


An abstract watercolor background featuring a mix of vibrant green and teal colors. The colors are blended and layered, creating a textured, painterly effect. There are some darker, more saturated areas and some lighter, more washed-out areas, giving it a sense of depth and movement. The overall composition is organic and artistic.

# Girls Who Code Day 3



**BINGO**



*“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

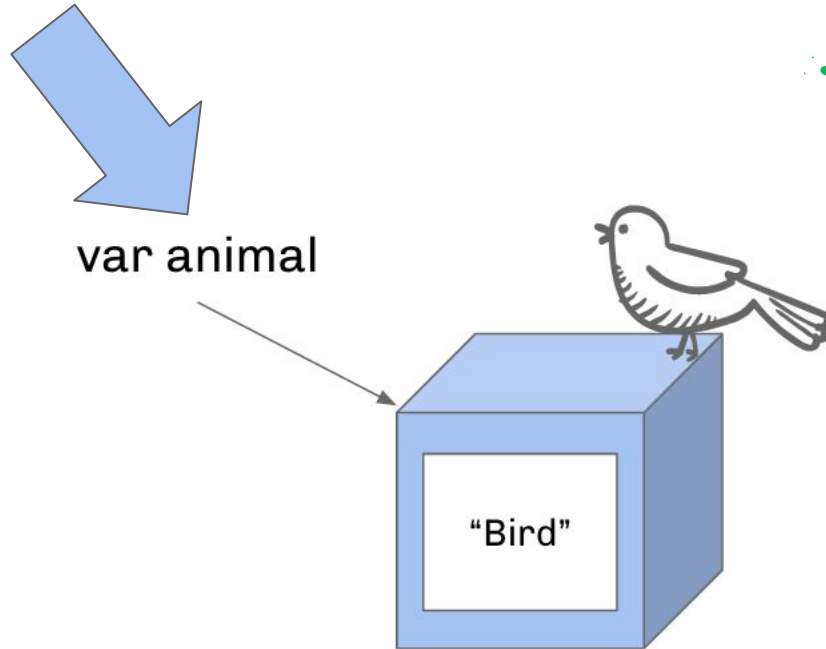




# Objects and If Statements

# Review of Variables

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

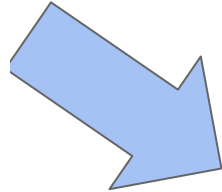


# Object

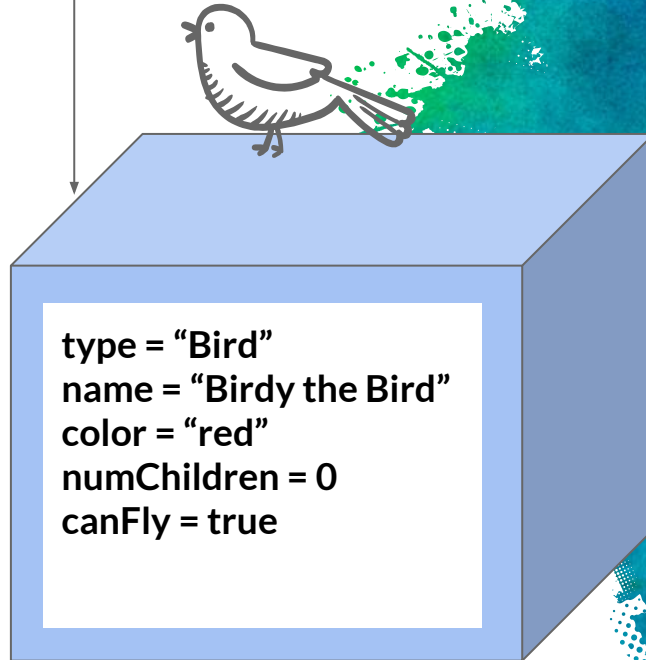
- Similar to variables but contain multiple values
- Each of those values describes some part of the larger object

# Object

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

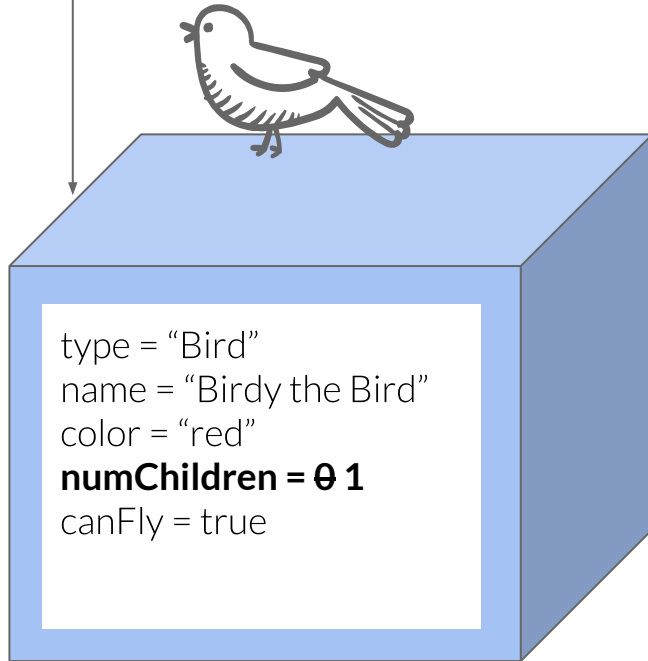


var animal



# Changing the Object

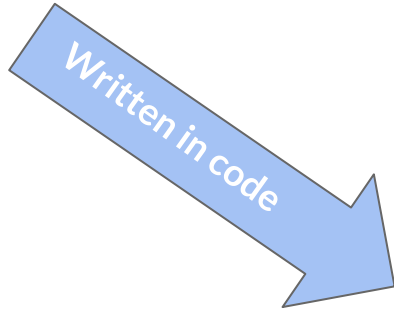
var animal



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

# Changing the Object

Updating numChildren to be one



```
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

```
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

# 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

```
if ( animal.type == bird ) {  
    drawWings( animal );  
} else  
    drawArms( animal );  
}
```



Back to the boat:  
[https://tinyurl.com/  
summer-not-in-Ithaca](https://tinyurl.com/summer-not-in-Ithaca)

# Day 3 Projects!

## If/Else

- × Bouncing Ball (bouncyBallGWC)
- × Clickable button (GWCbutton)
- × Flash Card (GWC-flashcard)
- × Not Microsoft Paint (GWC-paint)
- × Calculator (GWC-calculator)
- × Magic 8 Ball (GWC-magic8)

## Objects!

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

## Animations!

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