

Web Engineering & Development (SWE 363)

# 4.1 JavaScript Fundamentals

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# In today's lecture:

- JS Variables
- JS Functions
- JS Objects
- JS Arrays
- JS DOM
- JS Events

## Reference:

- Zybook: 4.1 to 4.7

# Announcements

- Project Assignment #1 is due This Thursday at 11:59 PM

## Examples:

# JavaScript Basics – Simple Examples

```
<!-- 1. Variables -->
```

```
let name = "Ali";           // string
let age = 20;                // number
let isStudent = true;       // boolean
console.log(name, age, isStudent);
```

```
<!-- 2. Functions ----->
```

```
function greet(name) {
    return "Hello, " + name + "!";
}
console.log(greet("Ali"));
```

```
<!-- 3. Objects ----->
let student = {
  name: "Ali",
  age: 20,
  isStudent: true
};
console.log(student.name); // outputs "Ali"
```

```
<!-- 4. Arrays ----->
let fruits = ["Apple", "Banana", "Mango"];
console.log(fruits[0]); // "Apple"
console.log(fruits.length); // 3
```

```
<!-- 5. DOM ----->
<!DOCTYPE html>
<html>
<body>
<p id="demo">Hello</p>
<script>
document.getElementById("demo").innerHTML = "Hello, JavaScript!";
</script>
</body>
</html>
```

```
<!-- 6. Events ----->
<!DOCTYPE html>
<html>
<body>
<button onclick="showMessage()">Click Me</button>
<p id="output"></p>
<script>
function showMessage() {
    document.getElementById("output").innerHTML = "Button was clicked!";
}
</script>
```

## functions in JavaScript:

```
function Greeting(){  
    console.log("Hello");  
    alert("Alert me")  
}  
Greeting();
```

```
const greet=function(){  
    alert("Alert me")  
}  
greet();
```

```
const greet={()=>{  
    alert("Alert me");  
}}  
greet();
```



```
document.getElementById("btn").onclick = function() {  
    alert("Alert me");  
};
```

```
class Car {  
    start() {  
        alert("Alert me");  
    }  
}  
const myCar = new Car();  
myCar.start(); // Trigger method
```

```
function sayHi() {  
    alert("Alert me"); }  
sayHi();
```

```
(function(){  
    alert("Alert me");  
})();
```

```
function Person(name) {  
  this.name = name;  
  this.sayHello = function() {  
    alert("Alert me");  
  };  
}  
  
const p1 = new Person("Hasan");  
p1.sayHello(); // Triggered on object
```

```
document.getElementById("btn").addEventListener("click", ()=>{  
  alert("Alert me");  
});
```

# Let and Var keywords

## Using var

```
var x = 17;

function numbers() {
  console.log(x);
  if (x > 0) {
    var y = x / 2;
    console.log(y);
  }
  if (x < 100) {
    var z = x * 2;
    console.log(z);
  }

  console.log(y);
  console.log(z);
}

numbers();
console.log(x);

console.log(y);
console.log(z);
```

17

8.5

34

8.5

34

17

ReferenceError

## Using let

```
let x = 17;

function numbers() {
  console.log(x);
  if (x > 0) {
    let y = x / 2;
    console.log(y);
  }
  if (x < 100) {
    let z = x * 2;
    console.log(z);
  }

  console.log(y);
  console.log(z);
}

numbers();
console.log(x);

console.log(y);
console.log(z);
```

17

8.5

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ReferenceError

17

ReferenceError

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## Demo

Starter code at: [web-engineering-kfupm-classroom-4-1-js-fundamentals/](https://github.com/kfupm-classroom-4-1/js-fundamentals/)

# Next Class

- Js Part 2