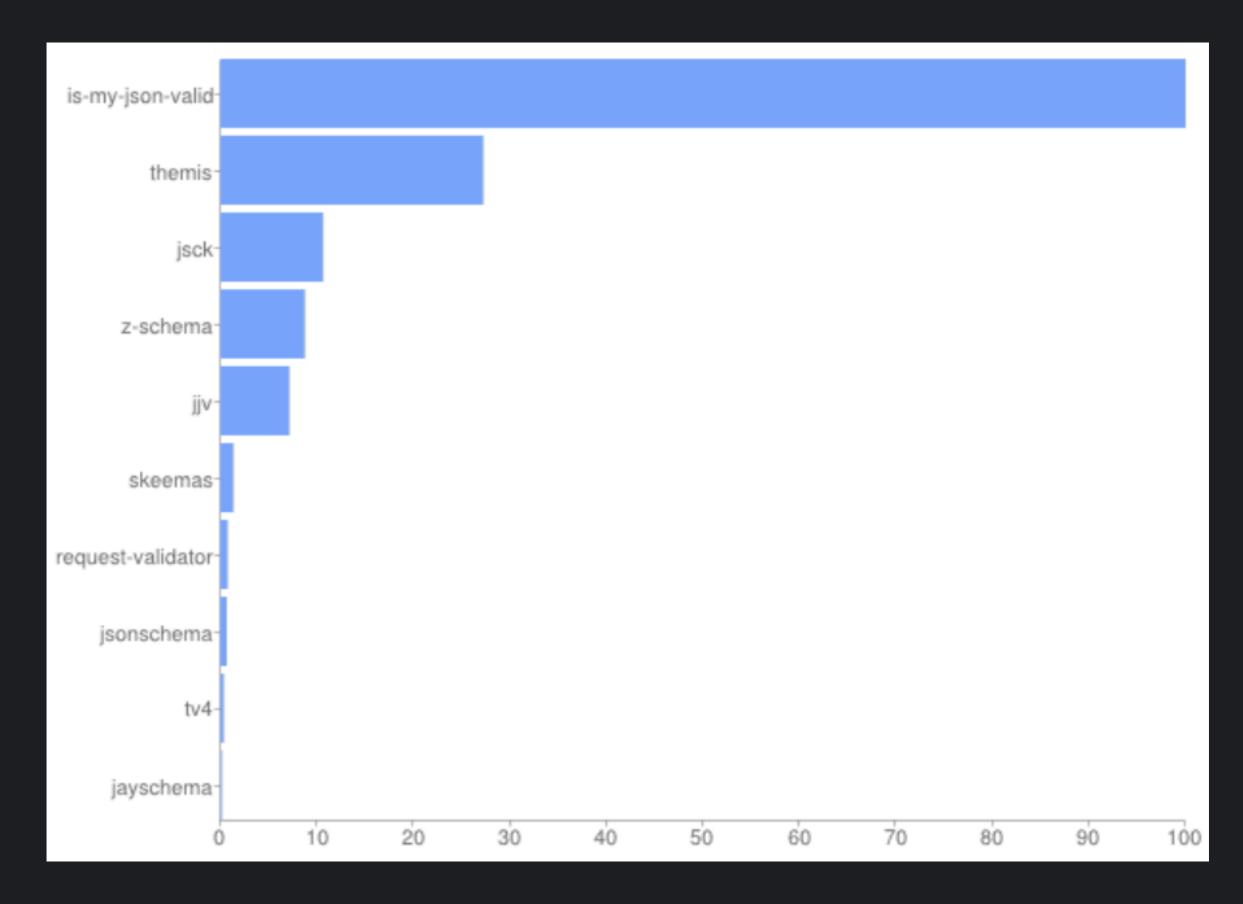




# discialmer

github.com/ mafintosh/ is-my-json-valid



f(seed, data)

$$f_2 = f_1(seed)$$

$$f_2(data)$$

#### An oversimplified example

```
function doMath (a, b) {
  // ...do stuff with a...
  return a + b
}
```

#### An oversimplified example

```
function doMath (a, b) {
  // ...do stuff with a...
  return a + b
function prepareMath (a) {
  // ...do stuff with a...
  return function doMath (b) {
    return a + b
```

#### An oversimplified example

```
function doMath (a, b) {
  // ...do stuff with a...
  return a + b
function prepareMath (a) {
  // ...do stuff with a...
  return function doMath (b) {
    return a + b
function prepareMath (a) {
  // ...do stuff with a...
  var src = 'return ' + a + ' + b'
  return new Function ('b', src)
```



```
var admin = false

eval('var admin = true')

if (admin) console.log('user is admin')
else console.log('user is NOT admin')
```

\$ node example.js
user is admin

```
var admin = false

var fn = new Function('var admin = true')
fn()

if (admin) console.log('user is admin')
else console.log('user is NOT admin')
```

\$ node example.js
user is NOT admin

```
var fn = new Function('var admin = true')
console.log(fn.toString())
```

```
$ node example.js
function anonymous() {
var admin = true
}
```

```
var admin = false

var fn = new Function('admin = true')
fn()

if (admin) console.log('user is admin')
else console.log('user is NOT admin')
```

\$ node example.js
user is NOT admin

```
global.admin = false

var fn = new Function('admin = true')
fn()

if (global.admin) console.log('user is admin')
else console.log('user is NOT admin')
```

\$ node example.js
user is admin

```
var src = '\n"Hello World"\n'
var fn = new Function('return (' + src + ')')
console.log(fn())
```

### \$ node example.js Hello World

```
var src = 'n + 1'
var fn = new Function('n', 'return (' + src + ')')
console.log(fn(1))
```

\$ node example.js

```
var n = 2
var src = '2 * ' + n

var fn = new Function('return (' + src + ')')
console.log(fn())
```

\$ node example.js

```
var n = 'console.log("owned")'
var src = '2 * ' + n

var fn = new Function('return (' + src + ')')
console.log(fn())
```

## \$ node example.js owned NaN

```
var n = 'console.log("owned")'
var src = util.format('2 * %j', n)

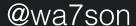
var fn = new Function('return (' + src + ')')
console.log(fn())
```

### \$ node example.js NaN



#### Regular Expressions

```
var r = new RegExp('foo(bar)?')
r.test('foo')
```



#### Handlebars template

```
<div class="entry">
    <h1>{{title}}</h1>
    <div class="body">
        {{body}}
      </div>
</div>
```

#### JSON Schema

```
type: 'object',
properties: {
  aProperty: {
    type: 'string'
```

#### MongoDB query language

```
{
  foo: {
    $gt: 42,
    $lt: 100
  }
}
```

# Let's write a query language interpreter

#### Our language

```
{
    $eq: value,
    $gt: value,
    $lt: value,
    $not: {...} // negate this expression
}
```



github.com / mafintosh / generate-object-property

```
var gen = require('generate-object-property')
console.log(gen('a','b')) // => a.b
console.log(gen('a', 'foo-bar')) // => a["foo-bar"]
```

github.com/ mafintosh/ generate-function

```
var genfun = require('generate-function')
var addNumber = function(val) {
  var fn = genfun()
    ('function add(n) {')
      ('return n + %d', val) // supports format strings
    ('}')
  return fn.toFunction() // will compile the function
var add2 = addNumber(2)
console.log('1+2=', add2(1))
console.log(add2.toString()) // logs generated function
```

