

SEC201.2 Web-Based Programming

JavaScript: Advanced Topics - I

Outline

- More on Loops
 - For Loops
 - Loop Control
- More on Arrays
 - Array Functions

More on Loops

- There are several types of **for** loops
 - for
 - for ... in
 - for ... of
- **for** clearly shows the start and end values all in one line
- **for** is especially good for handling a series of data, for example in an array
 - What if you have a data structure, such as an array and you want to know how long, or how many items are in an array?
data_structure.length → tells how many items **data_structure** contains

Example: FOR Loop

```
<!doctype html>
<html>
  <head>
    <script>
      var continents = ["Australia", "Africa", "Antarctica", "Eurasia", "America"];
      var response, count = 0;

      for (var index=0; index < continents.length; index++) {
        response = confirm("Have you been to " + continents[index] + "?");
        if (response) count++;
      }
      alert("You have been to " + count + " continents!");
    </script>
  </head>
</html>
```

Example: FOR Loop - Output

This page says:
Have you been to Australia?

This page says:
Have you been to Antarctica?

☐ Prevent this page from creating additional dialogs.

This page says:
Have you been to America?

☐ Prevent this page from creating additional dialogs.

This page says:
Have you been to Africa?

☐ Prevent this page from creating additional dialogs.

This page says:
Have you been to Eurasia?

☐ Prevent this page from creating additional dialogs.

This page says:
You have been to 2 continents!

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for ... in Loops

- **for ... in** gives you the index of each item
- Let's rewrite the previous example with **for ... in** loop
 - look nicer, easier to type, no semicolons, easier to manage

```
<!doctype html>
<html>
  <head>
    <script>
      var continents = ["Australia", "Africa", "Antarctica", "Eurasia", "America"];
      var response, count=0;

      for (var index in continents) {

        response = confirm("Have you been to " + continents[index] + "?");
        if (response) count++;
      }
      alert("You have been to " + count + " continents!");
    </script>
  </head>
</html>
```

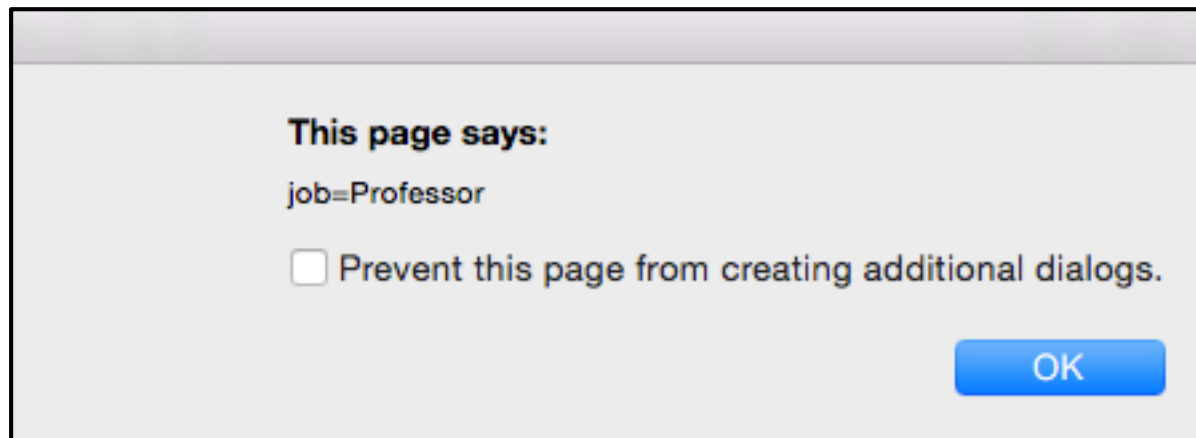
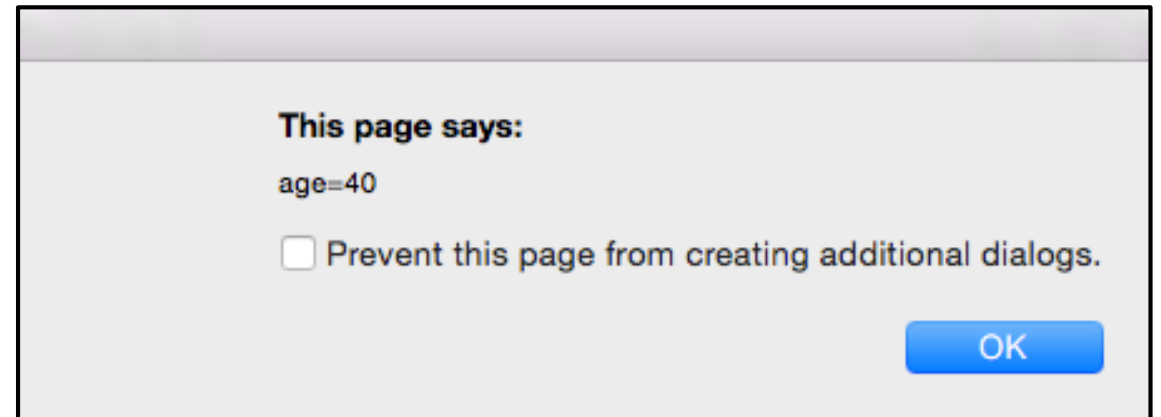
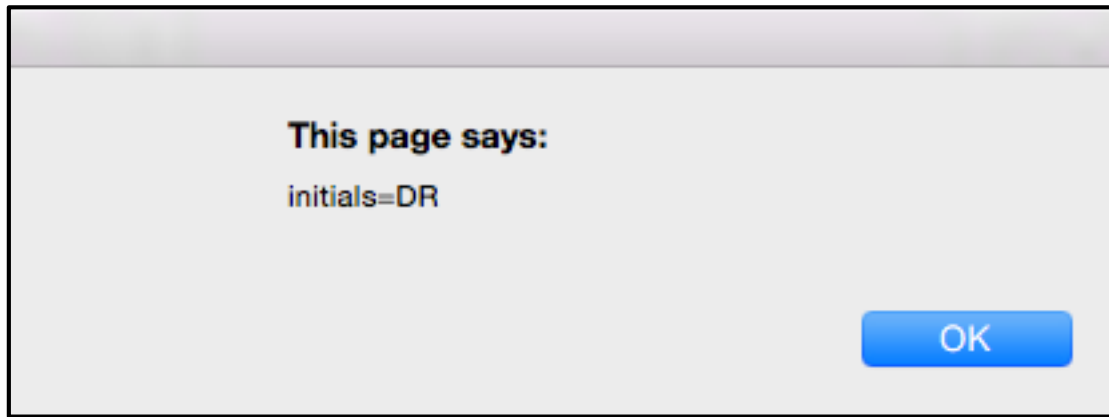
Example: FOR ... IN Loop

This example shows how **for ... in** can be used to access the content of a data structure

```
<!doctype html>
<html>
  <head>
    <title>Example of for in</title>
    <script>
      var response, count = 0;
      var onePerson = { initials:"DR", age:40, job:"Professor" };

      for (var property in onePerson) {
        alert(property + "=" + onePerson[property]);
      }
    </script>
  </head>
</html>
```

Example: FOR ... IN Loop - Output



for ... of Loops

- **for ... of** gives you each item
- Again, let's rewrite the previous example with **for ... of** loop
 - look nicer, easier to type, no semicolons, easier to manage

```
<!doctype html>
<html>
  <head>
    <title>Example of for of</title>
    <script>
      var continents = ["Australia", "Africa", "Antarctica", "Eurasia", "America"];
      var response, count = 0;

      for (var continent of continents) {
        response = confirm("Have you been to " + continent + "?");
        if (response) count++;
      }
      alert("You have been to " + count + " continents!");
    </script>
  </head>
</html>
```

Loop Control

- Two ways to control loops in JavaScript
 - **break** totally stops the loop
 - **continue** stops the current iteration of the loop
 - It doesn't permanently stop the loop
 - It just tells the browser to go to the next loop

Example: BREAK

```
<!doctype html>
<html>
  <head>
    <script>
      var total_amount = 0;

      while (true) {
        this_amount = prompt("How much in this account?");
        this_amount = parseFloat(this_amount);
        if (this_amount > 0)
          total_amount += this_amount;
        else
          break;
      }
      alert("Your total savings: " + total_amount);
    </script>
  </head>
</html>
```

Example: BREAK - Output

This page says:
How much in this account?

This page says:
How much in this account?

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This page says:
How much in this account?

☐ Prevent this page from creating additional dialogs.

This page says:
Your total savings: 100.5

☐ Prevent this page from creating additional dialogs.

Example: CONTINUE

Remember: **array.push()** adds an item to the end of array

```
<!doctype html>
<html>
  <head>
    <script>
      var year, great_years = [];
      for (year = 2014; year <= 2016; year++) {
        correct = confirm(year + " was great for you?")
        if (!correct) continue;
        great_years.push(year);
      }

      alert("Your great years were: " + great_years);
    </script>
  </head>
</html>
```

Example: CONTINUE - Output

This page says:

2014 was great for you?

☐ Prevent this page from creating additional dialogs.

Cancel

OK

This page says:

2015 was great for you?

☐ Prevent this page from creating additional dialogs.

Cancel

OK

This page says:

2016 was great for you?

☐ Prevent this page from creating additional dialogs.

Cancel

OK

This page says:

Your great years were: 2014,2015

☐ Prevent this page from creating additional dialogs.

OK

More on Arrays

- Advanced array functions
 - `sort()`
 - `reverse()`
 - `indexOf()`
 - `lastIndexOf()`
 - `slice()`
 - `splice()`

Sorting and Reverse

- ***array.sort()*** sorts the elements in array

```
var pets = ["Dog", "Cat", "Rabbit", "Hamster"];  
pets.sort();  
// Now pets is ["Cat", "Dog", "Hamster", "Rabbit"]
```

- ***array.reverse()*** reverses array
 - The first element becomes the last element;
 - The last element becomes the first element

```
var pets = ["Dog", "Cat", "Rabbit", "Hamster"];  
pets.reverse();  
// Now pets is ["Hamster", "Rabbit", "Cat", "Dog", ]
```

- By combining ***sort()*** and ***reverse()***, you can sort things in *descending order*

```
var pets = ["Dog", "Cat", "Rabbit", "Hamster"];  
pets.sort().reverse();  
// Now pets is ["Rabbit", "Hamster", "Dog", "Cat", ]
```


Finding An Element

- ***array.indexOf(target)*** to find the index of the **first** occurrence of ***target*** in array
- If ***target*** is not in array → `indexOf()` will return -1

```
var pets = ["Dog", "Cat", "Rabbit", "Hamster"];  
alert(pets.indexOf("Rabbit")); // This will show 2  
alert(pets.indexOf("Bird"));   // This will show -1
```

- Pass a second value to `indexOf()` to control where to start the search
array.indexOf(target, startPosition)

Example: indexOf()

```
<!doctype html>
<html>
  <body>
    <script>
      var pets = ["Dog", "Cats", "Rabbit", "Hamster",
                  "Rabbit", "Rabbit", "Dog", "Cat",
                  "Hamster", "Hamster", "Rabbit"];

      var rabbitPositions = [], startSearchAt = 0;

      do {
        foundAt = pets.indexOf("Rabbit", startSearchAt);
        if(foundAt != -1) {
          rabbitPositions.push(foundAt);
          startSearchAt = foundAt + 1;
        }
      } while(foundAt != -1);

      alert(rabbitPositions);
    </script>
  </body>
</html>
```

This page says:

2,4,5,10

OK

Finding Element Backwards

- ***array.lastIndexOf(target)*** to find ***target*** in array, starting from the last element in array

```
var pets = ["Rabbit", "Dog", "Cat", "Rabbit", "Hamster"];  
alert(pets.lastIndexOf("Rabbit")); // This will show 3
```

SLICE()

- The slice() method returns the selected elements in an array, as a new array object
- Extract part of an array by ***array.slice(startPosition)***

```
var pets = ["Dog", "Cat", "Rabbit", "Hamster"];  
var result = pets.slice(1);  
// result is ["Cat", "Rabbit", "Hamster"]
```

- You can also set where to stop, by ***array.slice(startPosition, endPosition)***

```
var pets = ["Dog", "Cat", "Rabbit", "Hamster"];  
var result = pets.slice(1, 3);  
// result is ["Cat", "Rabbit"]
```

- The slice() method selects the elements starting at the given *start* argument, and ends at, *but does not include*, the given *end* argument

Remove Something Anywhere in an Array

- **splice()** is used when you want to remove element(s) anywhere from an array
- To remove element(s) anywhere from an array, use ***array.splice(position, quantity)***

```
var pets = ["Dog", "Cat", "Rabbit", "Hamster"];  
var result = pets.splice(1, 1);  
// Now pets is ["Dog", "Rabbit", "Hamster"]  
// and result is ["Cat"]
```

- **splice()** returns the removed element(s)

Add Something Anywhere in an Array

- **splice()** can also be used when you want to add element(s) anywhere to an array
- To add an element anywhere to an array, use ***array.splice(position, 0, element)***

```
var pets = ["Dog", "Cat", "Hamster"];  
var result = pets.splice(2, 0, "Rabbit");  
// Now pets is ["Dog", "Cat", "Rabbit", "Hamster"]  
// and result is []
```

- If **0** is set, then means no items will be removed
- Because nothing is removed from pets, result is []

Replace Something in an Array

- To replace element(s) anywhere in an array, use *array.splice(position, quantity, element(s))*

```
var pets = ["Dog", "Cat", "Hamster"];  
var result = pets.splice(1, 1, "Rabbit", "Fish");  
// Now pets is ["Dog", "Rabbit", "Fish", "Hamster"]  
// and result is ["Cat"]
```

https://www.w3schools.com/jsref/jsref_splice.asp

Array Functions

▪ FOREACH()

- You can go through every element using loop (for / while)

```
var pets = ["Dog", "Cat", "Hamster"];  
for (var i = 0; i < pets.length; i++) {  
    alert(pets[i]);  
}
```

- You can also use ***array.forEach(function)***

```
var pets = ["Dog", "Cat", "Hamster"];  
pets.forEach(alert);  
// This will show 3 separate alerts
```


More on FOREACH()

- The **forEach()** method calls a provided function (a callback function) once for each array element in an array, in order
- You can think of **forEach()** in this way

```
function forEach(theArray, fn) {  
    for (var i = 0; i < theArray.length; i++) {  
        fn(theArray[i], i, theArray);  
    }  
}
```

- `fn(theArray[i], i, theArray);`
the array (Required)

A function to be run for each element in

Function arguments:

| Argument | Description |
|---------------------------|---|
| <code>currentValue</code> | Required. The value of the current element |
| <code>index</code> | Optional. The array index of the current element |
| <code>arr</code> | Optional. The array object the current element belongs to |

Example: FOREACH()

```
<!doctype html>
<html>
  <body>
    <script>
      var numbers = [1, 2, 3, 4, 5];

      numbers.forEach( function(elem, idx, arr) {
                          arr[idx] = elem * elem;
                        });

      alert(numbers); // This shows [1,4,9,16,25];
    </script>
  </body>
</html>
```

Array Functions

■ MAP()

- *array.map(function)* stores the result of each execution of function into a new array it returns
- The **map()** method creates a new array with the results of calling a function for every array element
- The **map()** method calls the provided function once for each element in an array, in order
- You can think of *map(function)* as
- Same as in FOREACH()

```
fn(theArray[i], i, theArray);
```


A function to be run for each element in the array (Required)

```
function map(theArray, fn) {  
    var results = [];  
    for (var i = 0; i < theArray.length; i++) {  
        results.push(fn(theArray[i], i, theArray));  
    }  
}
```

Example: MAP()

```
<!doctype html>
<html>
  <body>
    <script>
      var square = function(el) { return el * el; }
      var numbers = [1, 2, 3, 4, 5];
      var results = numbers.map(square);

      alert(results); // This shows [1,4,9,16,25];
    </script>
  </body>
</html>
```



Note: A function expression can be stored in a variable

Note: After a function expression has been stored in a variable, the variable can be used as a function (next slide)

Notes on JS Functions

- Functions can be used as values

```
var x = function (a, b) {return a * b};
```

- After a function expression has been stored in a variable, the variable can be used as a function

```
var z = x(4, 3);
```

- The function above is an ***anonymous function*** (a function without a name)
- Functions stored in variables do not need function names
- They are always invoked (called) using the variable name