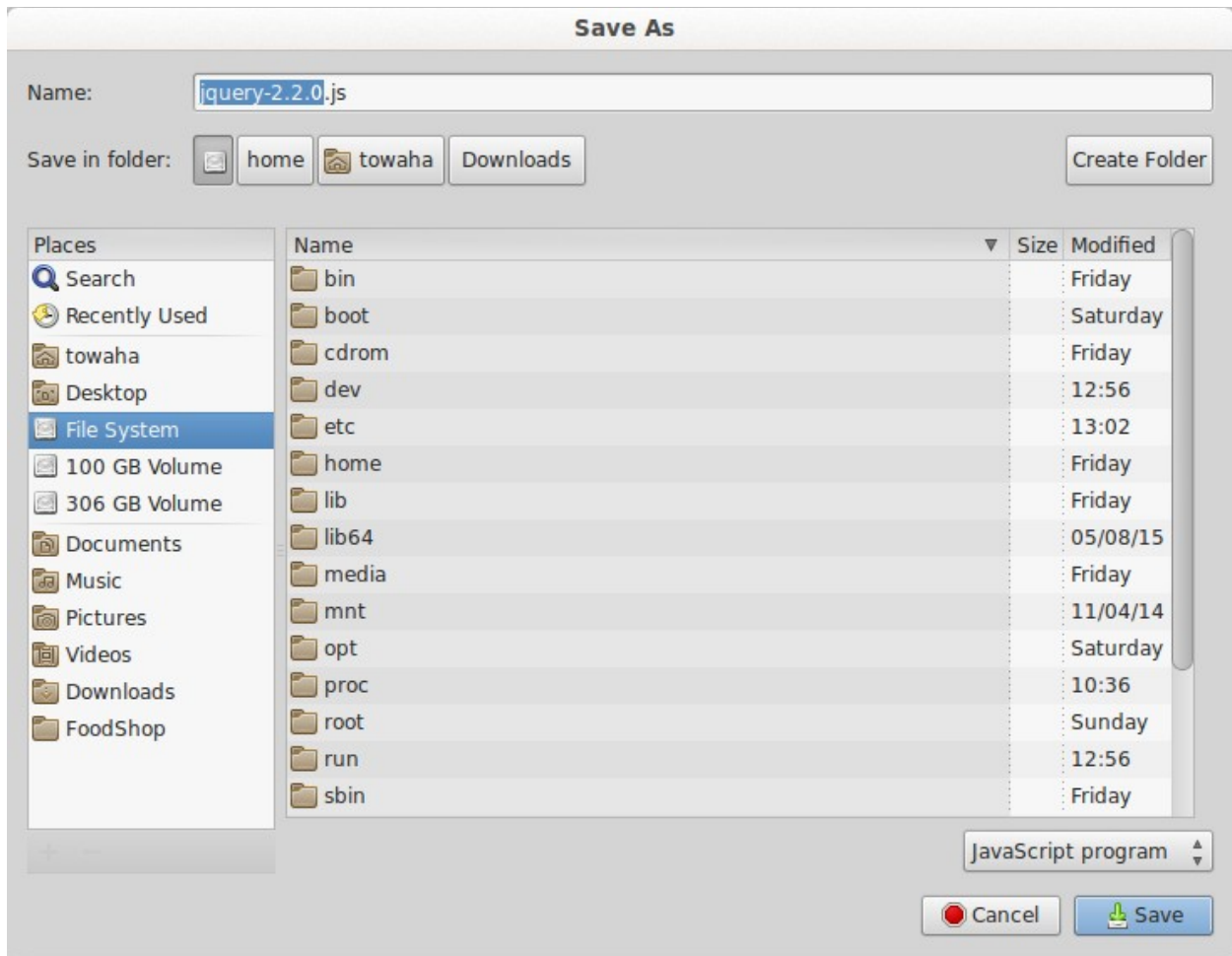
Destroyer

Build Fleet

Chapter 6: Exploring the Benefits of jQuery

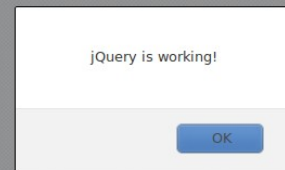
The screenshot shows the jQuery homepage with a blue navigation bar containing links for Download, API Documentation, Blog, Plugins, and Browser Support, along with a search box. Below the navigation are three feature boxes: 'Lightweight Footprint' (32KB minified), 'CSS3 Compliant' (supports CSS3 selectors), and 'Cross-Browser' (works on IE, Firefox, Safari, Opera, Chrome). A prominent orange button says 'Download jQuery v1.11.3 or v2.1.4'. A 'Resources' section lists links to documentation, learning center, blog, and bug reports. A 'Corporate Members' section features logos for famo.us, WordPress, mediatemple, and maxCDN. A 'What is jQuery?' section explains it as a fast, small JavaScript library. A 'TRY jQuery' banner is also visible.

This screenshot shows the 'Downloading jQuery' page. It features a blue navigation bar and a search box. The main heading is 'Downloading jQuery'. The text explains that compressed and uncompressed files are available, with the compressed file being better for production. It provides links for downloading the compressed production file (v1.11.3), the uncompressed development file (v1.11.3), and the source map file. It also includes links to release notes for both v1.11.3 and v2.1.4. The page is divided into sections for 'jQuery 1.x' and 'jQuery 2.x', each with detailed instructions and links to upgrade guides and release notes.



```
1 <html>
2 <head>
3 <script type="text/JavaScript" src="jquery.js"></script>
4 </head>
5 <script type="text/JavaScript">
6     jQuery(document).ready(function(){
7         jQuery('h1').click(function(){
8             alert("jQuery is working!");
9         });
10    });
11 </script>
12 <body>
13 <h1>Click Here!</h1>
14 </body>
15 </html>
16
```

Click Here!



```
jquery.html
1 <html>
2 <head>
3 <script type="text/JavaScript" src="jquery.js"></script>
4 </head>
5 <script>
6 $(document).ready(function(){
7     $("button").click(function(){
8         $("#click").load("test.txt");
9     });
10 });
11 </script>
12 <body>
13 <div id="click">
14     Hello;
15 </div>
16 <button type="button" name="button">Click to replace "Hello" from text file</button>
17 </body>
18 </html>
19
```

Hello;

Click to replace "Hello" from text file

test.txt x

Congratulations! You have loaded your file!!

```
jquery.html
1 <html>
2 <head>
3 <script type="text/JavaScript" src="jquery.js"></script>
4 </head>
5 <script>
6 $(document).ready(function(){
7     $("input").keydown(function(){
8         $("input").css("background-color", "green");
9     });
10    $("input").keyup(function(){
11        $("input").css("background-color", "red");
12    });
13 });
14 </script>
15 <body>
16 Type Something: <input type="text">
17 </body>
18 </html>
```

Type Something: Test

```
1 <html>
2 <head>
3 <script type="text/JavaScript" src="jquery.js"></script>
4 </head>
5 <script>
6 $(document).ready(function(){
7     $("input").change(function(){
8         alert("The text has been changed.");
9     });
10 });
11 </script>
12 <body>
13 Type Something: <input type="text">
14 </body>
15 </html>
16
```

Type Something: test

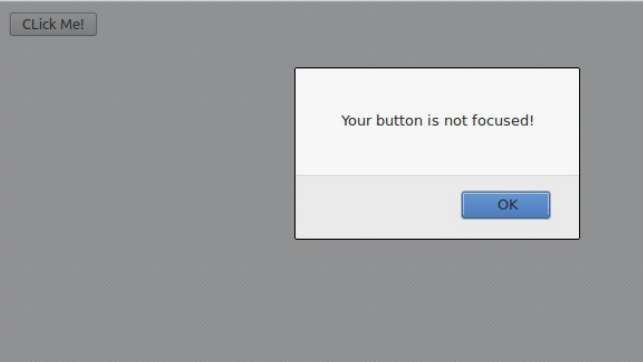
The text has been changed.

OK


```

<html>
  <head>
    <script type="text/JavaScript" src="jquery.js"></script>
  </head>
  <script>
    $(document).ready(function(){
      $("button").blur(function(){
        alert("Your button is not focused!");
      });
    });
  </script>
  <body>
    <button type="button">Click Me!</button>
  </body>
</html>

```



```

1 <html>
2 <head>
3 <script src="jquery.js"></script>
4 <script>
5   x = 0;
6   $(document).ready(function(){
7     $(window).resize(function(){
8       $("p").text("You resized your window");
9     });
10  });
11 </script>
12 </head>
13 <body>
14 <p>Ctrl+Scroll or press ctrl + ++ to resize the window</p>
15 </body>
16 </html>
17

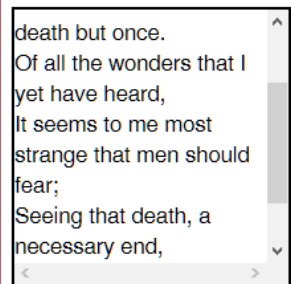
```

You resized your window

```

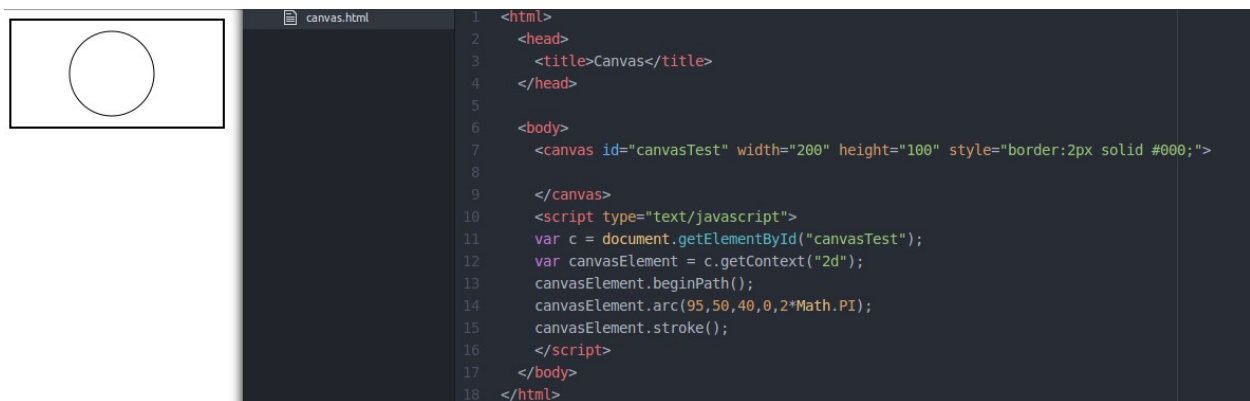
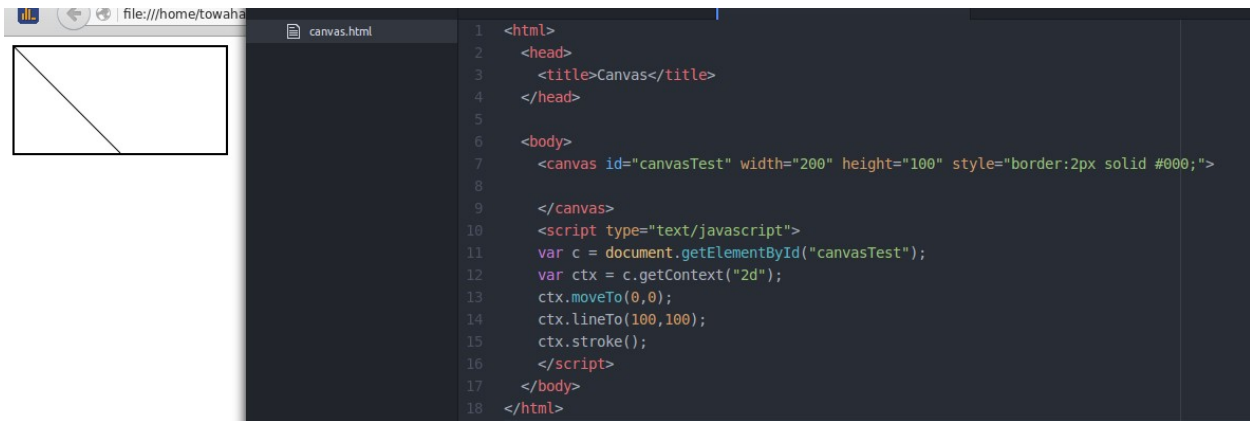
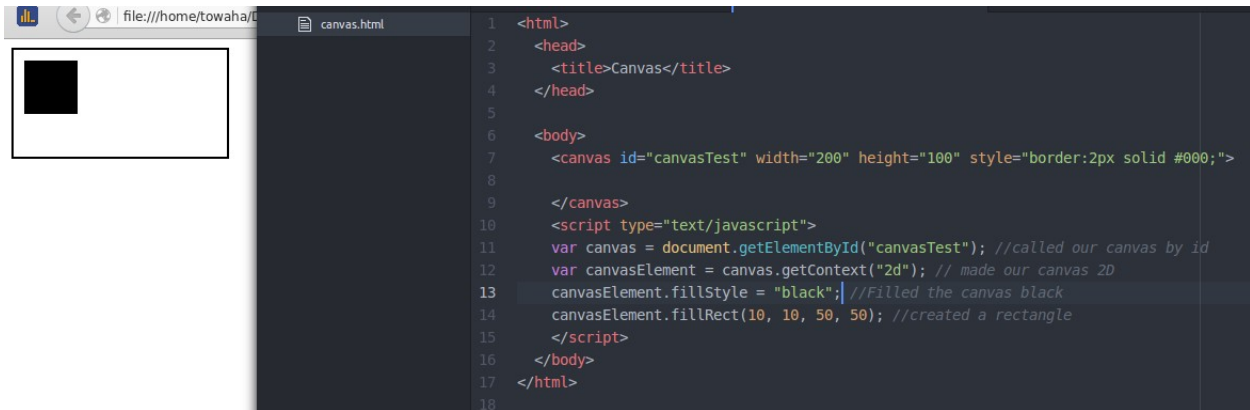
1 <html>
2 <head>
3 <script src="jquery.js"></script>
4 <script>
5   $(document).ready(function(){
6     $("div").scroll(function(){
7       $("span").text("You are scrolling!");
8     });
9   });
10 </script>
11 </head>
12 <body>
13 <div style="border:2px solid black;width:200px;height:200px;overflow:scroll;">
14   Cowards die many times before their deaths;<br>
15   The valiant never taste of death but once.<br>
16   Of all the wonders that I yet have heard,<br>
17   It seems to me most strange that men should fear;<br>
18   Seeing that death, a necessary end,<br>
19   Will come when it will come.<br>
20 </div>
21 <span></span>
22 </body>
23 </html>

```



You are scrolling!

Chapter 7: Introducing the Canvas





```
1 <html>
2 <head>
3   <title>Canvas</title>
4 </head>
5
6 <body>
7   <canvas id="canvasTest" width="200" height="100" style="border:2px solid #000;">
8
9   </canvas>
10  <script type="text/javascript">
11    var c = document.getElementById("canvasTest");
12    var canvasElement = c.getContext("2d");
13    // Create the gradient
14    var gradient = canvasElement.createLinearGradient(0,0,100,0);
15    gradient.addColorStop(0,"blue");
16    gradient.addColorStop(1,"white");
17    // Fill with gradient
18    canvasElement.fillStyle = gradient;
19    canvasElement.fillRect(10,10,150,80);
20  </script>
21 </body>
22 </html>
```

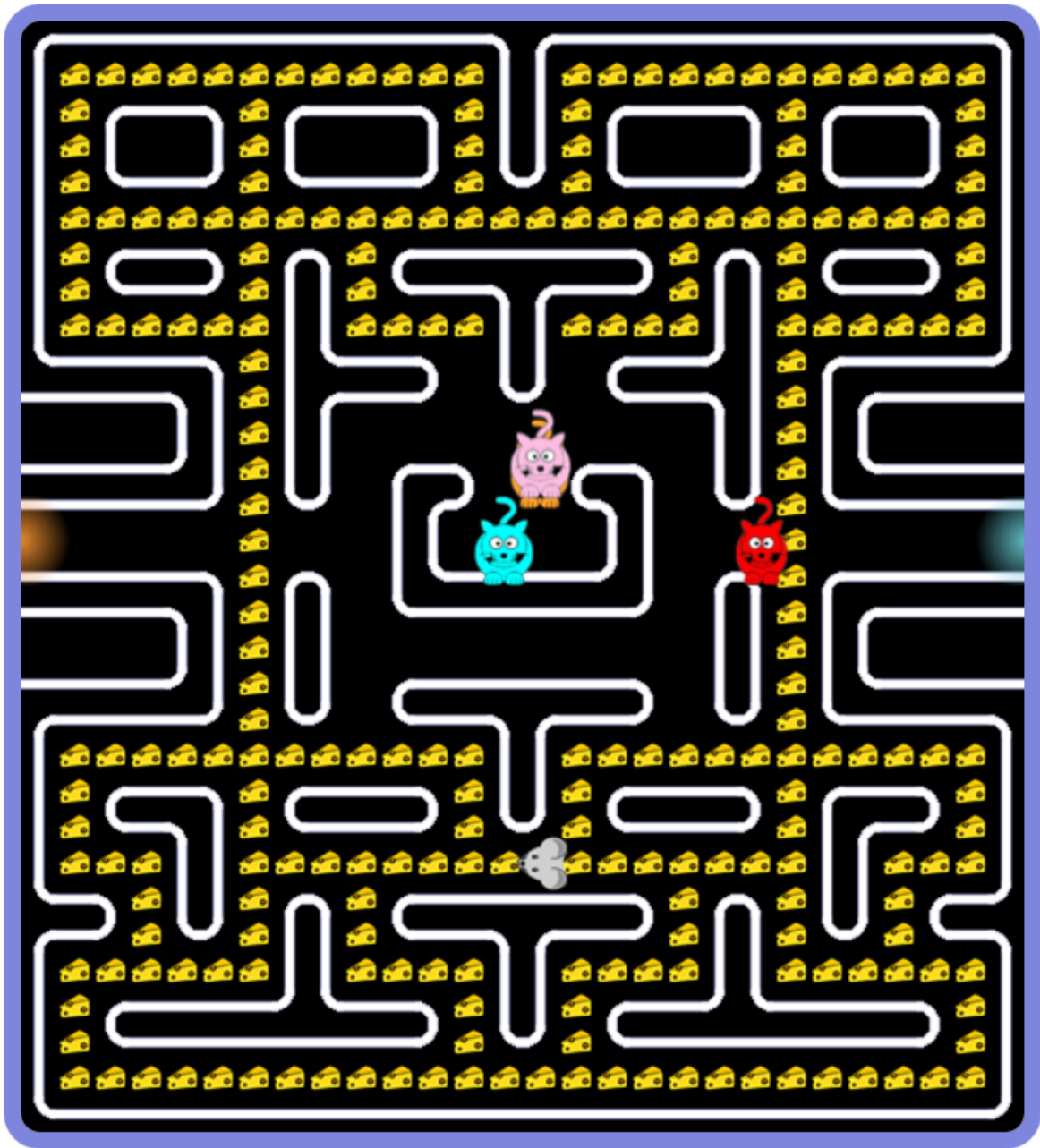


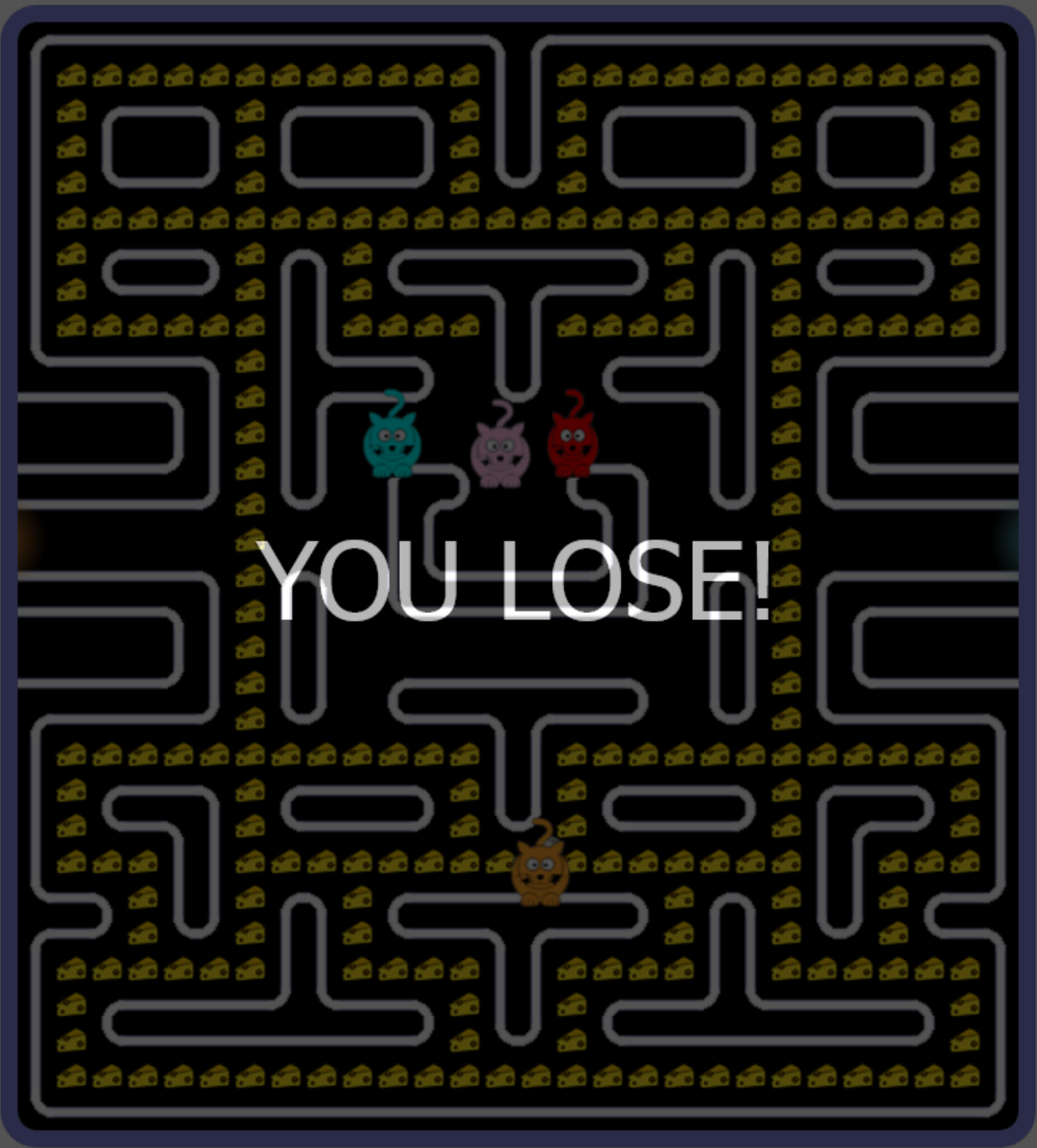
Chapter 8: Building Rat-man!



- img
 - monsters
 - blinky
 - down
 - 0.png
 - left
 - 0.png
 - right
 - 0.png
 - up
 - 0.png
 - clyde
 - down
 - 0.png
 - left
 - 0.png
 - right
 - 0.png
 - up
 - 0.png
 - inky
 - down
 - 0.png
 - left
 - 0.png
 - right
 - 0.png
 - up
 - 0.png
 - pinky
 - down
 - 0.png
 - left
 - 0.png
 - right
 - 0.png
 - up
 - 0.png

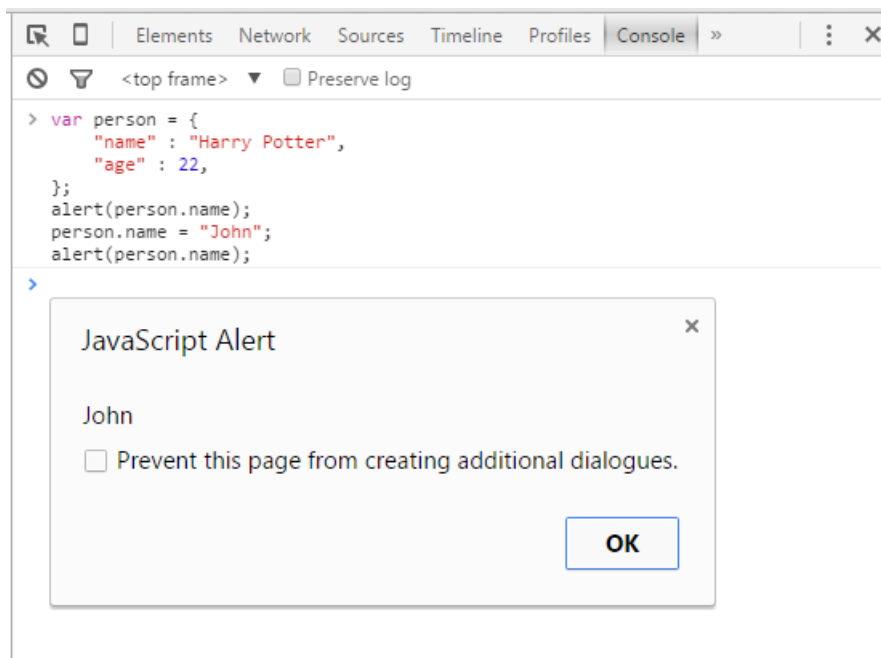
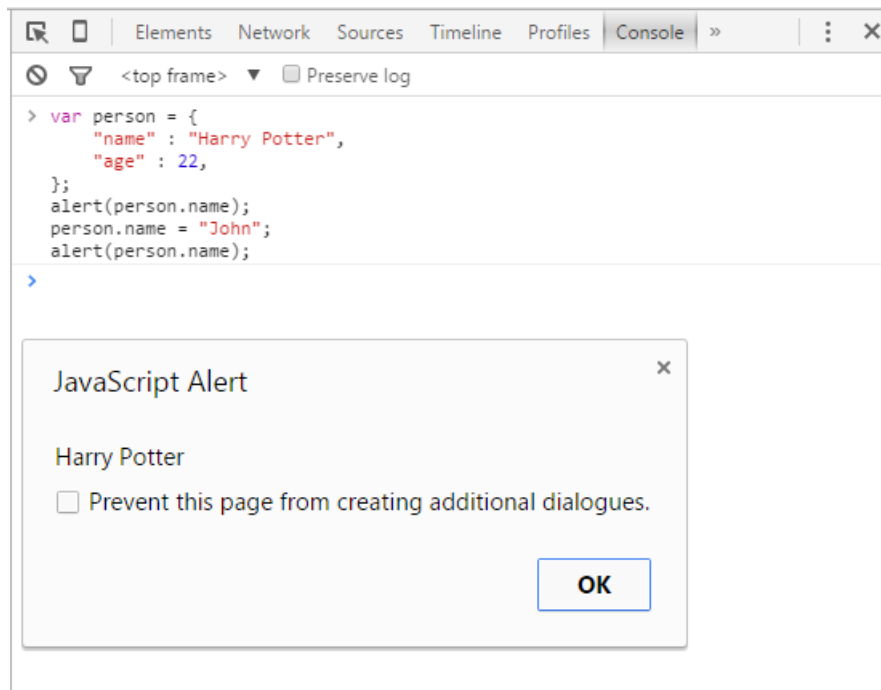
- player
 - down
 - 0.png
 - 1.png
 - left
 - 0.png
 - 1.png
 - right
 - 0.png
 - 1.png
 - up
 - 0.png
 - 1.png
 - 2.png
 - portal
 - 0.png
 - 1.png
 - walls
 - 0.png
 - 1.png
 - 2.png
 - 3.png
 - 4.png
 - 5.png
 - blank.png
 - dot.png







Chapter 9: Tidying up Your Code Using OOP



JavaScript Alert

Harry Potter

Prevent this page from creating additional dialogues.

OK

```
<top frame> Preserve log
> var person = function () {
  var Name = "Harry Potter";
  var reg = new RegExp(/\d+/);
  return {
    "setName" : function (newValue) {
      if( reg.test(newValue) ) {
        alert("Invalid Name");
      }
      else {
        Name = newValue;
      }
    },
    "getName" : function () {
      return Name;
    }
  };
}();

alert(person.getName()); // Harry potter
person.setName( "John" );
alert(person.getName()); // John
person.setName( 42 ); // Invalid Name; the name is not changed.
person.Name = 42; // Doesn't affect the private Name variable.
alert(person.getName()); // John is printed again.
```

JavaScript Alert

John

Prevent this page from creating additional dialogues.

OK

```
<top frame> Preserve log
> var person = function () {
  var Name = "Harry Potter";
  var reg = new RegExp(/\d+/);
  return {
    "setName" : function (newValue) {
      if( reg.test(newValue) ) {
        alert("Invalid Name");
      }
      else {
        Name = newValue;
      }
    },
    "getName" : function () {
      return Name;
    }
  };
}();

alert(person.getName()); // Harry potter
person.setName( "John" );
alert(person.getName()); // John
person.setName( 42 ); // Invalid Name; the name is not changed.
person.Name = 42; // Doesn't affect the private Name variable.
alert(person.getName()); // John is printed again.
```

JavaScript Alert

Invalid Name

Prevent this page from creating additional dialogues.

OK

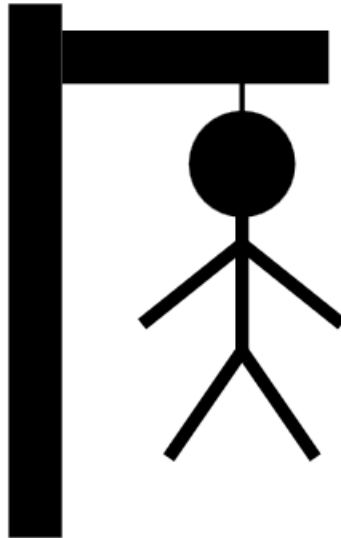
```
<top frame> Preserve log
> var person = function () {
  var Name = "Harry Potter";
  var reg = new RegExp(/\d+/);
  return {
    "setName" : function (newValue) {
      if( reg.test(newValue) ) {
        alert("Invalid Name");
      }
      else {
        Name = newValue;
      }
    },
    "getName" : function () {
      return Name;
    }
  };
}();

alert(person.getName()); // Harry potter
person.setName( "John" );
alert(person.getName()); // John
person.setName( 42 ); // Invalid Name; the name is not changed.
person.Name = 42; // Doesn't affect the private Name variable.
alert(person.getName()); // John is printed again.
```

```
> var person = function () {
  var Name = "Harry Potter";
  var reg = new RegExp(/\d+/);
  return {
    "setName" : function (newValue) {
      if( reg.test(newValue) ) {
        alert("Invalid Name");
      }
      else {
        Name = newValue;
      }
    },
    "getName" : function () {
      return Name;
    }
  };
}();

alert(person.getName()); // Harry potter
person.setName( "John" );
alert(person.getName()); // John
person.setName( 42 ); // Invalid Name; the name is not changed.
person.Name = 42; // Doesn't affect the private Name variable.
alert(person.getName()); // John is printed again.
```

Hangman



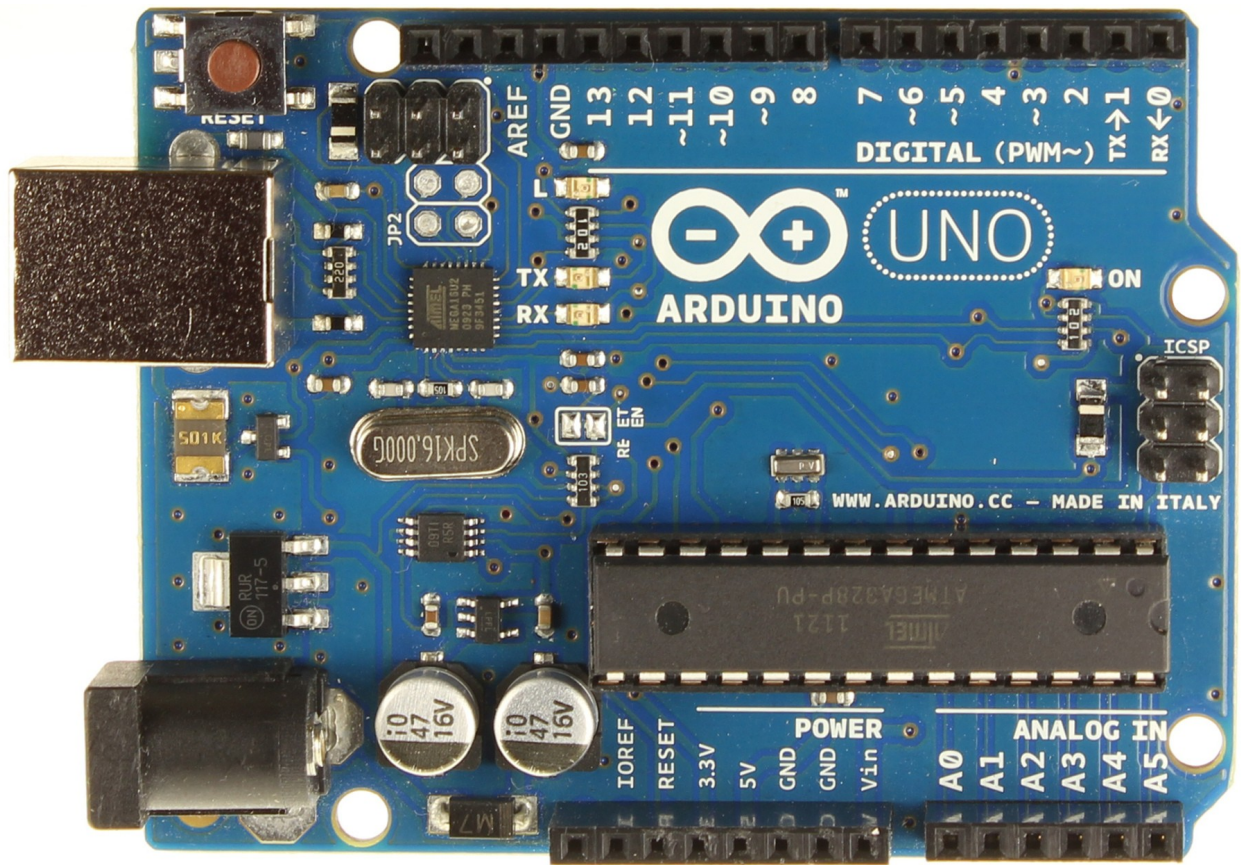
You Lose! :(

The secret word is javascript

Press F5 to replay

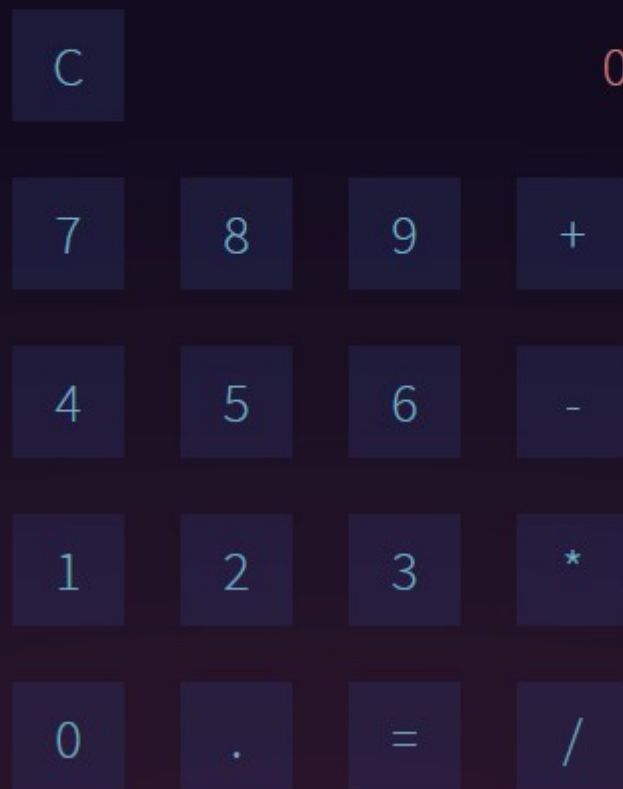
Please enter your secret word:

Chapter 10: Possibilities



JavaScript Calculator

Don't divide by zero





A square maze with red paths and dark walls. The maze is 25x25 units in size.

Width:

Height:

Path Width:

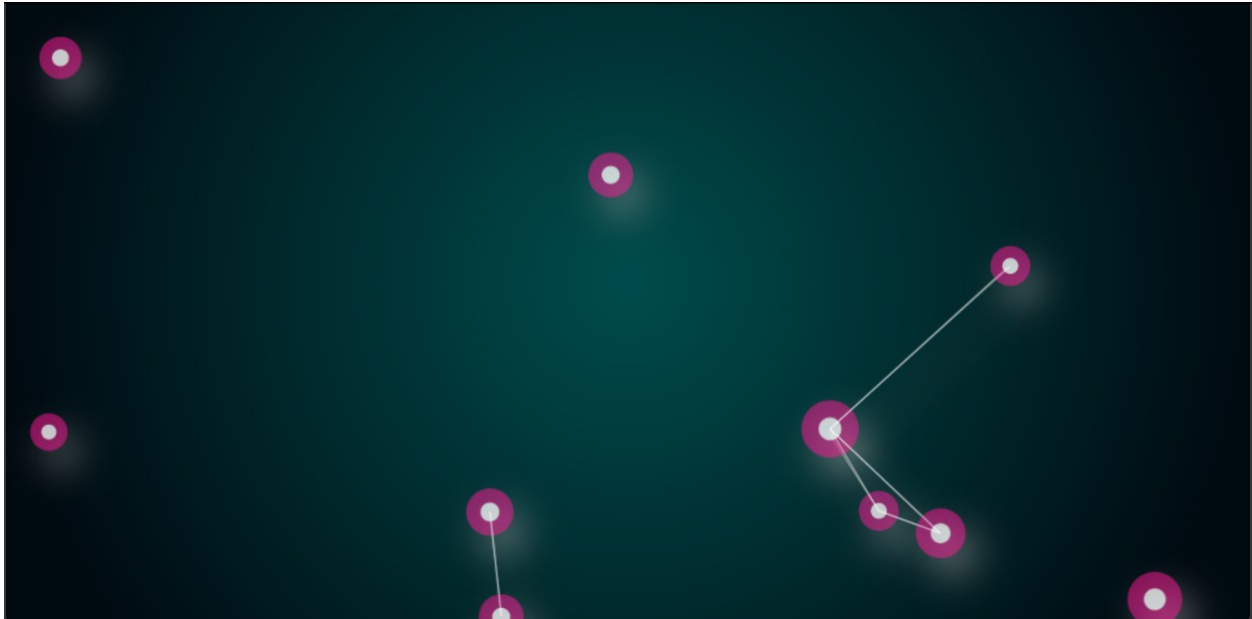
Wall Width:

Outer Width:

Path Color:

Wall Color:

Seed:

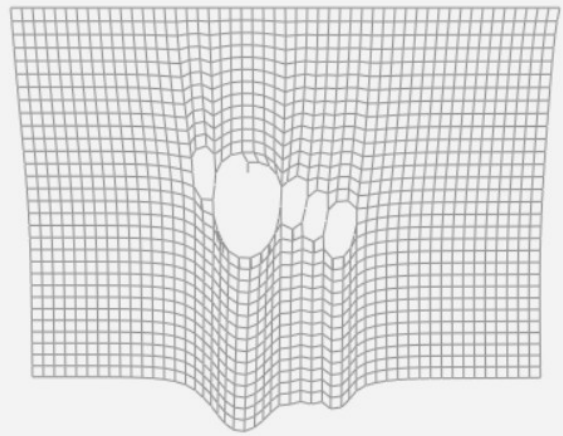


×

- Tear the cloth with your mouse.
- Right click and drag to cut the cloth

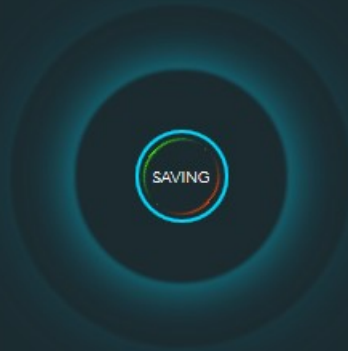
Question? Comment? Chat? [Talk to me on IRC!](#)
Pick a nickname, join and type "/msg diss hi"

[View on GitHub](#)



Click on the little doofy and it'll reset

and trigger the opposite event (3s delay)



CLICK ON MIDDLE TAB

