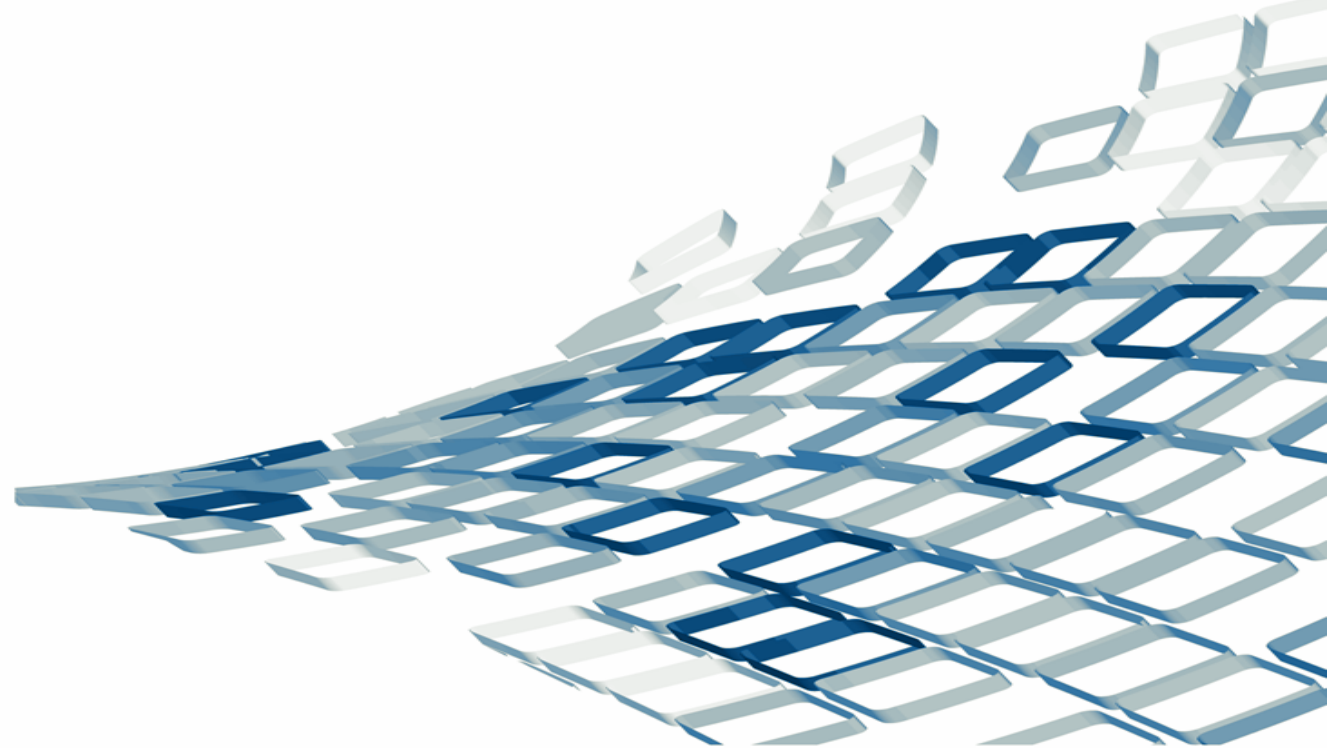Lesson 1:
Introduction to JavaScript

Objectives

- List key JavaScript characteristics, including object-based nature, events, platform-independence, and differences between scripting languages and programming languages

- Identify common programming concepts, including objects, properties and methods

- Describe various JavaScript versions and flavors, including ECMA standards, JScript and similarities with proprietary scripting languages

- Distinguish between server-side and client-side JavaScript applications, including JavaScript interpreters and rendering engines

- Describe acceptable coding practices, including appropriate use of comment tags and the *<noscript>* tag

Introduction to Scripting

- JavaScript
    - A scripting language for adding dynamic interactivity to Web pages
    - Generally used on the client side but can also be used on the server side
- Origins of JavaScript

JavaScript Characteristics

- JavaScript is a scripting language
- JavaScript is object-based, not object-oriented
- JavaScript is event-driven
- JavaScript is platform-independent
- JavaScript enables quick development
- JavaScript is relatively easy to learn

JavaScript and Common Programming Concepts

- Objects

- Properties

- Values

- Methods

JavaScript Flavors and Versions

- JavaScript vs. Java

- JavaScript, JScript and ECMA

- JavaScript vs. VBScript
  - Visual Basic and VBScript

- JavaScript versions

Server-Side vs. Client-Side Applications

- Server-side applications of JavaScript

- Client-side applications of JavaScript
  - Embedding JavaScript into X/HTML
  - The HTML 4.0 *type* attribute
  - The *language* attribute and deprecated code
  - Script versioning for your browser
  - External scripts
  - The *<noscript>* tag

Annotating Your Code with Comments

- Single-line comment indicator (//)

- Multiple-line comment indicator (/*...*/)

Summary

- ✓ List key JavaScript characteristics, including object-based nature, events, platform-independence, and differences between scripting languages and

- ✓ Identify common programming concepts, including objects, properties and methods

- ✓ Describe various JavaScript versions and flavors, including ECMA standards, JScript and similarities with proprietary scripting languages

- ✓ Distinguish between server-side and client-side JavaScript applications, including JavaScript interpreters and rendering engines

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Lesson 1 Quiz

- What is a scripting language?
  - A) Meta-language used to create other languages
  - B) Markup language used to format text and graphics on the web
  - C) Programming language used for procedural dialog-based functions
  - D) Interpreted language providing a subset of a full programming language

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- A key characteristic of JavaScript is that it is:
  - A) platform-dependent
  - B) object-oriented
  - C) event-driven
  - D) difficult to learn

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- Which task is an example of a client-side JavaScript application?
  - A) Sending a message to a Web page user
  - B) Saving client state in a multi-page process
  - C) Enabling a server-side image map
  - D) Connecting a Web page to a database

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- Which tag is used to embed JavaScript into an X/HTML document?
  - A) The X/HTML <language> tag
  - B) The JavaScript <script> tag
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- Which syntax indicates a multiple-line comment in JavaScript?
  - A) /*_*/
  - B) <!--_-->
  - C) //
  - D) //-->

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