Girls Who Code
Day 3
“Don’t let others define you. You define yourself”
- Ginni Rometty
1.

Ginni Rometty

CEO of IBM
Ginni Rometty

- Got a Bachelor of Science with high honors at Northwestern University in CS and ECE
- Started working at IBM in 1981 in Detroit Michigan
- Became the CEO and President in 2012
- Reinvented IBM during the new era of blockchain, AI, and cloud computing
Objects and If Statements
Review of Variables

```javascript
var animal = "Bird";
```

```
var animal
```

```
"Bird"
```
Object

- Similar to variables but contain multiple values
- Each of those values describes some part of the larger object
Object

```javascript
var animal = {
    type: "Bird",
    name: "Birdy the Bird",
    color: "Red",
    numChildren: 0,
    canFly: true,
};
```
Changing the Object

```javascript
var animal = {
  type: "Bird",
  name: "Birdy the Bird",
  color: "red",
  numChildren: 0,
  canFly: true
};

What if the bird had a child? Then numChildren would be 1 instead of 0.
```
Changing the Object

Updating numChildren to be one

```javascript
var animal = {
  type: "Bird",
  name: "Birdy the Bird",
  color: "Red",
  numChildren: 0,
  canFly: true,
};

animal.numChildren = 1;
```
If Statement

- Do different things based on the condition

if animal is a bird
draw wings on the animal
otherwise
draw arms on the animal
If Statement

if animal is a bird
draw wings on the animal

otherwise else
draw arms on the animal
If Statement

Parentheses around boolean condition

if (animal is a bird)
    draw wings on the animal
else
    draw arms on the animal
If Statement

- Parentheses around boolean condition

```java
if (animal is a bird) {
    draw wings on the animal
} else
    draw arms on the animal
```

- Curly braces around what you want to do if the animal is a bird

Slides based off Suzie's
If Statement

Parentheses around boolean condition

if (animal is a bird) {
    draw wings on the animal
} else {
    draw arms on the animal
}

Same for else
If Statement

```java
if (animal.type == bird) {
    drawWings(animal);
} else {
    drawArms(animal);
}
```
Back to the boat:
https://tinyurl.com/summer-not-in-Ithaca
Day 3 Projects!

If/Else
- Bouncing Ball (bouncyBallGWC)
- Clickable button (GWCBbutton)
- Flash Card (GWC-flashcard)
- Not Microsoft Paint (GWC-paint)
- Calculator (GWC-calculator)
- Magic 8 Ball (GWC-magic8)

Animations
- Make It Rain (GWC-make-rain)
- Constellation Maker (GWC-constellation)

Objects
- Recipe Card (GWC-recipe-card)
- Movie Review (GWC-movie-review)
- Bookshelf (GWC-bookshelf)