

// Document structure: HTML and CSS

```
<!DOCTYPE html>
<html>
  <head>
    <title>Program title</title>
    <meta name="author" content="your name">
    <meta charset="UTF-8">

    <!-- Program description
         Created:  -date-
    -->

    <style>
      /* CSS style info in here */
      h1 {
        /* applies to <h1></h1> */
        font-family: 'Arial';
        color: Red;
        text-size: 16px;
      }

      #outputId {
        /* applies to id="outputId" */
        font-weight: bold;
        font-style: italic;
        width: 700px;
      }

      .cloudClass {
        /* applies to class="cloudClass" */
        position: absolute;
        top: 15px;
        left: 15px;
      }
    </style>
  </head>

  <body>
    <!-- HTML user interface in here -->
    <h1>Heading text</h1>
    <p>
       <br> <!-- an image -->
      <strong>Image created by: </strong> <!-- bold text -->
      <a href="linkToPage.html">Link to page</a> <!-- link -->
    </p>

    <p>
      Input a name: <!-- creates an input line -->
      <input id="inputId" type="text" size="5">

      <button id="buttonId">
        Click me! <!-- a clickable button -->
      </button><br>

      Results: <span id="outputId"></span> <!-- output here -->
    </p>

    <ul>
      <!-- unordered list, or <ol> for ordered -->
      <li>Item #1</li> <!-- list item -->
      <li>Item #2</li>
    </ul>

    <table id="tableId">
      <!-- make a table -->
      <tr>
        <!-- new table row -->
        <th>Heading one</th> <!-- new table data cell -->
        <th>Heading two</th>
      </tr>

      <tr>
        <td>Table data one</td>
        <td>Table data two</td>
      </tr>
    </table>

    <script>
      <!-- Javascript in here -->
    </script>
  </body>
</html>
```

// Program structure

```
<script>
  function mainProcedure() {
    // basic function pipeline
    var input =getInput();
    var result =processInput( input );
    outputResult( result );

    // basic function pipeline with object constructors
    var myObject =new ObjectConstructor( "this", "that" );
    var theList =myObject.makeTheCharacteristicList();
    myObject.outputTheList( theList );
  }

  function getInput () { //INPUT: get the input from id="inputId"
    var input =document.querySelector( '#inputId' ).value;
    return input;
  }

  function processInput ( input ) { //PROCESS: format the result into HTML
    var result ="";
    result += "The result is: " + input;
    return result;
  }

  function outputResult ( result ) { //OUTPUT: put the result into #outputId
    document.querySelector( '#outputId' ).innerHTML +=result;
  }

  function ObjectConstructor ( firstCharacteristic, secondCharacteristic ) {
    //INIT: set up the internal variables for this object
    this.characteristicOne=firstCharacteristic;
    this.characteristicTwo=secondCharacteristic;

    this.makeTheCharacteristicList =function () { //PROCESS: make list
      var output ="List of characteristics: "
      + this.characteristicOne
      + ", "
      + this.characteristicTwo

      return output;
    }

    this.outputTheList =function ( output ) { //OUTPUT: output list
      document.querySelector( '#outputId' ).innerHTML +=output;
    }
  }
}
</script>
```

// INIT: and variables

```
<script
  src="https://ajax.googleapis.com/ajax/libs/jquery/3.1.1/jquery.min.js">
</script>

<script>
  var stringVar =""; // define as an empty string
  var numberVar =0; // define as an empty number

  var exampleArr =[]; // define as an empty array
  var example2Arr =[ 1, 2, 3, 4 ];
  var nameArr ="Will, Rasim, Nick, Steve".split( ", " );

  var studentObj ={}; // define as an empty object
  studentObj.firstName ="Tayvon";
  studentObj[ "lastName" ] ="West";

  var teacherObj={
    firstName ="Dave",
    lastName ="Drapak",
    age =47
  };
</script>
```

// INPUT:

```
<script>
  window.onkeydown = function ( keyEvent ) {
    var unicodeNumber =keyEvent.which || keyEvent.keyCode;
    mainProcedure( unicodeNumber );
  }

  //INPUT: read from the input line at #inputId
  var input =document.querySelector( '#inputId' ).value;

  var rightNow =new Date();

  document.body.onload =mainProcedure;
  document.querySelector( '#buttonId' ).onclick =mainProcedure;
  document.querySelector( '#inputId' ).onchange =mainProcedure;
  document.querySelector( '#imageId' ).onmouseover =mainProcedure;
  document.querySelector( '#imageId' ).onmouseout =mainProcedure;
</script>
```

// PROCESS:

```
var twoToThePowerOfSix = Math.pow( 2, 6 );
var valueOfPi = Math.PI;
var squareRootOfFour = Math.sqrt( 4 );
var biggestNumberOfTheList = Math.max( 4, 6, 8 );
var smallestNumberOfTheList = Math.min( 4, 6, 8 );
var getTheFirstNumberInTheString = parseInt( "47 years old" );

var roundNormally = Math.round();
var roundDownToNearestInteger = Math.floor();
var roundUpToNearestInteger = Math.ceil();

var randomDecimalFromZeroToOne = Math.random();
var dieRoll = Math.ceil( Math.random() *6 ); // die roll from 1 to 6

var joinedString = "Hello" + " " + "world!";

var primaryColourArr = "Cyan, Yellow, Magenta".split( ", " );
var secondaryColourArr = [ "Green", "Orange", "Purple" ];
var secondaryListString = secondaryColourArr.join( ", " );
```

```
// remember to use var rightNow = new Date() in the input function
var dateOfTheMonth = rightNow.getDate(); // 1-31
var dayOfTheWeek = rightNow.getDay(); // 0-6
var year = rightNow.getFullYear();
var month = rightNow.getMonth(); // 0-11
var hour = rightNow.getHours(); // 0-23
var minutes = rightNow.getMinutes(); // 0-59
var seconds = rightNow.getSeconds(); // 0-59
```

```
for ( i in exampleArr ) {
  // loop through each index of exampleArr
}

for ( count=1; count <= 10; count = count +1 ) {
  // loop starting at 1, stopping at 10, and adding 1 at the end of each loop
}

//IF: the name typed in is "Ben"
if ( inputName == 'Ben' ) {
  // do something

//IF: the name typed in is 'Zoe'
} else if ( inputName == 'Zoe' ) {
  // do something else

//ELSE: for every other name...
} else {
  // do something by default
}
```

// OUTPUT:

```
<script src="https://ajax.googleapis.com/ajax/libs/jquery/3.1.1/jquery.min.js">
</script>

<script>
  // put Hi! Inside the element with id="outputId"
  document.querySelector( ' #outputId' ).innerHTML = "Hi!";

  document.querySelector( ' #outputId' ).style.fontSize = 14 + "px";
  document.querySelector( ' #outputId' ).style.color = "Red";

  document.querySelector( ' #outputId' ).style.width = 100 + "px";
  document.querySelector( ' #outputId' ).style.position = "absolute";
  document.querySelector( ' #outputId' ).style.top = 50 + "px";
  document.querySelector( ' #outputId' ).style.left = 35 + "px";

  document.querySelector( ' #outputId' ).style.visibility = "hidden";
  document.querySelector( ' #outputId' ).style.opacity = 0.5;

  document.querySelector( ' #imageId' ).src = "newimage.png";

  // remember to load the jQuery library (look up) in order to use animation
  // also remember to set #animationId to "position: absolute;"

  $( "#animationId" ).animate(
    {width: 50 + "px",
     duration: 400}
  );
  $( "#animationId" ).animate(
    {top: "+=50px", right: "-=50px" },
    {duration: fast,
     easing: swing}
  );
  $( "#animationId" ).animate(
    {left: "+=50px"},
    {duration: slow,
     easing: linear,
     complete: functionToCallWhenAnimationsIsFinished() }
  );
</script>
```

// Good programming style

Start each program with:
Your name
A description of the program
The date created,
Dates modified and an explanation of daily changes

Make sure that you have a descriptive comment for every function & method

Make sure that you have a descriptive comment for every if statement and loop

Use descriptive, full language names for functions and variables

Use **camelCaseLettering** for variables and functions

Use **UpperCaseFirst** for object constructors

Avoid lines that scroll off the screen (longer than 95 characters)

If a function or method is longer than 20 lines, make a sub-function for legibility

Indent your code with every block

Organize your code into: **INIT:** → **main** → **INPUT:** → **PROCESS:** → **OUTPUT:**

Organize your object constructors into: **INIT:** → **INPUT:** → **PROCESS:** → **OUTPUT:**

Separate your HTML clearly into <head> (<meta>/<script>/<style>) and <body>