



# SHOP WEEK 3

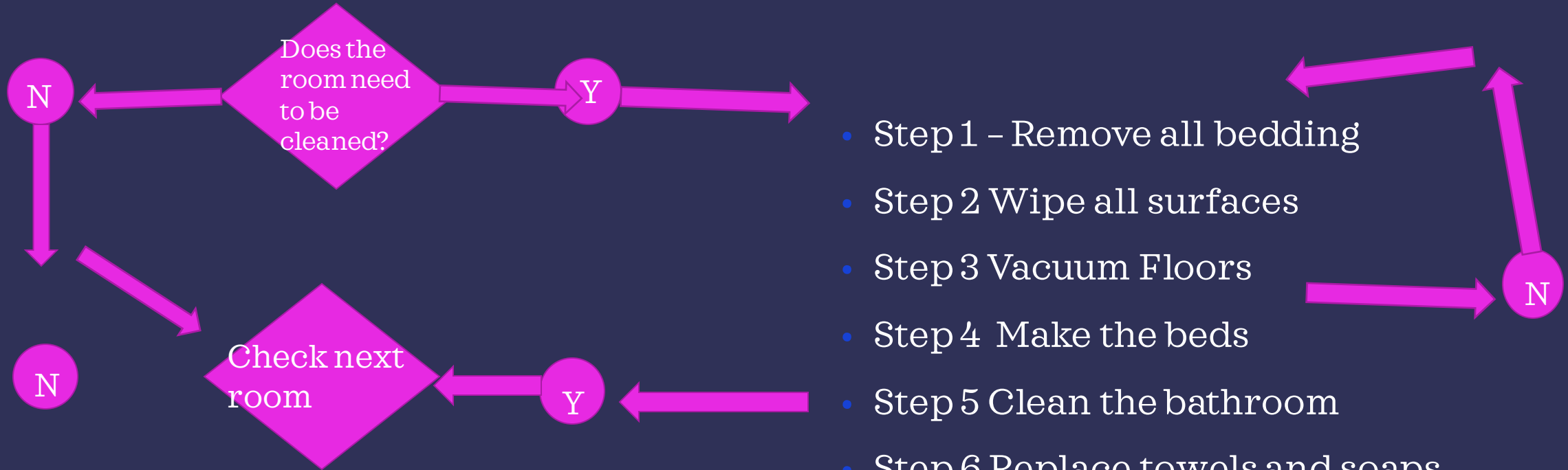
Monday morning JavaScript



# Some basic tips to remember

- When writing a script you are basically just writing a list of instructions
- Define the goal
- Design the script
- Write the code

# Designing a script- tasks- for a hotel cleaner.



- Step 1 - Remove all bedding
- Step 2 Wipe all surfaces
- Step 3 Vacuum Floors
- Step 4 Make the beds
- Step 5 Clean the bathroom
- Step 6 Replace towels and soaps
- Step 7 wash bathroom floor

# Events and Methods

- An event is a way a computer raising its hand and saying "Hey, this just happened"
- Like a click of the mouse!
- Methods typically represent how people (or other things) interact with an object in the real world.
- Basically a method can contain lots of instructions that together represent one task.

So if I compare this to a car. The brake would be an event and the fact that something happens (driver slows down) is the method. So- `changeSpeed()` method would increase or decrease the value of `currentSpeed` property

# Let's create a basic script that welcomes our viewer appropriately using JavaScript

Date Object

getHours() is  
the method

```
<script>
var today = new Date();
var hourNow = today.getHours();
var greeting;

if(hourNow > 18) {
    greeting = 'Good evening!';
} else if (hourNow > 12) {
    greeting = 'Good afternoon!';
} else if (hourNow > 0) {
    greeting = 'Good morning!';
} else {
    greeting = 'Welcome!';
}
document.write('<h3>' + greeting + '</h3>');

</script>
```

Add this to your  
portfolio!

# Syntax is like the grammar for programming

document is the object

write() is the method and  
'good afternoon' is the  
parameters

```
document.write('Good afternoon');
```