

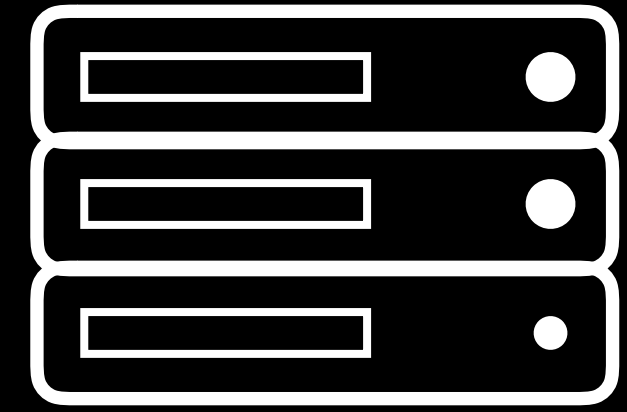
CS50 Beyond

Agenda

- JavaScript
 - DOM Manipulation
 - ES6
 - Functional Programming

JavaScript

Server



Client



JavaScript on a Web Page

```
<script>  
    alert('Hello, world!');  
</script>
```

Functions

```
function hello() {  
    alert('Hello, world!');  
}
```

Events

- `onclick`
- `onmouseover`
- `onkeydown`
- `onkeyup`
- `onload`
- `onblur`
- ...

querySelector

- `document.querySelector('tag')`
- `document.querySelector('#id')`
- `document.querySelector('.class')`

Variables

- `const`
- `let`
- `var`

Arrow Functions

```
() => {  
  alert('Hello, world!');  
}
```

Arrow Functions

```
x => {  
    alert(x);  
}
```

Arrow Functions

`x => x * 2`

Local Storage

- `localStorage.getItem(key)`
- `localStorage.setItem(key)`

Project

- Quiz Application.
- Implement:
 - When an answer is guessed, increment the score if the answer is correct.
 - Move to the next question after an answer is selected.
 - When the game is over, show a game over screen and display the final score.

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