

<WA1/>

2020

JavaScript (Part 2)

“The” language of the Web

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JS

JavaScript

Cheat Sheet

page 2

JS

Math

PROPERTIES

- E** Euler's constant
- LN2** natural logarithm of 2
- LN10** natural logarithm of 10
- LOG2E** base 2 logarithm of E
- LOG10E** base 10 logarithm of E
- PI** ratio circumference/diameter
- SQRT1_2** square root of 1/2
- SQRT2** square root of 2

METHODS

- abs(x)** absolute value
- cbrt(x)** cube root
- clz32(x)** return leading zero bits (32)
- exp(x)** return e^x
- expm1(x)** return e^x-1
- hypot(x1, x2...)** length of hypotenuse
- imul(a, b)** signed multiply
- log(x)** natural logarithm (base e)
- log1p(x)** natural logarithm (1+x)
- log10(x)** base 10 logarithm
- log2(x)** base 2 logarithm
- max(x1, x2...)** return max number
- min(x1, x2...)** return min number
- pow(base, exp)** return base^{exp}
- rand()** float random number [0,1)
- sign(x)** return sign of number
- sqrt(x)** square root of number

ROUND METHODS

- ceil(x)** superior round (smallest)
- floor(x)** inferior round (largest)
- fround(x)** nearest single precision
- round(x)** round (nearest integer)
- trunc(x)** remove fractional digits

TRIGONOMETRIC METHODS

- acos(x)** arccosine
- acosh(x)** hyperbolic arccosine
- asin(x)** arcsine
- asinh(x)** hyperbolic arcsine
- atan(x)** arctangent
- atan2(x, y)** arctangent of quotient x/y
- atanh(x)** hyperbolic arctangent
- cos(x)** cosine
- cosh(x)** hyperbolic cosine
- sin(x)** sine
- sinh(x)** hyperbolic sine
- tan(x)** tangent
- tanh(x)** hyperbolic tangent

JSON

METHODS

- parse(str, tf(k,v))** parse string to object
- stringify(obj, replf(wl, sp))** convert to str

Error()

PROPERTIES

- name** return name of error
- message** return description of error

Object()

PROPERTIES

- constructor** return ref. to object func.

METHODS

- assign(dst, src1, src2...)** copy values
- create(proto, prop)** create obj w/prop
- defineProperties(obj, prop)**
- defineProperty(obj, prop, desc)**
- freeze(obj)** avoid properties changes
- getOwnPropertyDescriptor(obj, prop)**
- getOwnPropertyNames(obj)**
- getOwnPropertySymbols(obj)**
- getPrototypeOf(obj)** return prototype
- is(val1, val2)** check if are same value
- isExtensible(obj)** check if can add prop
- isFrozen(obj)** check if obj is frozen
- isSealed(obj)** check if obj is sealed
- keys(obj)** return only keys of object
- preventExtensions(obj)** avoid extend
- seal(obj)** prop are non-configurable
- setPrototypeOf(obj, prot)** change prot

INSTANCE METHODS

- hasOwnProperty(prop)** check if exist
- isPrototypeOf(obj)** test in another obj
- propertyIsEnumerable(prop)**
- toString()** return equivalent string
- toLocaleString()** return locale version
- valueOf()** return primitive value

Promise()

METHODS

- all(obj)** return promise
- catch(onRejected(s)) = .then(undef,s)**
- then(onFulfilled(v), onRejected(s))**
- race(obj)** return greedy promise (res/rep)
- resolve(obj)** return resolved promise
- reject(reason)** return rejected promise

Proxy()

METHODS

- apply(obj, arg, arglist)** trap function call
- construct(obj, arglist)** trap new oper
- defineProperty(obj, prop, desc)**
- deleteProperty(obj, prop)** trap delete
- enumerate(obj)** trap for...in
- get(obj, prop, rec)** trap get property
- getOwnPropertyDescriptor(obj, prop)**
- getPrototypeOf(obj)**
- has(obj, prop)** trap in operator
- ownKeys(obj)**
- preventExtensions(obj)**
- set(obj, prop, value)** trap set property
- setPrototypeOf(obj, proto)**

globals

METHODS

- eval(str)** evaluate javascript code
- isFinite(obj)** check if is a finite number
- isNaN(obj)** check if is not a number
- parseInt(s, radix)** string to integer
- parseFloat(s, radix)** string to float
- encodeURIComponent(URI)** to %3D
- decodeURIComponent(URI)** %3D to =

Set()

PROPERTIES

- size** return number of items

METHODS

- add(item)** add item to set
- has(item)** check if item exists
- delete(item)** del item & return if del
- clear()** remove all items from set

ITERATION METHODS

- entries()** iterate items
- values()** iterate only value of items

CALLBACK FOR EACH METHODS

- forEach(cb(e,i,a), arg)** exec for each

Map()

PROPERTIES

- size** return number of elements

METHODS

- set(key, value)** add pair key=value
- get(key)** return value of key
- has(key)** check if key exist
- delete(key)** del elem. & return if ok
- clear()** remove all elements from map

ITERATION METHODS

- entries()** iterate elements
- keys()** iterate only keys
- values()** iterate only values

CALLBACK FOR EACH METHODS

- forEach(cb(e,i,a), arg)** exec for each

Symbol()

PROPERTIES

- iterator** specifies default iterator
- match** specifies match of regexp
- species** specifies constructor function

METHODS

- for(key)** search existing symbols
- keyFor(sym)** return key from global reg

Generator()

METHODS

- next(value)** return obj w/(value,done)
- return(value)** return value & true done
- throw(exception)** throw an error

Others

FAST TIPS

- var** declare variable
- let** declare block scope local variable
- const** declare constant (read-only)
- func(a=1)** default parameter value
- func(...a)** rest argument (spread operator)
- (a) => { ... }** function equivalent (fat arrow)
- `string \${a}`** template with variables
- 0n** octal (8) number **n** to decimal
- 0b** binary (2) number **n** to decimal
- 0o** octal (8) number **n** to decimal
- 0x** hexadecimal (16) number **n** to decimal
- for (i in array) { ... }** iterate array, i = index
- for (e of array) { ... }** iterate array, e = value
- class B extends A { }** class sugar syntax

CodeMio

POLITECNICO
DI TORINO

Applicazioni Web I - Web Applications I - 2019/2020

Outline

- Objects
- Functions
 - Closures
- Callbacks
 - Timers
- Dates



JavaScript: The Definitive Guide, 7th Edition Chapter 5. Objects

Mozilla Developer Network

- [Learn web development JavaScript » Dynamic client-side scripting » Introducing JavaScript objects](#)
- [Web technology for developers » JavaScript » JavaScript reference » Standard built-in objects » Object](#)
- [Web technology for developers » JavaScript » JavaScript reference » Expressions and operators » in operator](#)

JavaScript – The language of the Web

OBJECTS

Big Warnings (*a.k.a., forget Java objects*)

- In JavaScript, Objects may exist without Classes
 - Usually, Objects are created directly, without deriving them from a Class definition
- In JavaScript, Objects are dynamic
 - You may add, delete, redefine a *property* at any time
 - You may add, delete, redefine a *method* at any time
- In JavaScript, there are no access control methods
 - Every property and every method is always public (private/protected don't exist)
- There is no real difference between properties and methods (because of how JS functions work)

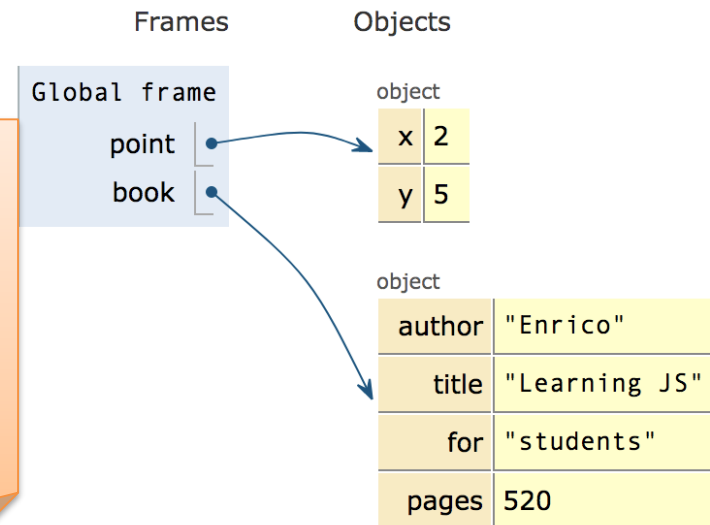
Objects

- An object is an unordered collection of properties
 - Each property has a **name** (key), and a **value**
- Store and retrieve *property values*, through the *property names*
- Object creation and initialization:

```
let point = { x: 2, y: 5 };
```

```
let book = {  
  author : "Enrico",  
  title : "Learning JS",  
  for: "students",  
  pages: 520,  
};
```

Object literals syntax:
{ "name": value,
 "name": value, }
or:
{ name: value,
 name: value, }



Object Properties

Property names are ...

- Identified as a string
- Must be unique in each object
- Created at object initialization
- Added after object creation
 - With assignment
- Deleted after object creation
 - With `delete` operator

Property values are ...

- References to JS values
- Stored inside the object
- May be primitive types
- May be arrays, other objects, ...
 - Beware: the object stores the reference, the value is *outside*
- May be functions (*methods*)

Accessing properties

The . dot notation and omitting the quotes are allowed when the property name is a valid identifier, only.

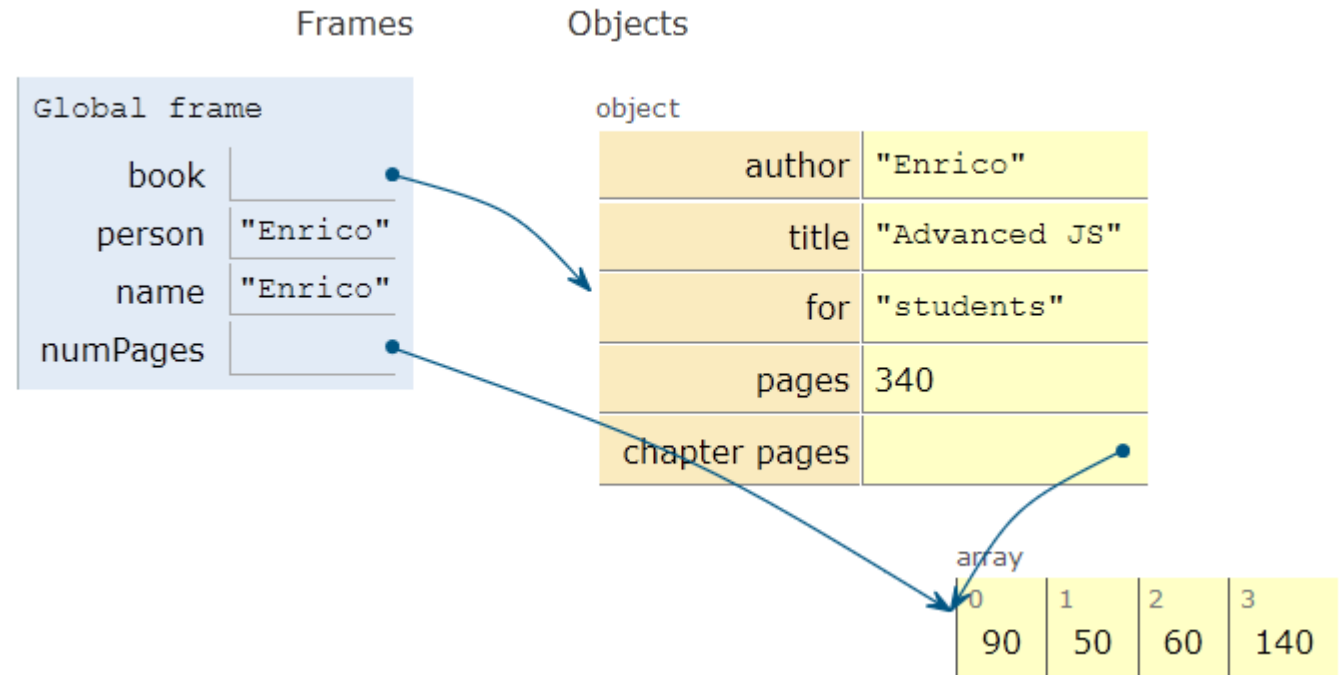
`book.title` or `book['title']`

`book['my title']` and not ~~`book.my title`~~

- Dot (.) or square brackets [] notation

```
let book = {  
  author : "Enrico",  
  title : "Learning JS",  
  for: "students",  
  pages: 340,  
  "chapter pages": [90,50,60,140]  
};
```

```
let person = book.author;  
let name = book["author"];  
let numPages =  
  book["chapter pages"];  
book.title = "Advanced JS";  
book["pages"] = 340;
```



Objects as associative arrays

- The `[]` syntax looks like array access, but the index is *a string*
 - Generally known as *associative arrays*
- Setting a non-existing property creates it:
 - `person["telephone"] = "0110901234";`
 - `person.telephone = "0110901234";`
- Deleting properties
 - `delete person.telephone;`
 - `delete person["telephone"];`

Computed property names

- Flexibility in accessing object properties
 - e.g., access `i`-th line of an object with multiple "address" properties (address1, address2, ...): `person["address"+i]`
 - **Not really recommended...**
- Beware of quotes:
 - `book["title"]` -> property called `title`
 - Equivalent to `book.title`
 - `book[title]` -> property called with the value of variable `title` (if exists)
 - If `title=="author"`, then equivalent to `book["author"]`
 - No equivalent in dot-notation

Property access errors

- If a property is not defined, the (attempted) access returns undefined
- If unsure, must check before accessing

```
let surname = undefined;  
if (book) {  
    if (book.author) {  
        surname = book.author.surname;  
    }  
}
```

```
surname = book && book.author && book.author.surname;
```

Iterating over properties

- `for ... in` iterates over the properties

```
for( let a in {x: 0, y:3}) {  
    console.log(a) ;  
}
```

```
x  
y
```

```
let book = {  
    author : "Enrico",  
    pages: 340,  
    chapterPages: [90,50,60,140],  
};
```

```
for (const prop in book)  
    console.log(`${prop} = ${book[prop]}`);
```

```
author = Enrico  
pages = 340  
chapterPages = 90,50,60,140
```

Iterating over properties

- All the (enumerable) properties names (keys) of an object can be accessed as an array, with:

- `let keys = Object.keys(my_object) ;`

```
[ 'author', 'pages' ]
```

- All pairs [key, value] are returned as an array with:

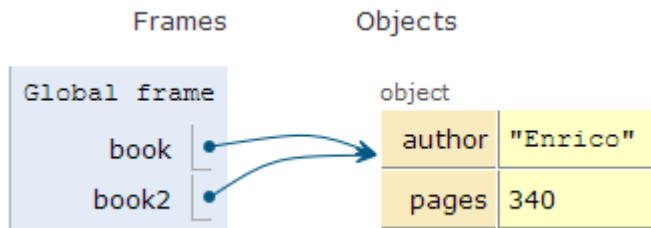
- `let keys_values = Object.entries(my_object)`

```
[ [ 'author', 'Enrico' ], [ 'pages', 340 ] ]
```

Copying objects

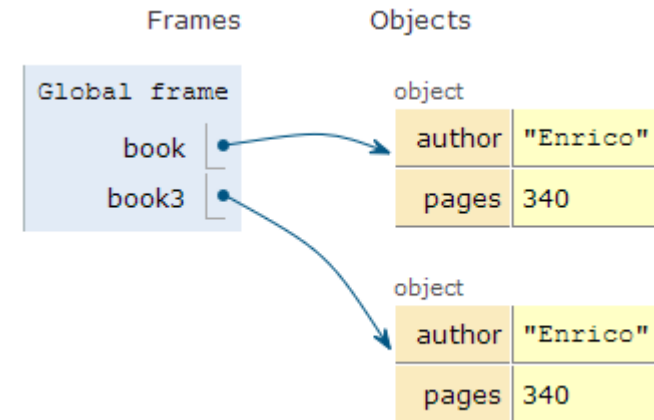
```
let book = {  
  author : "Enrico",  
  pages: 340,  
};
```

```
let book2 = book;
```



```
let book = {  
  author : "Enrico",  
  pages: 340,  
};
```

```
let book3 =  
  Object.assign({}, book);
```



Object.assign

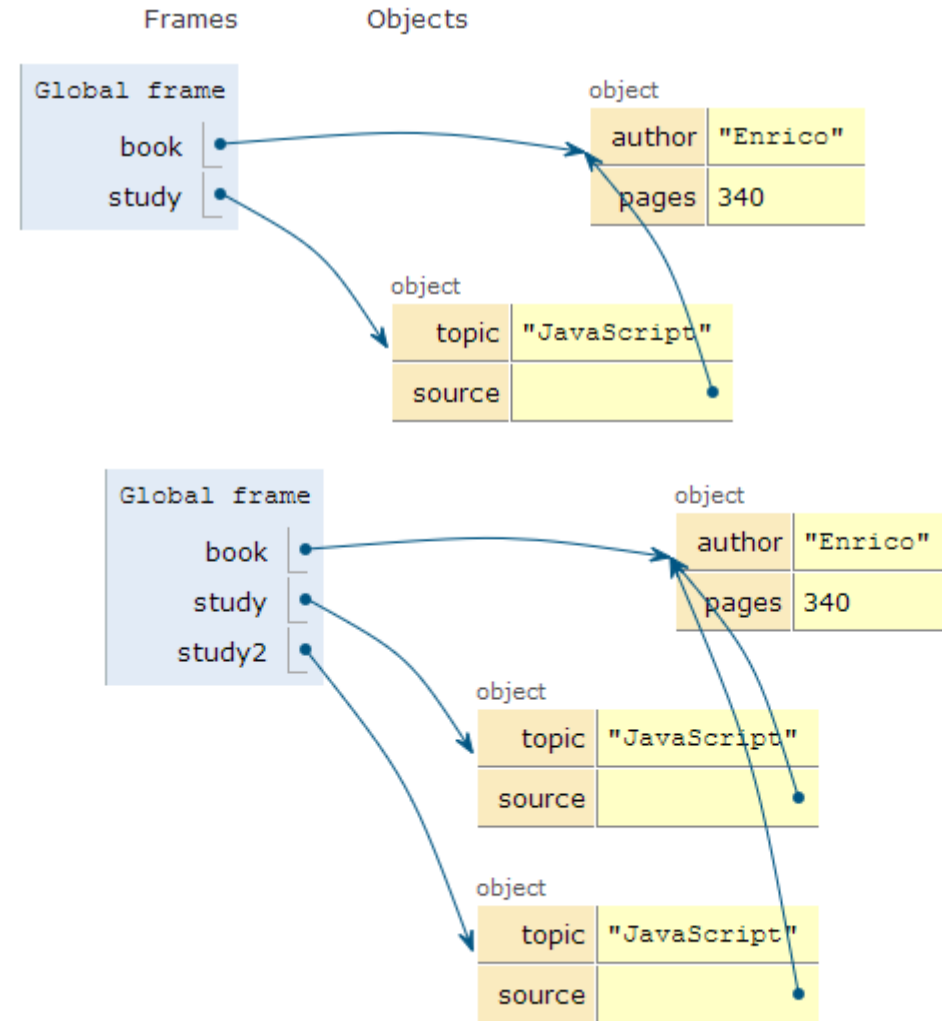
- `let new_object = Object.assign(target, source);`
- Assigns all the properties from the source object to the target one
- The target may be an existing object
- The target may be a new object: `{}`
- Returns the target object (after modification)

Beware! Shallow copy, only

```
let book = {  
  author : "Enrico",  
  pages: 340,  
};
```

```
let study = {  
  topic: "JavaScript",  
  source: book,  
};
```

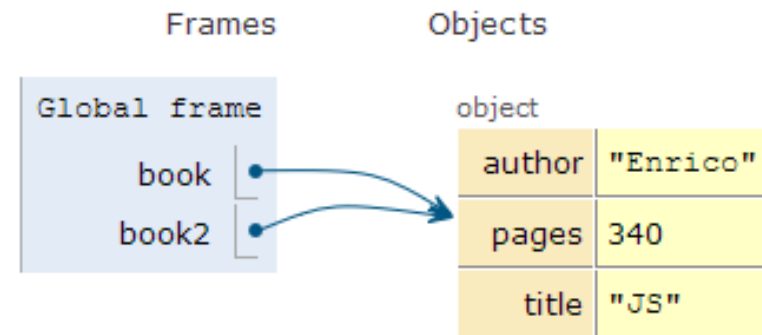
```
let study2 = Object.assign({},  
  study);
```



Merge properties (on existing object)

- `Object.assign(target, source, default values, ..);`

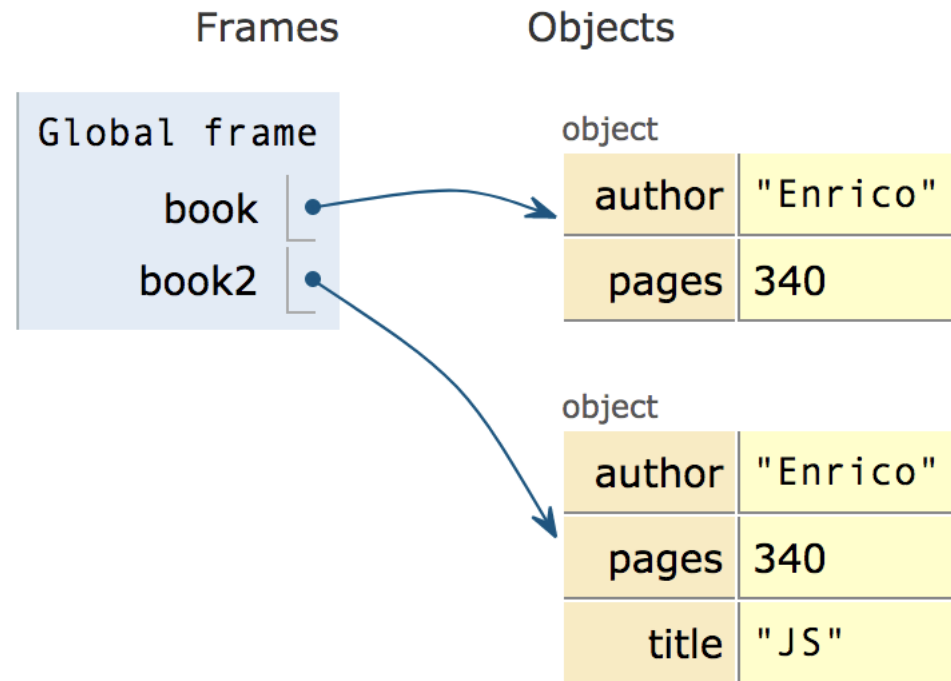
```
let book = {  
  author : "Enrico",  
  pages: 340,  
};  
  
let book2 = Object.assign(  
  book, {title: "JS"}  
);
```



Merge properties (on new object)

- `Object.assign(target, source, default values, ..);`

```
let book = {  
  author : "Enrico",  
  pages: 340,  
};  
  
let book2 = Object.assign(  
  {}, book, {title: "JS"}  
);
```



Copying with spread operator (ES9 – ES2018)

```
let book = {  
  author : "Enrico",  
  pages: 340,  
};  
  
let book2 = {...book, title: "JS"};  
  
console.log(book2);
```

```
{ author: 'Enrico', pages: 340, title: 'JS' }
```

```
const {a,b,...others} =  
  {a:1, b:2, c:3, d:4};  
  
console.log(a);  
console.log(b);  
console.log(others);
```

```
1  
2  
{ c: 3, d: 4 }
```

Checking if properties exist

- Operator `in`
 - Returns true if property is in the object. Do not use with Array

```
let book = {  
  author : "Enrico",  
  pages: 340,  
};  
  
console.log('author' in book);  
delete book.author;  
console.log('author' in book);
```

```
true  
false
```

```
const v=['a','b','c'];  
  
console.log('b' in v);  
  
console.log('PI' in Math);
```

```
false  
true
```

Object creation (equivalent methods)

- By object literal: `const point = {x:2, y:5} ;`
- By object literal (empty object): `const point = {} ;`
- By constructor: `const point = new Object() ;`
- By object static method create:
`const point = Object.create({x:2,y:5}) ;`
- Using a *constructor function*

Preferred

Construction functions

- Define the object type by writing a constructor function.
 - Use a capital initial letter
- Create an instance of the object with new.

```
function Car(make, model, year) {  
  this.make = make;  
  this.model = model;  
  this.year = year;  
}
```

```
let mycar = new Car('Eagle',  
  'Talon TSi', 1993);
```



JavaScript – The language of the Web

FUNCTIONS

Functions

- **One of the most important** elements in JavaScript
- Delimits a block of code with a private scope
- Can accept parameters and returns one value
 - Can also be an object
- Functions themselves **are objects** in JavaScript
 - They can be **assigned** to a variable
 - Can be **passed** as an argument
 - Used as a **return** value

Declaring functions: 3 ways

1) Classic

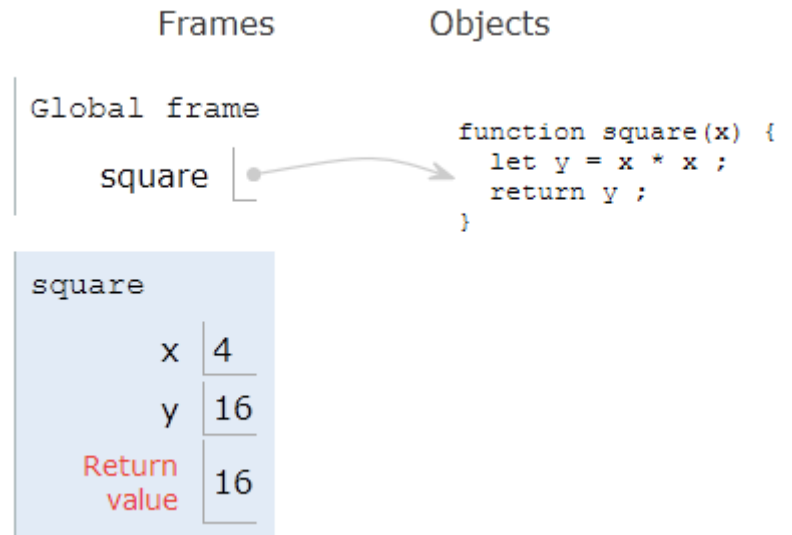
```
function do(params) {  
  /* do something */  
}
```


Classic functions

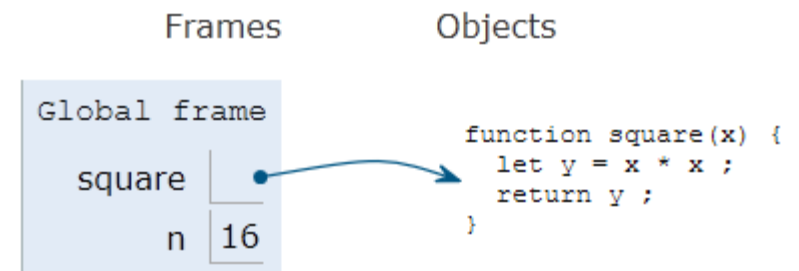
```
function square(x) {  
  let y = x * x ;  
  return y ;  
}
```

```
let n = square(4) ;
```

During
execution



After
execution



Parameters

- Comma-separated list of parameter names
 - May assign a default value, e.g. `function(a, b=1) {}`
- Parameters are passed by-value
 - Copies of the reference to the object
- Parameters that are not passed in the function call get the value 'undefined'
- Check missing/optional parameters with:
 - `if(p===undefined) p = default_value ;`
 - `p = p || default_value ;`

Variable number of parameters

- Syntax for functions with variable number of parameters, using the ... operator (called “rest”)

```
function fun (par1, par2, ...arr) { }
```

- The "rest" parameter must be the last, and will deposit all extra arguments into an array

```
function sumAll(initVal, ...arr) {  
    let sum = initVal;  
    for (let a of arr) sum += a;  
    return sum;  
}  
sumAll(0, 2, 4, 5); // 11
```

Declaring functions: 3 ways

1) Classic

```
function do(params) {  
  /* do something */  
}
```

2a) Function expression

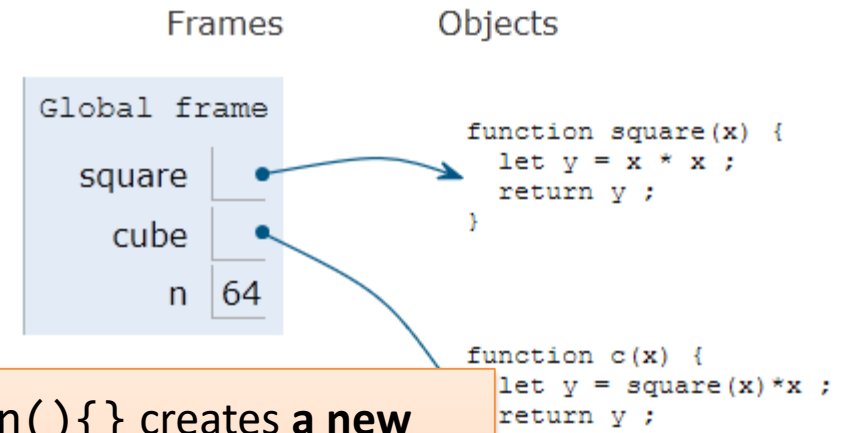
```
const fn = function(params) {  
  /* do something */  
}
```

2b) Named function expression

```
const fn = function do(params) {  
  /* do something */  
}
```

Function expression: indistinguishable

```
function square(x) {  
  let y = x * x ;  
  return y ;  
}  
  
let cube = function c(x) {  
  let y = square(x)*x ;  
  return y ;  
}  
  
let n = cube(4) ;
```



The *expression* `function() {}` creates a **new object of type 'function'** and returns the result.

Any variable may “refer” to the function and call it.
You can also store that reference into an array, an object property, pass it as a parameter to a function, redefine it, ...

method

callback

Declaring functions: 3 ways

1) Classic

```
function do(params) {  
  /* do something */  
}
```

2a) Function expression

```
const fn = function(params) {  
  /* do something */  
}
```

3) Arrow function

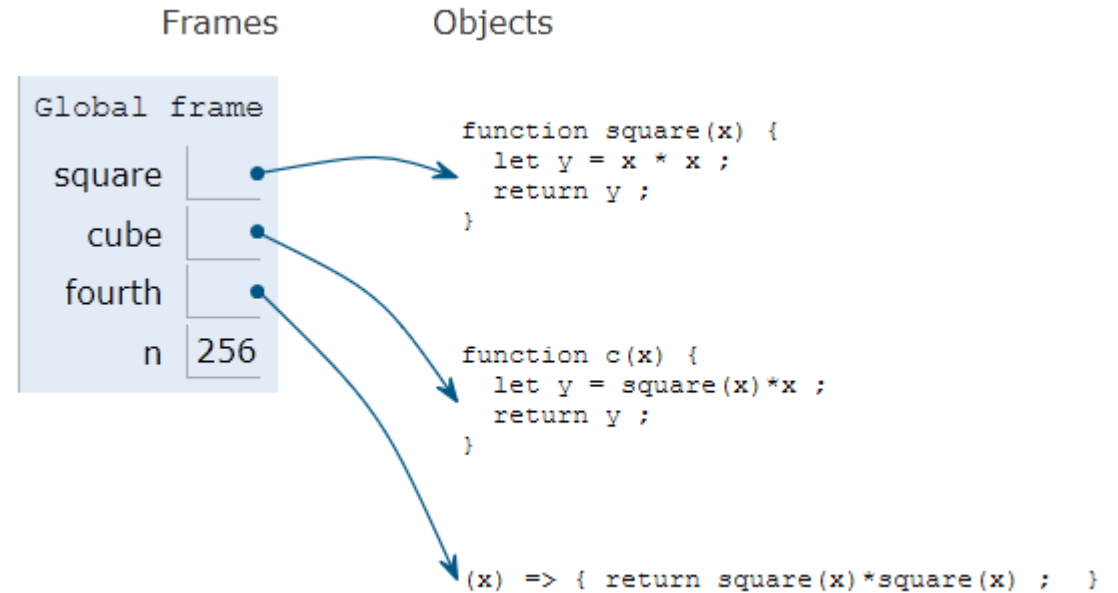
```
const fn = (params) => {  
  /* do something */  
}
```

2b) Named function expression

```
const fn = function do(params) {  
  /* do something */  
}
```

Arrow Function: just a shortcut

```
function square(x) {  
  let y = x * x ;  
  return y ;  
}  
  
let cube = function c(x) {  
  let y = square(x)*x ;  
  return y ;  
}  
  
let fourth = (x) => { return  
square(x)*square(x) ; }  
  
let n = fourth(4) ;
```



Parameters in arrow functions

```
const fun = () => { /* do something */ }           // no params
```

```
const fun = param => { /* do something */ }         // 1 param
```

```
const fun = (param) => { /* do something */ }       // 1 param
```

```
const fun = (par1, par2) => { /* smtg */ } // 2 params
```

```
const fun = (par1 = 1, par2 = 'abc') => { /* smtg */ } // default values
```


Return value

- Default: **undefined**
- Use **return** to return a value
- Only one value can be returned
- However, objects (or arrays) can be returned

```
const fun = () => { return ['hello', 5] ; }  
const [ str, num ] = fun() ;  
console.log(str) ;
```

- Arrow functions have implicit return if there is only one value

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

Nested functions

- Function can be nested, i.e., defined within another function

```
function hypotenuse(a, b) {  
    const square = x => x*x ;  
    return Math.sqrt(square(a) + square(b));  
}
```

=> Preferred in nested functions

```
function hypotenuse(a, b) {  
    function square(x) { return x*x; }  
    return Math.sqrt(square(a) + square(b));  
}
```

- The inner function is *scoped within* the external function and cannot be called outside
- The inner function might *access variables declared* in the *outside* function

Closure: definition (somewhat cryptic)

A closure is a name given to a feature in the language by which a nested function executed after the execution of the outer function can still access outer function's scope.

Really: one of the most important concepts in JS

<https://medium.com/@vvkchandra/learn-javascript-closures-through-the-laws-of-karma-49d32d35b3f7>

Closures

- JS uses *lexical scoping*
 - Each new functions defines a *scope* for the variables declared inside
 - Nested functions may access the scope of *all enclosing* functions
- Every function object remembers the scope where it is defined, even after the external function is no longer active → Closure

```
"use strict" ;

function greeter(name) {
    const myname = name ;

    const hello = function () {
        return "Hello " + myname ;
    }

    return hello ;
}

const helloTom = greeter("Tom") ;
const helloJerry = greeter("Jerry") ;

console.log(helloTom()) ;
console.log(helloJerry()) ;
```

Warning: not
return hello() ;

Closures

- `hello` accesses the variable `myname`, defined in the outer scope
- The function is returned (as `helloTom` or `helloJerry`)
- Each of the functions “remembers” the reference to `myname`, when it was defined
- The variable `myname` goes out of scope, but is not destroyed
 - Still accessible (referred) by the `hello` functions.

```
"use strict" ;

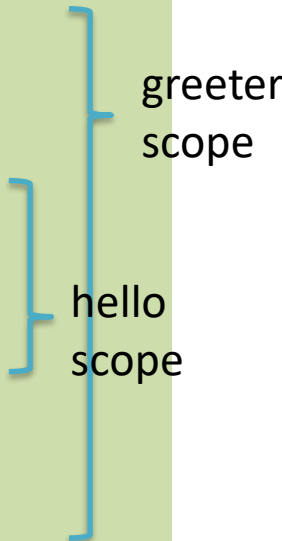
function greeter(name) {
    const myname = name ;

    const hello = function () {
        return "Hello " + myname ;
    }

    return hello ;
}

const helloTom = greeter("Tom") ;
const helloJerry = greeter("Jerry") ;

console.log(helloTom()) ;
console.log(helloJerry()) ;
```



Using closures to emulate objects

```
"use strict" ;

function counter() {
  let value = 0 ;

  const getNext = () => {
    value++;
    return value;
  }

  return getNext ;
}
```

```
const count1 = counter() ;
console.log(count1()) ;
console.log(count1()) ;
console.log(count1()) ;
```

```
const count2 = counter() ;
console.log(count2()) ;
console.log(count2()) ;
console.log(count2()) ;
```

```
1
2
3
1
2
3
```

Using closures to emulate objects (with methods)

```
"use strict";

function counter() {
  let n = 0;

  // return an object,
  // containing two function-valued
  // properties
  return {
    count: function() {
      return n++;
    },
    reset: function() { n = 0; }
  };
}
```

```
let c = counter(), d = counter();
      // Create two counters

c.count()
      // => 0

d.count()
      // => 0: they count independently

c.reset()
      // reset() and count() methods

c.count()
      // => 0: because we reset c

d.count()
      // => 1: d was not reset
```

Immediately Invoked Function Expressions (IIFE)

- Functions may protect the *scope* of variables and inner functions
- May declare a function
 - With internal variables
 - With inner functions
 - Call it only once, and discard everything

```
( function() {  
    let a = 3 ;  
    console.log(a) ;  
} ) () ;
```

```
let num = ( function() {  
    let a = 3 ;  
    return a ;  
} ) () ;
```

<https://flaviocopes.com/javascript-iife/>

<https://medium.com/@vvkchandra/essential-javascript-mastering-immediately-invoked-function-expressions-67791338ddc6>

Using IIFE to emulate objects (with methods)

```
"use strict";

const c = (
  function () {
    let n = 0;

    return {
      count: function () {
        return n++;
      },
      reset: function () {
        n = 0;
      }
    };
  })();
```

```
console.log(c.count());
console.log(c.count());
c.reset();
console.log(c.count());
console.log(c.count());
```

```
0
1
0
1
```



JavaScript – The language of the Web

CALLBACKS

Callbacks

- A callback function is a function passed into another function as an argument, which is then invoked inside the outer function to complete some kind of routine or action.
 - Synchronous
 - Asynchronous

```
function logQuote(quote) {  
    console.log(quote);  
}  
  
function createQuote(quote,  
    callback) {  
    const myQuote = `Like I always  
say, '${quote}'`;  
    callback(myQuote);  
}  
  
createQuote("WebApp I rocks!",  
    logQuote);
```

Synchronous callbacks

- Used in functional programming
 - E.g., providing the sort criteria for array sorting

```
var numbers = [4, 2, 5, 1, 3];

numbers.sort(function(a, b) {
  return a - b;
});

console.log(numbers);
```

```
let numbers = [4, 2, 5, 1, 3];

numbers.sort((a, b) => a - b);

console.log(numbers);
```

Synchronous callbacks

- Example: filter according to a criteria
 - `filter()` creates a **new** array with all elements for which the callback returns true

```
const market = [  
  { name: 'GOOG', var: -3.2 },  
  { name: 'AMZN', var: 2.2 },  
  { name: 'MSFT', var: -1.8 }  
];  
  
const bad = market.filter(stock => stock.var < 0);  
// [ { name: 'GOOG', var: -3.2 }, { name: 'MSFT', var: -1.8 } ]  
  
const good = market.filter(stock => stock.var > 0);  
// [ { name: 'AMZN', var: 2.2 } ]
```

Asynchronous callbacks

- Handling user actions
 - E.g., button click
- Handling I/O operations
 - E.g., fetch a document
- Handling time intervals
 - E.g., timers

Timers

- Useful to delay the execution of a function. Two possibilities from the runtime environment
 - `setTimeout()` runs the callback function after a given period of time
 - `setInterval()` runs the callback function periodically

```
const onesec = setTimeout(()=> {  
    console.log('hey') ; // after 1s  
}, 1000) ;
```

```
console.log('hi') ;
```

```
const myFunction = (firstParam,  
secondParam) => {  
    // do something  
}  
// runs after 2 seconds  
setTimeout(myFunction, 2000,  
firstParam, secondParam)
```

Timers

- `clearInterval()`: for stopping the periodical invocation of `setInterval`

```
const id = setInterval(() => {}, 2000) ;  
  
// «id» is a handle that refers to the timer  
  
clearInterval(id) ;
```




JavaScript: The Definitive Guide, 7th Edition
Chapter 9.4 Dates and Times

Mozilla Developer Network
Web technology for developers » JavaScript »
JavaScript reference »
Standard built-in objects » Date

JavaScript – The language of the Web

DATES

Date object

- Store a time instant with *millisecond* precision, counted from Jan 1, 1970 UTC (Unix Epoch)
- Careful with time zones
 - Most methods work in local time (not UTC) the computer is set to

```
let now = Date();
```

```
let newYearMorning = new Date(  
  2020, // Year 2020  
  0, // January (from 0)  
  1, // 1st  
  18, 15, 10, 743);  
// 18:15:10.743, local time
```

Creating dates with new Date()

1. No parameters: that represents

UTC vs Local time zone are confusing.

```
> new Date('2020-03-18')  
2020-03-18T00:00:00.000Z
```

2. A number parameter represents the time in milliseconds since Jan 1970 00:00

```
> new Date('18 March 2020')  
2020-03-17T23:00:00.000Z
```

Remember the **new** keyword

3. A string, which represents a formatted date

4. A sequence of numbers, which represent parts of a date

Formatting is locale-dependent 🙋

– At least 3 values: y, m, d

```
new Date();  
new Date(1530826365*1000);  
new Date('Mar 16, 2020');  
new Date('3/16/2020');  
// careful with day/month order!
```

```
let newYearAfternoon = new Date(  
  2020, // Year 2020  
  0, // January (from 0)  
  1, // 1st  
  18);  
// 18:00:00.000, local time
```

<https://flaviocopes.com/javascript-dates/>

Date transformation

- `Date.parse()`
 - Static method, returns a timestamp in ms, not a Date object
 - A lot of string formats supported, as for the constructor parameter
- Edit fields in the date
 - get and set methods
- `to...String()`
 - to obtain human-readable dates
- `getTime()`
 - to get timestamp in ms

```
let ts1 = Date.parse('Mon 16 2020');  
let ts2 = Date.parse('2020-03-16 09:35:22');  
let ts3 = Date.parse('3/16/2020');  
let ts4 = Date.parse('2020 MARCH');
```

```
let now = Date();  
let day = now.getDate() // 1-31  
let dow = now.getDay() // 0=Sunday 6=Saturday  
let month = now.getMonth() // 0=January  
let time = now.getTime() // ms since Jan 1, 1970  
  
now.setDate(1);  
now.setMonth(0); // First day/month of year  
  
now.toDateString(); // 'Tue Mon 16 2020'  
  
let ts = now.getTime(); // 1584367882000
```

<https://flaviocopes.com/javascript-dates/>

Date handling

- Comparing dates
 - Compare timestamp in ms
 - Potentially resetting some date fields (time, in case comparison is about date only)
- Date difference
 - Convert to timestamp, then handle accordingly to get the desired number of days, hours, minutes etc. needed

```
const diff = date2.getTime() - date1.getTime()  
// in ms
```

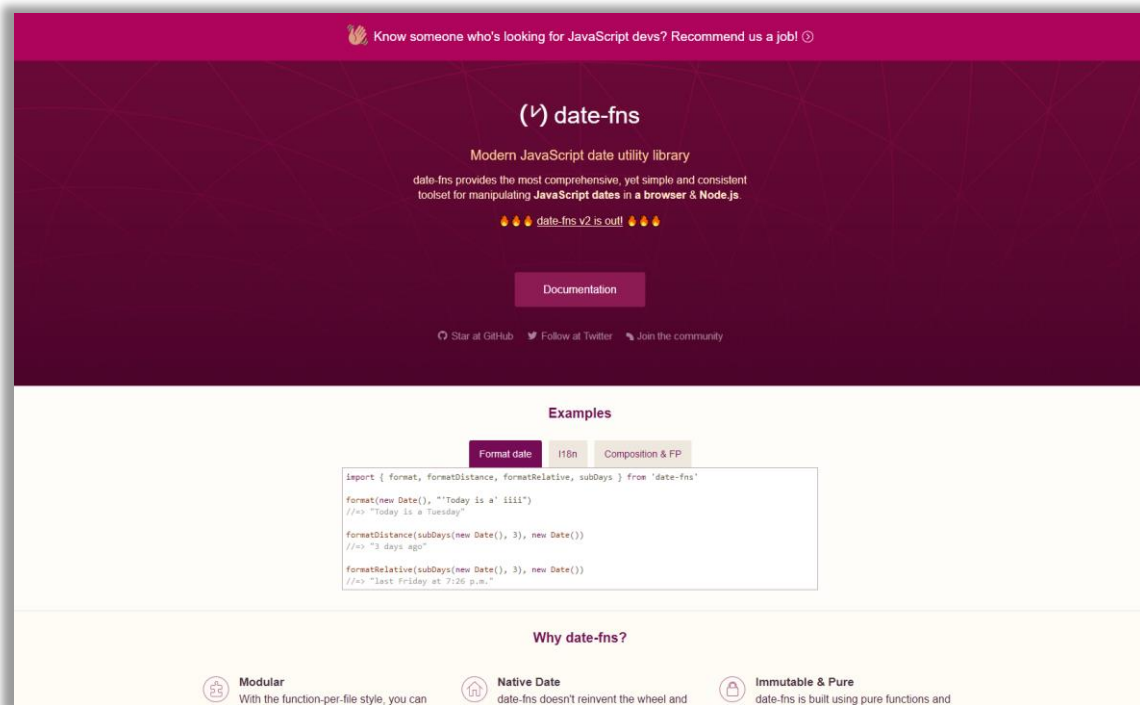
```
if (date2.getTime() === date1.getTime()) {  
    //dates (including times) are equal  
}
```

Mar 16, 2020 12:45:23 is **not** equal to new Mar 16, 2020.
Use `setHours(0, 0, 0, 0)` to reset the time.

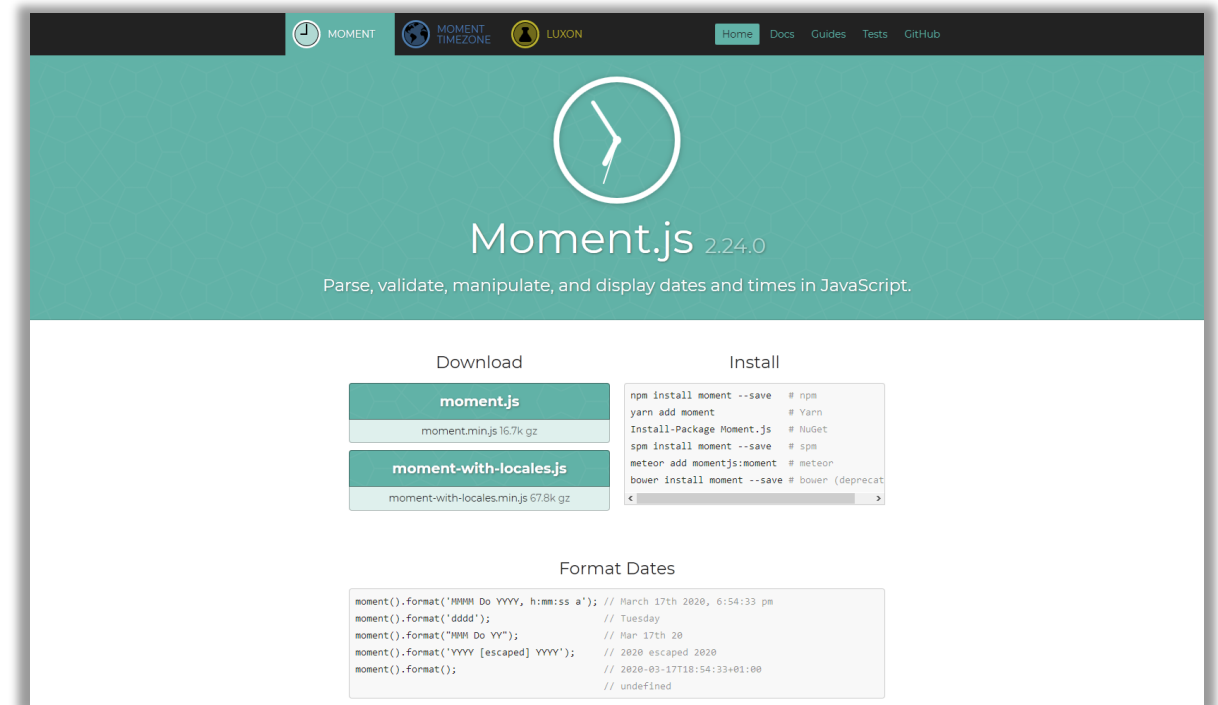
```
let d1 = new Date(); // assume Mar 16, 2020  
let d2 = new Date("Jan 1, 2020");  
let diff = d1 - d2;  
const MS_DAY = 1000*60*60*24;  
const MS_H = 1000*60*60;  
let days = Math.floor(diff/MS_DAY); // 75  
let mins = Math.floor((diff-days*MS_DAY)/MS_H);
```

<https://flaviocopes.com/javascript-dates/>

Serious JS date/time handling libraries



<https://date-fns.org/>



<https://momentjs.com/>

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