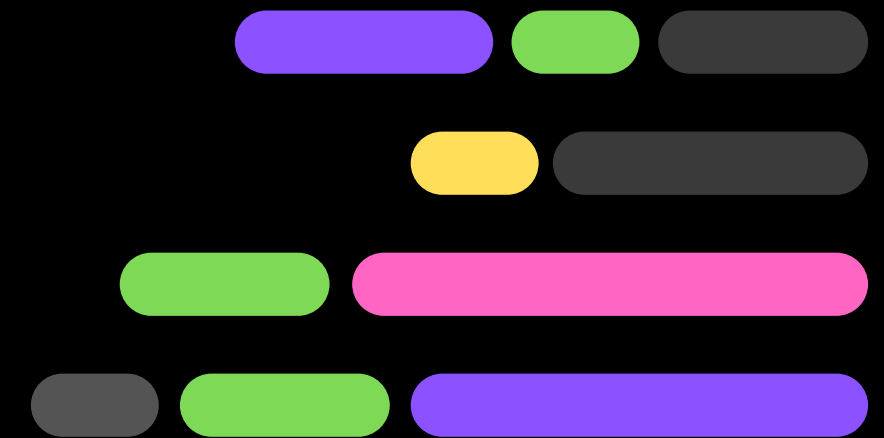
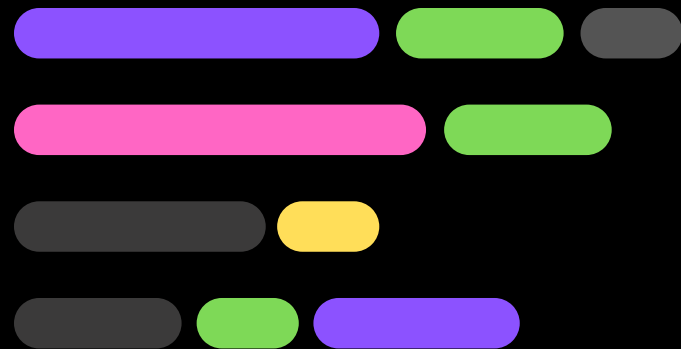




INTRODUCTION TO

{ WEB DEVELOPMENT }

DAY FOUR



CODE ALONG - BOUNCING ANIMATION

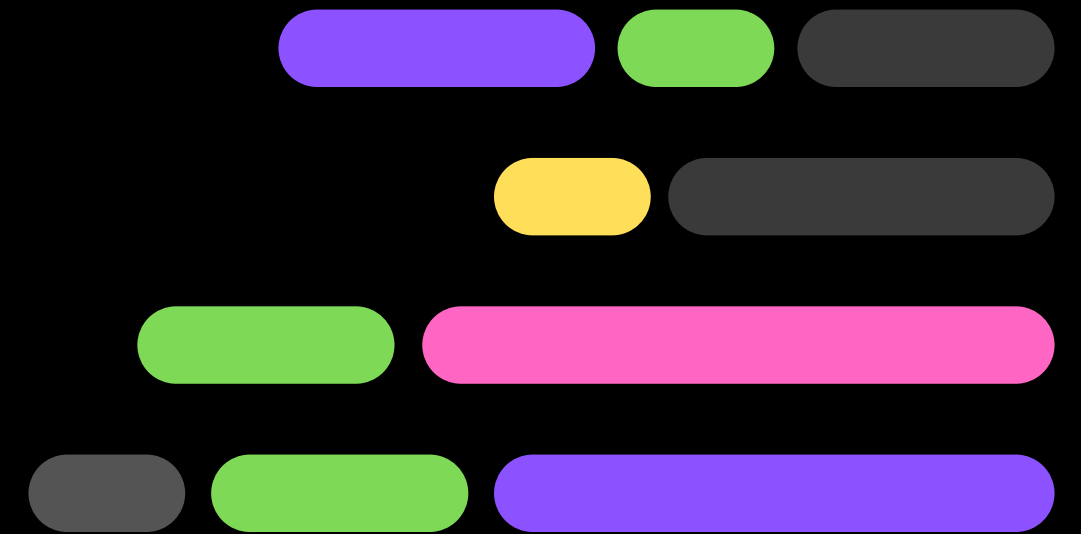


02

CREATING A USER

CONTROLLED

PLAYER

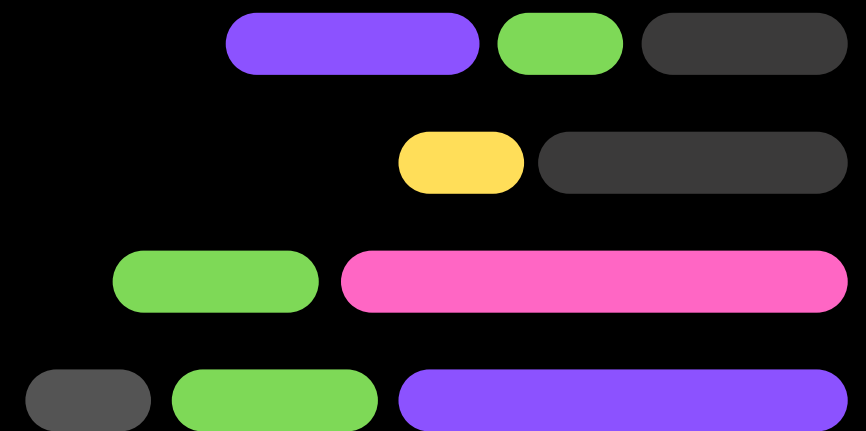


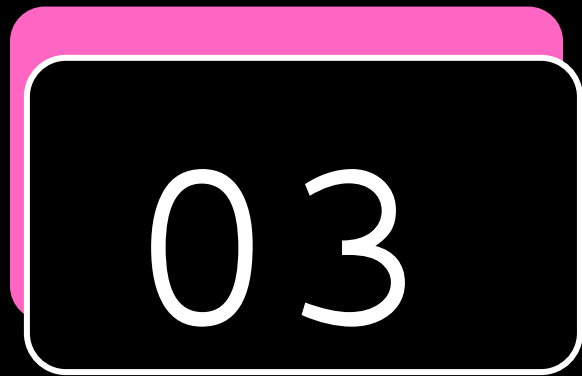


CHALLENGE - CONFINE PLAYER

Using if statements, confine the player from the previous code-along to the screen. The player should not be able to exit the screen from any side. It should:

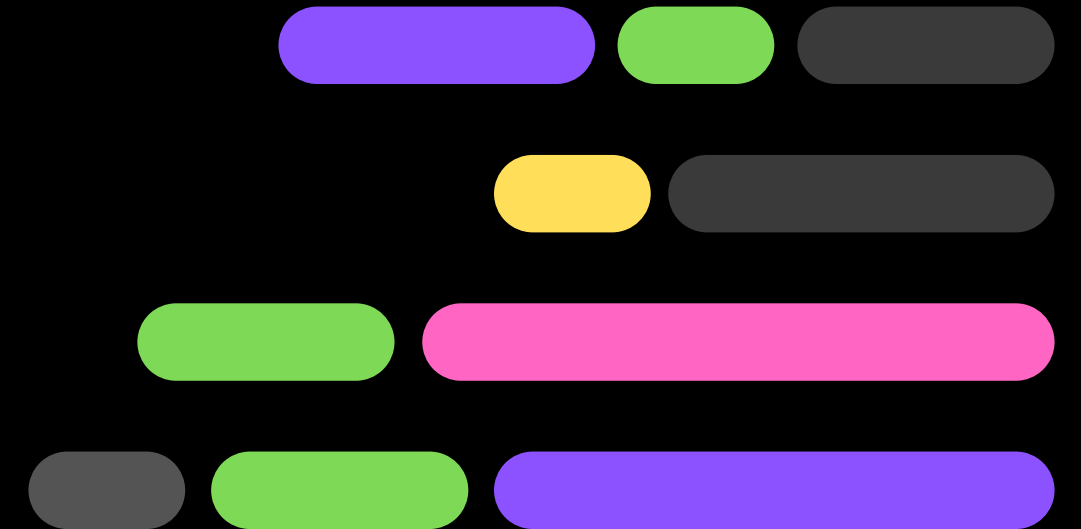
- Account for the height and width of the player
- Stop the player when they reach the top, bottom, left, or right edge of the screen
 - Hint: the appropriate direction variable should be set to 0 when it hits the edge





What Now?

The best way to learn to code is to practice! Here are some ways you can build on the concepts that we learnt in this workshop.





Web Design (HTML and CSS)

If you want to improve your web design skills:

- Watch youtube videos!
 - Responsive Website Code Along - Kevin Powell
 - This series is great to get a feel for the process of building a web page from start to finish, and it includes a ton of really useful and interesting concepts
- Build Frontend Mentor Projects
 - Frontend Mentor Challenges
 - Start with the simplest ones and work your way up. Google things whenever you get stuck and look at other peoples solutions to improve your own!



JavaScript

If you want to improve your JavaScript skills:

- Follow Game Tutorials
 - Flappy Bird, Whack-a-mole, Minesweeper
- Try building your own projects
 - Calculator, Mad Libs, Coin flip simulator, To Do list, etc
 - Once you come up with an idea, plan out your IPO algorithm and figure out how you are going to get the necessary input from the user, what you need to do with it, and how you are going to output to the page, then go for it! Whenever you get stuck, look it up! There are tons of resources online and threads on Stack Overflow to help you come up with solutions.



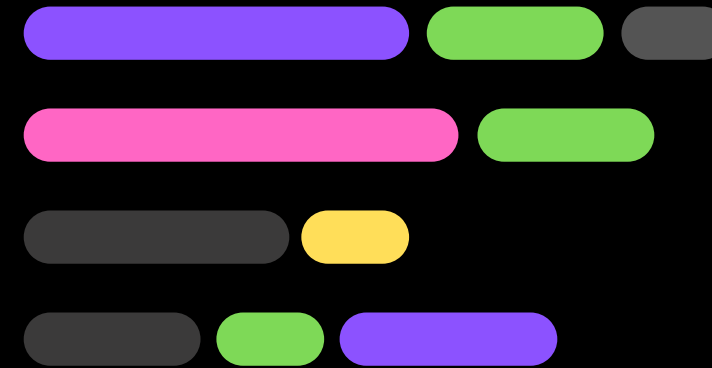
REMEMBER:

- Practice, practice, practice! Just like a spoken language, you will need to be exposed to the coding languages you're learning and practice them to get better
- Plan out the steps your code needs to take before you start writing lines of code
- Write comments and keep organized code
- Test as you go
- Troubleshooting is part of the process - I have never made a program without something going wrong at some point
 - Check your console for errors!



04

RESOURCES



HTML + CSS

- [W3 Schools- HTML](#)
- [MDN- HTML](#)
- [W3 Schools- CSS](#)
- [Frontend Mentor- Challenges](#)
- [Kevin Powell- Youtube](#)
- [Google Fonts](#)

JAVASCRIPT

- [MDN- JavaScript](#)
- [W3 Schools- JavaScript](#)
- [The Modern JavaScript Tutorial](#)

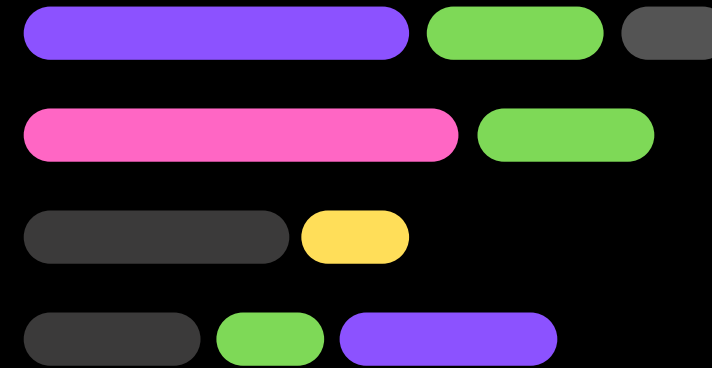
TUTORIALS

- [Rock Paper Scissors](#)
- [Minesweeper](#)
- [Whack-a-mole](#)
- [Responsive Product Preview Card Component](#)



05

Exit Survey



Please fill out the exit survey in the Google Classroom.
It's completely anonymous!



Thank You for Coming!

If you have questions, feel free to reach me at
kaydencerieh1@gmail.com

