JS Course Overview

Intro

- JS is lightweight programming language developed by Brendan Eich.

- JS was first coined as LiveScript but when Netscape partnered with Sun microsystems, they changed it to JavaScript.

- JS makes the website responsive and usable since it is a programming language

- ECMA (European Computer Manufacturers Association) standardize JS.

- JS can be linked to HTML or used with in a HTML file. <script> tag is used in HTML to put JS snippets.

- REPL is a style that browser consoles use, and its full form is Read Evaluate Print Loop. Basically, it loops - reads, evaluate and prints, so we can simultaneously give inputs and checks in the browser.

Data Types

- var is a variable declaration keyword. Unlike other programming languages JS variables doesn’t need to declare its type so it is called DYNAMICALLY TYPED whereas other programming languages like C, C++ and JAVA are statically typed. Ex: var messages = “Hello”; . The browser interpreter/compiler dynamically sets the type of variable when we assign value if not it simply takes undefined.

- JS has categorized its data types into 3 as follows,

— Primitive (Numbers, String, Boolean)

— Object (Apart from primitive types all other types are considered objects even functions are considered as objects)

— Null (is a special type of object in JS that represents “no-objects”)

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- Undefined is a type of undefined and represent absence of value.

- The below is a REPL concept the chrome console first reads from me and evaluates it and prints it as undefined and gain the console terminates.

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Flavor of JS

- JS is a scripting language (set of statements which will be interpreted)

- It also supports functional (JS functions are first class citizens that is they are given the first priority, functions is treated as data or var may holds functions) and OOP (not class based but prototype) languages

- It is dynamically typed. Whereas C, Java are statically typed.

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Ex:

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String datatype

- Each character of string uses 16 bits of storage. It uses UTF-16 by default.

- We can use either “ ” or ‘ ’ for strings.

- var msg “Hello world”, where Hello world is literally a string, so it is called string literals.

- JS has no inbuilt character data set they only have strings.

- To use “ ” or ‘ ’ in a variable we can use escape sequence (\).

Ex:

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Number datatype

- JS has no type (int, float) for numbers except number is a datatype and it is stored as 64-bit floating-point number.

Boolean datatype

- Falsy values in JS are undefined, null, 0, NaN (Not a Number) and “” (Empty string).

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Comments

- //single line comment

- /\* multi line comment \*/

Operators

- Mathematical operators: +, -, \*, / and %.

- Conditional operators: <, > <= and >=. Ex: “aa” < “ab” 🡪prints true

- Equality: == and Inequality: != Ex: “2” == 2 🡪prints true, \*the reason is to throw minimum errors. “2” === 2 -->prints false, this === checks type of the variable or value.

- String operators: typeof and instanceof.

Statement and Expressions

- var x = 5; is a statement and is evaluated as undefined in a browser console because it is not returning any value so it is undefined.

- x = 5; is an expression but is evaluated as 5 that is console prints 5 since we assign variable to a value which is not undefined.

/\*The first is a statement, while the second is an expression. While not quite the same, it is similar to C's rules:

// A statement that has no value.

int x = 5;

// An expression...

x = 10;

// ...that can be passed around.

printf("%d\n", x = 15);\*/

\* literals mean string literals and constant means a number.

Control flow statements (if-else, nested if-else, switch)

- if works with range of values.

- switch works with discrete values.

It’s better to use if than switch because switch consecutively executes the cases after the desired expression. To avoid that break; should be used for each case.

- while executes code block when the expression is true.

- for loop is sugar syntax of while loop. JS has another version of for loop which is called for-in loop.

- break and continue are keywords which we can use inside a looping statement. Just fir our convenience.

Ex: break statement

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Ex: continue statement

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Functions

- JS is a functional programming language so JS treats all functions as first class citizens.

- Functions are treated as data or objects.

- We can even pass a function as arguments to a function.

- function keyword declares a function.

- function parameters don’t have type information same like var.

- Functions basically returns something, even JS functions returns same like C++ or Java. But in C++ or Java when a function has nothing to return it returns void whereas JS returns undefined.

Ex: Function returns

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Block Scope

- A variable defined or declared in a class or function or in a control flow statement then that variable can only be accessed with in the block. This is called block scope.

Block scope

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- In JS we have function scope in addition to block scope.

Function scope

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Type Conversion

\*The basic difference between type conversion and type casting, i.e. type conversion is made “automatically” by compiler whereas, type casting is to be “explicitly done” by the programmer. The two terms “type casting” and “type conversion” occur when there is a need to convert one data type to another.

\*Also, operators do more function apart from their normal nature. like the + operator can add to numbers but also appends two strings.

- JS also use this concept of type conversion, to throw minimum error.

Ex: Below the \* and + are treated differently. Though “2” & “3” are strings they are considered numbers when we use \* but when we use + the interpreter appends because + is defined to do the appending operation.

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JS in a web page

Always put JS codes in a single place instead of using script tags throughout the HTML. It can be done in that way but it is a bad practise. The below html code has lots of script tags it can be written there but it’s better to put code in a single file and link.

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The above picture also shows that the browser will start to execute from head to tail since the html file has multiple script tags. So, the first script tag is executed later the other.

External JS or linking to a HTML

- Using external libraries like JQuery, angular JS etc

- Code can be better organized and reused

- Intellectual property (not easily access to any one)

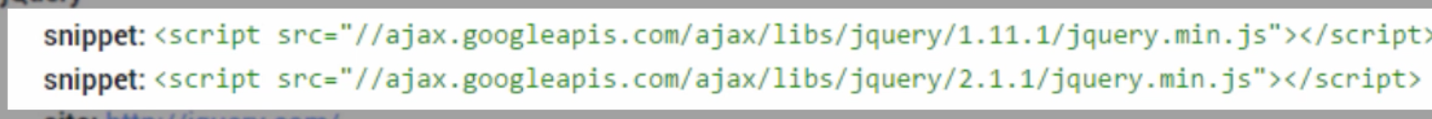
- Cached by browser (download JS from the server and stores in system)

\*Try to use relative path in src attribute of html tag.

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\*Don’t use the http or https literals in src since there might arise a problem when the html code communicates with the source. If in case the link has http convention but the source as https then warnings or errors may populate. So, it’s better uses the below,



Ex:

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