

Web Developer

Programmazione - Javascript e Typescript

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Functions

Code Reusability

Shadi Lahham - Web development

Functions in Javascript

Functions

Functions are reusable collections of statements.

```
// declare  
function sayMyName() {  
    console.log('Hi Bob!');  
}
```

```
// use  
sayMyName();
```

```
// use again  
sayMyName();
```

richiamo più volte la stessa funzione per scrivere meno codice

Arguments

argomento > usare il termine giusto

```
function sayMyName(name) {  
  console.log('Hi, ' + name);  
}
```

variabile incapsulata o con un block scope interna alla funzione

è stato aggiunto un parametro

```
sayMyName('James');  
sayMyName('Adam');
```

invocare la funzione

Arguments

argomento

```
function addNumbers(num1, num2) {  
  let result = num1 + num2;  
  console.log(result);  
}
```

invocata la funzione 4 volte
con valori differenti
scritta su console

```
addNumbers(7, 21);  
addNumbers(3, 10);
```

immetto una espressione : funzione, espressione aritmetica, numero, stringa, ect...

You can also pass variables:

```
let number = 10;  
addNumbers(number, 2);  
addNumbers(number, 4);
```

parametri = quello che assegno alla funzione nel suo richiamo

Return Values

The `return` keyword returns a value to whoever calls the function and exits the function

```
function addNumbers(num1, num2) {  
  let result = num1 + num2;  
  return result; // Anything after this line won't be executed  
}  
                solo uno, dopo non c'è un cazzo  
  
let sum = addNumbers(5, 2);
```

Return Values

You can use function calls in expressions

```
let biggerSum = addNumbers(2, 5) + addNumbers(3, 2);
```

You can even call functions inside function calls:

```
let hugeSum = addNumbers(addNumbers(5, 2), addNumbers(3, 7));
```


Circular Dependencies

```
function chicken() {  
  egg();  
}
```

```
function egg() {  
  chicken();  
}
```

```
egg();
```

Recursion

```
function fibonacci(n) {  
  if (n < 2) {  
    return n;  
  }  
  return fibonacci(n - 1) + fibonacci(n - 2);  
}
```

```
fibonacci(30); // 1439 ms
```

```
fibonacci(35); // 12765 ms
```

```
fibonacci(40); // 121211 ms
```

Note: recursive functions can be exponentially slow

[Recursion: The Pros and Cons](#)

[Big O Notation and the Nonsense Therein](#)

Recursion

```
graph TD; 5[5] --- 4[4]; 5 --- 3[3]; 4 --- 3_4[3]; 4 --- 2_4[2]; 3_4 --- 2_34[2]; 3_4 --- 1_34[1]; 2_4 --- 1_42[1]; 3 --- 2_3[2]; 3 --- 1_3[1]; 2_3 --- 1_23[1]
```

Variable Scope

- JS Variables are either "block scoped" or "function scope", depending on how they were declared, with let or var
- They are visible in the block or function where they're defined
- Variables can belong to the local or global scope

var e let sono variabili con uno scope differente

Local Scope

A variable with "local" scope

```
function addNumbers(num1, num2) {  
  let localResult = num1 + num2;  
  console.log("The local result is: " + localResult);  
}
```

```
addNumbers(5, 7);  
console.log(localResult);
```

Global Scope

A variable with "global" scope

```
let globalResult;
```

```
function addNumbers(num1, num2) {  
  globalResult = num1 + num2;  la variabile viene salvata in maniera globale dall'interprete  
  console.log("The global result is: " + globalResult);  perchè non dichiarata  
}
```

```
addNumbers(5, 7);  
console.log(globalResult);
```

Global Scope - side effects

Forgetting to use `let` has "global" consequences

```
function addNumbers(num1, num2) {  
  localResult = num1 + num2;  
  console.log("The local result is: " + localResult);  
}
```

```
addNumbers(5, 7);  
console.log(localResult);
```

Coding Conventions: Indentation

Use newlines between statements and use spaces or tabs to indent blocks.

Bad:

```
function addNumbers(num1,num2) {return num1 + num2;}
```

Bad:

```
function addNumbers(num1, num2) {  
  return num1 + num2;  
}
```

Better:

```
function addNumbers(num1, num2) {    indentato bene  
  return num1 + num2;  
}
```


Convention: Comments & documentation

Comment functions properly.

OK, but not great:

```
/*  
 * Adds two numbers and returns the sum  
 */  
function addNumbers(num1, num2) {  
    return num1 + num2;  
}
```

Convention: Comments & documentation

Comment functions properly. Use JSDoc

Much better:

```
/**
 * Returns the sum of num1 and num2
 * @param {number} num1 - the first number
 * @param {number} num2 - the second number
 * @returns {number} Sum of num1 and num2
 */
function addNumbers(num1, num2) {
    return num1 + num2;
}
```

[Use JSDoc: Documentation](#)

[JSDoc on github](#)

Let & var

Let vs var

```
function worker() {  i esiste solo nel ciclo for
  let x = 88;
  for (let i = 0; i < 4; i++) {
    console.log('i block =', i);
  }
  console.log('x func =', x);
  console.log('i !block =', i); // undefined
}

worker();
console.log('x !func =', x); // undefined
```

let: Block-scoped

Access restricted to nearest enclosing block

```
function worker() {  i = esiste nella funzione TUTTA
  var x = 88;
  for (var i = 0; i < 4; i++) {
    console.log('i block =', i);
  }
  console.log('x func =', x);
  console.log('i !block =', i); // output?
}

worker();
console.log('x !func =', x); // undefine
```

var: Function-scoped

Access restricted to nearest enclosing function
Common in older Javascript code

Advanced functions

Another way to look at functions

```
let add = function(a, b) {  
  return a + b;  
};
```

```
let mad = add;
```

```
let resultA = add(5, 4); // 9
```

```
let resultB = mad(21, 7); // 28
```

```
console.log(typeof add); // function
```

function in javascript è un tipo di variabile

note: functions are regular objects with the additional capability of being callable

Another way to look at functions

```
function add(a, b) {  
  return a + b;  
}
```

```
let mult = function(a, b) {  
  return a * b;  
};
```

```
let calculate = function(fn, a, b) {  
  console.log('This is your result:', fn(a, b));  
};
```

, : riceve più valori e mette lo spazio
+ : concatena in una stringa

```
calculate(add, 2, 4);  
calculate(mult, 2, 4);
```

se non torna una funzione a primo parametro verrà dato un errore
se aggiungo una condizione "===" in cui paragono il tipo e il valore

note: functions can be passed as parameters

Arrow Functions

Arrow Functions: Syntax

- A function shorthand
- Use the `=>` syntax
- Share the same lexical `this` as their surrounding code

Syntax

```
(x, y, z) => { statements }
```

```
(x, y, z) => expression // same as: (x, y, z) => { return expression; }
```

Optional parentheses

```
(x) => { statements }
```

```
x => { statements }
```

No parameters syntax

```
() => { statements }
```

Arrow Functions: Variants

```
function square(a) {  
  return a * a;  
}
```

```
let square = (a) => {  
  return a * a;  
};
```

// equivalent

```
let square = (a) => a * a;
```

// equivalent

```
let square = a => a * a;
```

Arrow functions are functions

```
let add = (x, y) => { return x + y; };
```

```
console.log(typeof add); // function
```

```
console.log(add instanceof Function); // true
```

instanceof = operatore binario che torna un valore booleano

note: instanceof is a binary operator

Your turn

1.Variable Scope

- Recreate the local and global scope examples in your browser
- Try to call the function “addNumbers” a few more times
- Write a new .js file that uses both local and global variables in the same project
- Make sure that you understand exactly what’s happening at every stage

2. Fortune calculator

- Write a function named `tellFortune` that:
 - Takes 4 arguments: number of children, partner's name, geographic location, job title.
 - outputs your fortune to the screen like so: "You will be a X in Y, and married to Z with N kids."
- Call that function 3 times with 3 different values for the arguments

3.Dog age calculator

Calculate a puppy's age in dog years

- Write a function named `calculateDogAge` that:
 - takes 1 argument: the dog's age in human years
 - calculates the dog's age based on the conversion rate of 1 human year to 7 dog years
 - outputs the result to the screen like so: "Your dog is NN years old in dog years!"
- Call the function three times with different sets of values
- Bonus:
 - Add another argument to the function that takes the conversion rate of human to dog years

4.Coffee supply calculator

- Write a function named `calculateSupply` that:
 - takes 2 arguments: age, amount per day.
 - calculates the amount consumed for rest of the life (based on a constant max age).
- outputs the result to the screen like so: "You will need NN cups of coffee to last you until the age of X"
- Call that function three times, passing in different values each time
- Bonus:
 - Calculate in liters, accepting floating point values for amount per day (0.3 liters of coffee)
 - Round the result to a round number

5.Geometry library

- Create a function called calcCircumfrence:
 - Pass the radius to the function
 - Calculate the circumference based on the radius, and output "The circumference is NN"
- Create a function called calcArea:
 - Pass the radius to the function.
 - Calculate the area based on the radius, and output "The area is NN"

Reference:

[JavaScript Math Object](#)
[Circles](#)

Bonus

6. Temperature conversion

Create a function called `celsiusToFahrenheit`:

- Store a celsius temperature into a variable.
- Convert it to fahrenheit and output "NN°C is NN°F".

Create a function called `fahrenheitToCelsius`:

- Now store a fahrenheit temperature into a variable.
- Convert it to celsius and output "NN°F is NN°C."

7.Math library

- Write a function called `squareNumber` that will take one argument (a number), square that number, and return the result. It should also log a string like "The result of squaring the number 3 is 9."
- Write a function called `halfNumber` that will take one argument (a number), divide it by 2, and return the result. It should also log a string like "Half of 5 is 2.5."

7.Math library

- Write a function called **percentOf** that will take two numbers, figure out what percent the first number represents of the second number, and return the result. It should also log a string like "2 is 50% of 4."
- Write a function called **areaOfCircle** that will take one argument (the radius), calculate the area based on that, and return the result. It should also log a string like "The area for a circle with radius 2 is 12.566370614359172."
- Bonus: round the result so there are only two digits after the decimal

8. Calculator

Write a function that will take one argument (a number) and perform the following operations, using the functions you wrote earlier:

- Take half of the number and store the result
- Square the result of #1 and store that result
- Calculate the area of a circle with the result of #2 as the radius
- Calculate what percentage that area is of the squared result (#3)

9.Merger

Write a function called `merger()` that takes two arguments and performs the following operation:

- If both arguments are numbers, return the sum
- If both arguments are strings, return the concatenation of the strings
- If the arguments are anything else, return null

Include a doc file in which you explain why two operators might have the same symbol but work differently based on the type of the parameters

References

[JavaScript Function Definitions](#)

[JavaScript - Functions](#)

Javascript validation

[JSHint | code quality tool](#)