

# JS

# Objects

# Built in object

→ String

→ Number

→ Boolean

→ Object

→ Function

→ Array

→ Date

→ Regex

→ Error



**~~Everything in Javascript is an object~~**

# Object Syntax



```
// declarative form
```

```
var myObj = {  
  key: value  
};
```

```
// constructed form
```

```
var myObj = new Object();  
myObj.key = value;
```

# Access Content



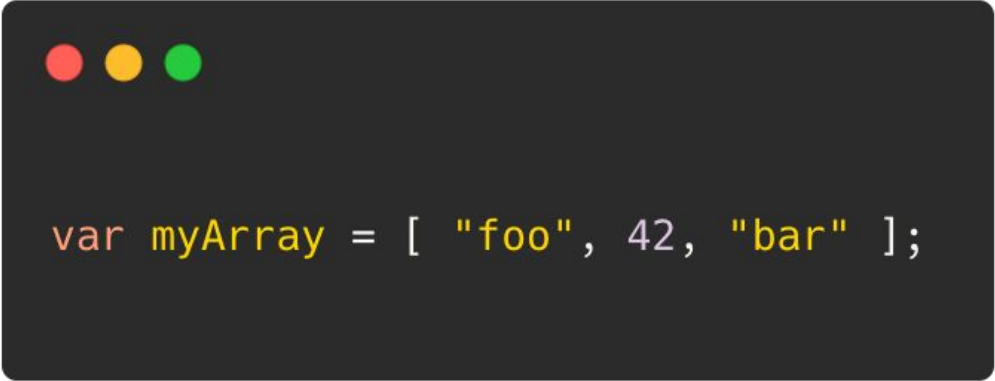
```
var myObject = {  
  a: 2  
};  
  
myObject.a;      // 2  
  
myObject["a"];   // 2
```

# Trending Object Methods

→ keys

→ assign

# Array Syntax



```
var myArray = [ "foo", 42, "bar" ];
```

# Access Content



```
var myArray = [ "foo", 42, "bar" ];  
  
myArray.length;    // 3  
  
myArray[0];        // "foo"  
  
myArray[2];        // "bar"
```



# Trending Array Methods

→ forEach

→ find

→ map

→ findIndex

→ filter

→ push

→ reduce

# Don't forget Array is an object !



```
var myArray = [ "foo", 42, "bar" ];  
  
myArray.baz = "baz";  
  
myArray.length; // 3  
  
myArray.baz;    // "baz"
```

# Function Syntax



```
function myFunction() { /*...*/ }
```

# Call



```
function myFunction() { /*...*/ }  
  
myFunction(); // i'll do something
```

# Function is an callable object !



```
function myFunction() { /*..*/ }
```

```
myFunction.greeting = 'Hello';
```

```
myFunction.greeting // Hello
```

# JS


# Conditionals

# If / else statement



```
var book = 'Eloquent JS';  
  
if (book === 'Eloquent JS') {  
    // do something.  
}  
else {  
    // alternative action  
}
```

# switch statement



```
var book = 'Eloquent JS';

switch(book) {
  case 'Eloquent JS':
    // do something.
    break;

  case 'You do not JS':
    // do something.
    break;

  case 'Intro Functional Programming':
    // do something.
    break;

  default:
    // fallback action
    break;
}
```



# JS

# Loops

# do ... while loop



```
var i = 5;  
var result = '';  
  
do {  
    i = i + 1;  
    result = result + i  
} while (i < 5);  
  
result; // "6"
```

# while loop



```
var i = 5;  
var result = '';  
  
while (i < 5) {  
    i = i + 1;  
    result = result + i  
};  
  
result; // ""
```

# for loop



```
var i;  
var text = '';  
  
for (i = 0; i < 5; i++) {  
    text = text + i;  
}  
  
text; // "01234"
```

# JS

# Basic scope

# Variables

→ var

→ let

→ const

# Block scope



```
if (true) {  
  var greeting = 'Hello guys!';  
}
```

```
greeting; // Hello guys!
```



```
if (true) {  
  const greeting = 'Hello guys!';  
}
```

```
greeting; // ReferenceError
```

# Activity

1. Create a **list** with at least **5 users**; users should include the following attributes **id**, **name**, **last name**, **email**, and **position** (where positions just can be **Associate Software Engineer** or **Software Engineer**, make sure mix them).
2. Regarding the step above, add **is training** attribute, where it'll be **true** if position is **Associated Software Engineer** and **false** otherwise. (Don't hardcode).
3. Finally, create a **printer function** which is going to display users **by attribute fulfilled**. For instance: Display all users where **position** is "Software Engineer"



## **You don't know JS**

<https://github.com/getify/You-Dont-Know-JS>

## **MDN Web Docs**

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

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

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