## JS

### Hoisting

### What is it?

it's when var or function declarations are conceptually

"moved" to the top of their enclosing scope

### **Variables**

```
a = 2;
console.log(a);
var a;
```

```
var a;
a = 2;
console.log(a);
```

### **Functions**

```
console.log(greeting());

function greeting () {
  return 'hello from function!'
}
```



```
function greeting () {
  return 'hello from function!'
}
console.log(greeting());
```

### Be aware ...

→ Function declarations are hoisted but function expressions are not.

→ Functions are hoisted first, then variables.

→ Subsequent function declarations do override previous ones.

→ Avoid declaring functions in blocks because They are hoisted ignoring the block.

## JS

# Advanced Patterns

### Closure

```
function makeAdder(x) {
    return function (y) {
        return x + y;
    };
var plus0ne = makeAdder( 1 );
var plusTen = makeAdder( 10 );
plusOne( 3 ); // 4 <-- 1 + 3 plusOne( 41 ); // 42 <-- 1 + 41
plusTen( 13 ); // 23 <-- 10 + 13
```

### Module

```
• • •
var coolModule = (function () {
    var something = "cool";
    var another = [1, 2, 3];
    return {
        doSomething: function () {
            console.log( something );
        },
        doAnother: function () {
            console.log( another.join( " ! " ) );
   };
})()
coolModule.doSomething(); // cool
coolModule.doAnother(); // 1 ! 2 ! 3
```

### **Module Revealing**

```
var rectangle = (function() {
   function getArea(length, breadth) {
      return length * breadth;
   function getPerimeter(length, breadth) {
      return 2 * (length + breadth);
   return {
      GetArea: getArea,
      GetPerimeter: getPerimeter
  };
}());
rectangle.GetArea(2, 3); // output: 6
reactangle.GetPerimeter(2, 3) //output: 10
```

### **Activity**

Solve exercise 1 and 2 included in the following link:

https://github.com/abrahamBerzunza/js-training-program/blob/master/exercises

Make sure all test cases pass and send your **pull request.** 

#### You don't know JS

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

