



# JavaScript

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.NET

*JavaScript (JS) programming language conforms to the ECMAScript specification. JavaScript is a high-level language that is just-in-time compiled, has curly-bracket syntax, dynamic typing, prototype-based object-orientation, and first-class functions.*

[HTTPS://EN.WIKIPEDIA.ORG/WIKI/JAVASCRIPT](https://en.wikipedia.org/wiki/JavaScript)

# Create Sample .HTML and .js docs

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Create a **.html** document and create the HTML template inside (use 'doc' shortcut).

This can be used to experiment with the examples in the presentation.

The **.js** file and the **.html** file should be in the same folder.

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-
width, initial-scale=1.0">
  <meta http-equiv="X-UA-Compatible" content="ie=edge">
  <title>JS Example Document</title>
</head>
<body>
  <script src="functions.js"></script>
</body>
</html>
```

# Debugging in Chrome

<https://javascript.info/debugging-chrome>

All modern browsers and most other environments support ***Debugging Tools***.

***Debugging Tools*** is a special UI in ***developer tools*** that makes debugging in the browser much easier. It allows you to trace the code step-by-step to see what is happening.

Chrome has many features and most other browsers have a similar process.

Follow this [tutorial](#) to learn how to debug in Chrome (or any other browser).





# JavaScript – Overview

<https://www.w3schools.com/js/default.asp>

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**JavaScript** was invented by Brendan Eich in 1995 and became an ECMA standard in 1997. **ECMAScript** is the official name of **JavaScript**.

It's one of the 3 languages all web developers learn:

1. **HTML** defines the content of web pages.
2. **CSS** specifies the layout of web pages.
3. **JavaScript** is for programming the behavior of web pages.

JS is well-known as the scripting language for web pages, but many desktop and server programs use JavaScript also. Node.js, jQuery, Angular, React, Vue and many others are examples of programs that use JS or are libraries of JS.



# Is there an official JS reference?

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Nope. We'll use these.

<https://developer.mozilla.org/en-US/docs/Web/JavaScript/Guide>

[The Modern JavaScript Tutorial](#)

<https://en.wikipedia.org/wiki/JavaScript>

<https://javascript.info/>

# JavaScript – Overview

<https://developer.mozilla.org/en-US/docs/Web/JavaScript>

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JavaScript (JS) is a prototype-based, multi-paradigm, single-threaded, dynamic, case-sensitive, interpreted (just-in-time compiled) programming language that supports object-oriented, imperative, and declarative (functional) programming styles.

JavaScript is separate from the Java programming language.

Although both "Java" and "JavaScript" are registered trademarks of Oracle, the two languages have different syntax, semantics, and uses.

# JS Versions

[https://www.w3schools.com/js/js\\_versions.asp](https://www.w3schools.com/js/js_versions.asp)

It is important to understand that *JavaScript* has changed over time and will continue to change in the future. The major additions to *EMCAScript* have been:

- EMCA3. **try/catch** handling, better string handling, and numeric output formatting were introduced.
- ES6. classes, **'let'** and **'const'**, iterators, and arrow functions.
- ES8. Async Functions.

Since ES7 it was decided to release a new version every year with iterative improvements.

## ECMAScript Editions

Ver	Official Name	Description
1	ECMAScript 1 (1997)	First Edition.
2	ECMAScript 2 (1998)	Editorial changes only.
3	ECMAScript 3 (1999)	Added Regular Expressions. Added try/catch.
4	ECMAScript 4	Never released.
5	ECMAScript 5 (2009) <a href="#">Read More: JS ES5</a>	Added "strict mode". Added JSON support. Added String.trim(). Added Array.isArray(). Added Array Iteration Methods.
5.1	ECMAScript 5.1 (2011)	Editorial changes.
6	ECMAScript 2015 <a href="#">Read More: JS ES6</a>	Added let and const. Added default parameter values. Added Array.find(). Added Array.findIndex().
7	ECMAScript 2016	Added exponential operator (**). Added Array.prototype.includes.
8	ECMAScript 2017	Added string padding. Added new Object properties. Added Async functions. Added Shared Memory.
9	ECMAScript 2018	Added rest / spread properties. Added Asynchronous iteration. Added Promise.finally(). Additions to RegExp.



# User Interaction in a browser – alert, prompt, confirm

<https://javascript.info/alert-prompt-confirm>

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The browser functions ***alert()***, ***prompt()*** and ***confirm()*** allow interaction with the user. You can get input from the user through a pop-up window to which you can print instructions, warnings, or get answers to a question.

alert(message)	prompt(title, [default])	confirm()
This shows a message and pauses script execution until the user presses “OK”.	Shows a <b><i>modal</i></b> window with a text message, an input field for the visitor, and the buttons OK/Cancel. Default is the initial value for the input field.	The function confirm shows a <b><i>modal</i></b> window with a question and two buttons: OK and Cancel.

# Declaring Variables (*var*, *let*, and *const*)

[https://developer.mozilla.org/en-US/docs/Learn/Getting\\_started\\_with\\_the\\_web/JavaScript\\_basics](https://developer.mozilla.org/en-US/docs/Learn/Getting_started_with_the_web/JavaScript_basics)

[https://developer.mozilla.org/en-US/docs/Learn/JavaScript/First\\_steps/Variables#The difference between var and let](https://developer.mozilla.org/en-US/docs/Learn/JavaScript/First_steps/Variables#The_difference_between_var_and_let)

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JS creates variables in three ways. '*let*', '*var*', and '*const*'

Originally, only *var* existed. The design of *var* can be confusing. With [hoisting](#), a variable can be initialized before being declared. You can also redeclare a variable multiple times with *var*.

*let* was created to fix issues with *var*.

Use *let* (rather than *var*) unless you need to support versions of IE below v11. *var* is function or globally scoped and *let* is block scoped.

With *const*, a variable can be declared that cannot be altered later. Otherwise, it's just like *let*.

```
1 | myName = 'Chris';
2 |
3 | function logName() {
4 |     console.log(myName);
5 | }
6 |
7 | logName();
8 |
9 | var myName;
```

```
1 | var myName = 'Chris';
2 | var myName = 'Bob';
```

# Variable Declaration Rules

<https://javascript.info/variables#a-variable>

- Variables objects with helper methods. [\(more\)](#)
- You don't have to declare variable types in JavaScript.
- Numbers don't need quotes, but strings and chars do.
- You can declare multiple variables in one line.
- camelCase is conventionally used for variables
- Variables cannot start with a number.
- Variables are case-sensitive.
- Conventionally, chars (0-9, a-z, A-Z) are used for variables.
- Don't use [JS keywords](#).
- Place `"use strict";` at the top of `.js` files to enforce newer conventions (like declaring a variable before defining it).
- Declare an unchanging variable with `const`.
- Use ALL CAPS for const variables known before compile-time.
- Use meaningful names for variables.
- JS is **dynamically typed**. This means a variable can be a string and then be a number and then be a float.

```
1 let user = 'John', age = 25, message = 'Hello';
```

```
1 const myBirthday = '18.04.1982';
```

```
1 "use strict";  
2  
3 num = 5; // error: num is not defined
```

```
1 const COLOR_RED = "#F00";
```

```
2 let message = "hello";  
3 message = 123456;
```

# Scope – Global, Function, Block

[https://www.w3schools.com/js/js\\_scope.asp](https://www.w3schools.com/js/js_scope.asp)

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**Block Scope:** `let` and `const` provide **Block Scope**.

**Block scope** means that variables declared inside a `{ }` block cannot be accessed from outside the block.

Variables declared with `var` do not have **block scope**. With `var`, variables declared inside a `{ }` block can be accessed from outside the block.

- **Function Scope:** Variables declared within a JavaScript function, become local to the function.
- **Global Scope:** A variable declared outside a function has **Global Scope**.

```
{  
  let x = 2;  
}  
// x can NOT be used here
```

```
{  
  var x = 2;  
}  
// x CAN be used here
```

# Primitive DataTypes

<https://javascript.info/types>

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Datatype	Example	Details
<a href="#">Number</a> (int)	let num = 10;	Operations include <b>*</b> , <b>/</b> , <b>+</b> , <b>-</b> , etc. Also includes <b>NaN</b> (not a number) and <b>infinity</b>
<a href="#">Number</a> (floating point)	let num1 = 7087.542	
<a href="#">BigInt</a>	123456789078901234567890n;	Represents any value $> -2^{53}$ or $< 2^{53}$ . Use <b>'n'</b> at the end of a <b>BigInt</b> .
<a href="#">String</a>	let str1 = "there"; let str2 = 'tiger'; let str3 = `Hey \${str1}, \${str2}`;	Surrounded by quotes. <b>'str'</b> , <b>"str"</b> , and <b>`str`</b> (backticks) are valid. Use <b>`str \${otherStr}`</b> for string <a href="#">interpolation</a> . JS has no <b>char</b> type.
<a href="#">Boolean</a>	let isBool = true; let isTrue = 2>1; <b>//an expression</b>	Only has 2 values.
<a href="#">null</a>	let age = null;	A special value which represents "nothing", "empty" or "value unknown". <b>null</b> is <u>not</u> a reference to an object.
<a href="#">undefined</a>	let x; <b>//x is undefined</b>	"value is not assigned".

# Object Data Type (and Misc.)

<https://javascript.info/types>

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Datatype	Example	Details
<a href="#">Object</a>	<pre>//use a constructor let john = new User(); //build a 1-time use object let user = {   name: "John",   age: 30 };</pre>	Objects are used to store collections of data and more complex entities in a key-value pair format.
<a href="#">typeof</a> operator	<pre>Console.log(typeof x); Console.log(typeof(x));</pre>	Returns a string of the type of the argument. It's useful when processing different types differently.
<a href="#">Symbol</a>	<pre>let id = Symbol("id");</pre>	Object property <b>keys</b> may only be either of <b>string</b> type, or of <b>symbol</b> type. Symbols are guaranteed to be unique.



# Operands and Operators

[https://developer.mozilla.org/en-US/docs/Learn/JavaScript/First\\_steps/A\\_first\\_splash](https://developer.mozilla.org/en-US/docs/Learn/JavaScript/First_steps/A_first_splash)  
<https://javascript.info/operators#terms-unary-binary-operand>

An **operand** is the value to which **operators** are applied.

In the expression '5 \* 2' there are two operands: the left operand is 5 and the right operand is 2.

JavaScript **operators** allow us to perform tests, do math, concatenate strings, etc. A **unary** operator has a single operand (**let x = 4;**), while a **binary** operator has two operands (**let x = y + z;**).

You can also use the **+** operator to add and join text strings together. In JS, if one operand is a string, the other is converted to a string. (Ex. **let new = "hello" + 4;**) `// 'hello4'`

Use **PEMDAS** for order of operations: Parentheses, Exponents, Multiplication, Division, Addition, Subtraction.

What is the result of this expression? `10/(3+2)*4+5**2+6-9`

Operator	Name	Example
+	Addition	6 + 9
-	Subtraction	20 - 15
*	Multiplication	3 * 7
/	Division	10 / 5

```
1 let name = 'Bingo';
2 name;
3 let hello = ' says hello!';
4 hello;
5 let greeting = name + hello;
6 greeting;
```

# Operator precedence

<https://javascript.info/operators#operator-precedence>

[https://developer.mozilla.org/en/JavaScript/Reference/operators/operator\\_precedence](https://developer.mozilla.org/en/JavaScript/Reference/operators/operator_precedence)

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Execution order is defined by operator precedence. Parentheses have the highest precedence.  $(1 + 2) * 2 = 6$ .

Every operator has a corresponding precedence number. The operator with the higher number executes first. If the precedence is the same, the execution order is from left to right.

You can also chain assignments.

In  **$a = b = c = 2 + 2$** ; **a**, **b**, and **c** == 4.

Precedence	Name	Sign
...	...	...
17	unary plus	+
17	unary negation	-
15	multiplication	*
15	division	/
13	addition	+
13	subtraction	-
...	...	...
3	assignment	=

# More Operators

<https://javascript.info/operators>

Operator	Example	Description
%	6%4 == 2	% is <i>modulus</i> and gives the remainder.
++	If a = 5, a++ === 6	++ increments by 1. -- decrements by 1. Placed before the variable, ++ or -- occurs before the action. Placed after the variable, ++ or -- happens after the action.
--	a = 5, a-- == 4	
**	a == 4, b == 3; <b>a**b == 64.</b>	** is the exponent operator. <b>a</b> is multiplied by itself <b>b</b> times.
+=	let n = 2; n += 5 == 7	Modify-in-place. Shorthand notation to add, subtract, multiply or divide then save the result to the <i>left-hand variable</i> ;
-=	let n = 2; n -= 5 == -3	
*=	let n = 2; n *= 5 == 10	
/=	let n = 10; n /= 5 == 2	

# =, ==, and === Operators

<https://javascript.info/object#copying-by-reference>

=	==	===
Assignment	Equality (with type coercion)	Strict equality
Let a = {}; Let c = {}; let b = a; let d = "13"; let e = 13	a == b //true	a === b //true
	a == c //false	a === c //false
	d == e //true	d === e //false

Operator	Name	Example
===	Strict equality (is it exactly the same?)	<pre>1 5 === 2 + 4 // false 2 'Chris' === 'Bob' // false 3 5 === 2 + 3 // true 4 2 === '2' // false; number versus string</pre>
!==	Non-equality (is it not the same?)	<pre>1 5 !== 2 + 4 // true 2 'Chris' !== 'Bob' // true 3 5 !== 2 + 3 // false 4 2 !== '2' // true; number versus string</pre>
<	Less than	<pre>1 6 &lt; 10 // true 2 20 &lt; 10 // false</pre>
>	Greater than	<pre>1 6 &gt; 10 // false 2 20 &gt; 10 // true</pre>

# Truthy vs Falsy

<https://javascript.info/logical-operators>

<https://developer.mozilla.org/en-US/docs/Glossary/Truthy>

<https://developer.mozilla.org/en-US/docs/Glossary/Falsy>

```
1  if (true)
2  if ({})
3  if ([])
4  if (42)
5  if ("0")
6  if ("false")
7  if (new Date())
8  if (-42)
9  if (12n)
10 if (3.14)
11 if (-3.14)
12 if (Infinity)
13 if (-Infinity)
```

A *truthy* value is a value that is considered *true* when viewed in a *Boolean* context. All values are *truthy* unless they are defined as *falsy*.

false	The keyword false
0	The number zero
-0	The number negative zero
0n	BigInt, when used as a boolean, follows the same rule as a Number. 0n is falsy.
""	Empty string value
null	null - the absence of any value
undefined	undefined - the primitive value
NaN	NaN - not a number

A *falsy* value is a value that is considered false when viewed in a Boolean context.

```
1  if (false)
2  if (null)
3  if (undefined)
4  if (0)
5  if (-0)
6  if (0n)
7  if (NaN)
8  if ("" )
```

# Type Conversion

<https://javascript.info/type-conversions>

Most of the time, *operators* and *functions* automatically convert the values given to them to the correct type. The three most widely used conversions are to *string*, to *number*, and to *boolean*.

String(x)	Number(x)		Boolean(x)	
Any value can be converted to a string.	If the input is...	The result is....	Input	Result
	undefined	NaN	0	false
	null	0	null	
	true / false	1 / 0	undefined	
	String that's not a number.	Whitespaces are ignored. An error gives <i>NaN</i> .	NaN " " ' '	
	string	An empty <i>string</i> becomes 0.	anything else	true



# JavaScript – Math object Functions

[https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global\\_Objects/Math](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Math)

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JavaScript has a built-in Math object which contains a small library of mathematical functions and constants.

Function	Description	Example
Math.random();	returns a floating-point, pseudo-random number in the range 0 to < 1	Math.random()*10; //3.229976827519583
Math.abs(x);	returns the absolute value of a number	Math.abs(-10 - 6.3); //16.3
Math.pow(x,y);	returns x to the power of y	Math.pow(7, 3); //343
Math.floor(x);	returns the largest integer less than or equal to a given number	Math.floor(5.05) //5
Math.ceil(x);	rounds a number up to the next largest whole number or integer.	Math.ceil(11.324); //12
Math.max(a,b,...z)	returns the largest of zero or more numbers	Math.max(1, 3, 2); //3

# Map

<https://javascript.info/map-set#map>

<https://javascript.info/weakmap-weakset#weakmap>

---

## Map

**Map** is a collection of **key-value** data items, just like an **Object**.

Any type of key is possible, even **Object**.

Insertion order is used for iteration order.

```
1  let map = new Map();
2
3  map.set('1', 'str1');    // a string key
4  map.set(1, 'num1');      // a numeric key
5  map.set(true, 'bool1'); // a boolean key
6
7  // remember the regular Object? it would convert keys to strings
8  // Map keeps the type, so these two are different:
9  alert( map.get(1) );    // 'num1'
10 alert( map.get('1') );  // 'str1'
11
12 alert( map.size );      // 3
```

# Weak Map

<https://javascript.info/weakmap-weakset#weakmap>

## WeakMap

**WeakMap** *keys* must be objects

There is no way to get all *keys* or *values* from a *weak map*

If you remove all other references to an *object key*, the *object* is removed from memory and the *WeakMap()*.

**WeakMap** does not support iteration or the methods *keys()*, *values()*, *entries()*

```
1 let john = { name: "John" };
2
3 let weakMap = new WeakMap();
4 weakMap.set(john, "...");
5
6 john = null; // overwrite the reference
7
8 // john is removed from memory!
```

```
1 let weakMap = new WeakMap();
2
3 let obj = {};
4
5 weakMap.set(obj, "ok"); // works fine (object key)
6
7 // can't use a string as the key
8 weakMap.set("test", "Whoops"); // Error, because "test" is not an object
```

# Set

<https://javascript.info/map-set#set>

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## Set

A **Set** is a special type collection – “set of *values*” (without *keys*), where each *value* must be unique.

A **Set** is analogous to an *array* of strings with code to check for duplicate names.

```
1 let set = new Set();
2
3 let john = { name: "John" };
4 let pete = { name: "Pete" };
5 let mary = { name: "Mary" };
6
7 // visits, some users come multiple times
8 set.add(john);
9 set.add(pete);
10 set.add(mary);
11 set.add(john);
12 set.add(mary);
13
14 // set keeps only unique values
15 alert( set.size ); // 3
16
17 for (let user of set) {
18     alert(user.name); // John (then Pete and Mary)
19 }
```

# Weak Set

<https://javascript.info/weakmap-weakset#weakset>

---

## Weak Set

Just like **Set** but only **Objects** are allowed.

An object exists in the set while it is reachable from somewhere else.

Being “weak”, it serves as additional storage. But only for “yes/no” facts. (use **.has(obj)** helper function).

**WeakSet** is not iterable and does not support **.size()**, or **.keys()**

```
1 let visitedSet = new WeakSet();
2
3 let john = { name: "John" };
4 let pete = { name: "Pete" };
5 let mary = { name: "Mary" };
6
7 visitedSet.add(john); // John visited us
8 visitedSet.add(pete); // Then Pete
9 visitedSet.add(john); // John again
10
11 // visitedSet has 2 users now
12
13 // check if John visited?
14 alert(visitedSet.has(john)); // true
15
16 // check if Mary visited?
17 alert(visitedSet.has(mary)); // false
18
19 john = null;
20
21 // visitedSet will be cleaned automatically
```

# JSON and JSON Methods

<https://javascript.info/json>

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*JSON (JavaScript Object Notation)* was initially made for JavaScript, but now is available anywhere. *JSON* is used for data exchange. JavaScript provides two *JSON* methods:

- `JSON.stringify()` to convert objects into a *JSON* string.
- `JSON.parse()` to convert *JSON* back into an object.

In this example, the method `JSON.stringify(student)` takes the object and converts it into a string. The *JSON* string is called a JSON-encoded, *serialized*, or *stringified* object. It is ready to be sent over HTTP or stored in a file, etc.

```
1  let student = {
2    name: 'John',
3    age: 30,
4    isAdmin: false,
5    courses: ['html', 'css', 'js'],
6    wife: null
7  };
8
9  let json = JSON.stringify(student);
10
11 alert(typeof json); // we've got a string!
12
13 alert(json);
14 /* JSON-encoded object:
15 {
16   "name": "John",
17   "age": 30,
18   "isAdmin": false,
19   "courses": ["html", "css", "js"],
20   "wife": null
21 }
22 */
```



# JSON.parse

<https://javascript.info/json#json-parse>

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**JSON.parse** decodes a *JSON* 'stringified' string.

The *JSON* may be as complex as necessary. Objects and arrays can include other objects and arrays, but they must obey the same *JSON* format.

```
5   let userData = '{ "name": "John", "age": 35,  
6   "isAdmin": false, "friends": [0,1,2,3] }';  
7  
8   let user = JSON.parse(userData);  
9  
10  alert( user.friends[1] ); // 1
```