Introduction to Java Script Coding—One Week Mini Course

Teacher: Dave Ingram
Email: david.ingram@sd71.bc.ca
Website: http://daveingram.ca

Course Description

This mini course is designed to give students an introduction to the programming language JavaScript. Basic concepts covered include creating simple 3D shapes, putting them together, and then using code to control them.

Requirements

- Computer lab capable of running the Google Chrome browser
- Ability to save work to a .txt file
- Approximately 5 hours of class time
- Patience to troubleshoot code ☺

Lesson One – (approximately 2-3 hours)

Opening the ICE Code Editor

- The ICE Code editor is located at **http://gamingjs.com/ice**
- Make sure to use Google Chrome to open the editor, it **doesn't work in Internet Explorer**
- Create a new project, select the **3D Starter project** template and give your project a name

Create a Basic Shape—A Ball

- In the new project you've created, look for the line that says
  //*****START CODING ON THE NEXT LINE******
  (it's about line 19)
- Enter the code to build the shapes below that line. Each shape has four essential lines of code that define:

1.	its shape & size	var shape = new THREE.SphereGeometry(100);
2.	its cover	var cover = new THREE.MeshNormalMaterial();
3.	its name	var ball = new THREE.Mesh (shape, cover);
4.	its existence	scene.add(ball);

  Note the ";" at the end of each line.

- In addition, an object's position can be set using
  1. position (x, y, z)   ball.position.set (-250, 250, -250);