

ANNOUNCEMENTS

- ❖ No posting of code in the forum
- ❖ Check class announcements daily

ADDITIONAL TOOLS FOR DEBUGGING

- ❖ Komodo Edit Extension
 - ❖ <http://community.activestate.com/xpi/kojslint>
 - ❖ To install
 - ❖ Download the kojslint-2.5-ko.xpi file
 - ❖ In komodo open the previous file like a regular file (File→Open→File...) and this will install it
- ❖ JSHint
 - ❖ <http://www.jshint.com/>
- ❖ Let's see how to use the above tools

ASSIGNMENT OPERATORS

- ❖ You can rewrite **$x = x + 3;$** as **$x += 3;$**
- ❖ Here is a list of assignment operators
 - ❖ $+=$
 - ❖ $*=$
 - ❖ $-=$
 - ❖ $/=$
 - ❖ $\%=$

DECIMAL PRECISION

- ❖ toFixed → set precision after decimal point
 - ❖ It rounds
- ❖ toPrecision → overall precision
- ❖ **Example:** decimalPrecision.html

CLEAR PROPERTY

- ❖ An element that follows a floated element will be placed next to the floated element if possible
- ❖ If you want an element to sit below (and not next to it) then use the clear property on the element
- ❖ You can set the clear property to left, right, both
 - ❖ Implies elements “sits below” elements floated on left, right or both
- ❖ **Example:** float.html

PAGE LAYOUTS

❖ 1-Column

- ❖ Use % to make column width flexible

- ❖ **Example:**

- ❖ oneColumnPageLayout.html, oneColumnPageLayout.css

❖ 2-Column

- ❖ When designing your pages it will help you to set borders
- ❖ Notice how block elements (e.g., div) float around each other
- ❖ **Example:** twoColumnPageLayout.html,twoColumnPageLayout.css

❖ 3-Column

- ❖ Define the width of columns using %
- ❖ The total percentage should add to a 100
- ❖ Make each column float to left
- ❖ **Example:** threeColumnPageLayout.html, threeColumnPageLayout.css

CODING EXAMPLE (CASHIER)

- ❖ Last time we wrote pseudocode for the following program
- ❖ Program that reads items and computes a total. The program will stop reading items when “quit” is entered
 - ❖ Items: milk → \$1.0, paper → \$3.0, water → \$2.0, other → 1.0
 - ❖ At the end, we also print the total of each item bought
- ❖ Let's implement this code
 - ❖ Possible additions to this program:
 - ❖ Computing a receipt