



# JavaScript

## Web Engineering

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# Technology Overview

HTML

*Validator*

CSS

Web MVC

*Unit Testing*

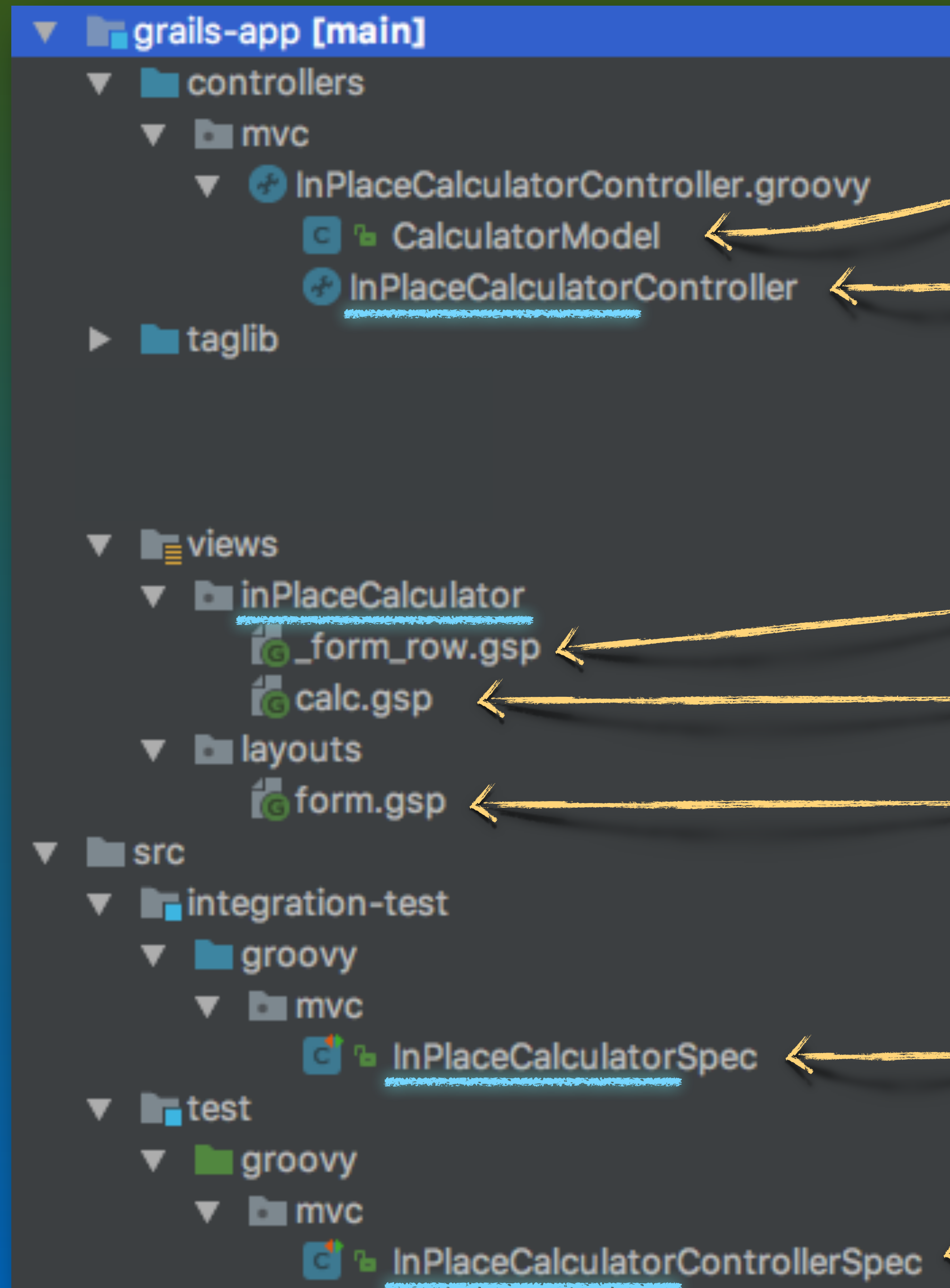
Server Pages

*UI Testing*

Javascript

*UI Testing*

# Overall Structure



model  
controller

template  
server page  
layout

UI test  
unit test

# The story so far

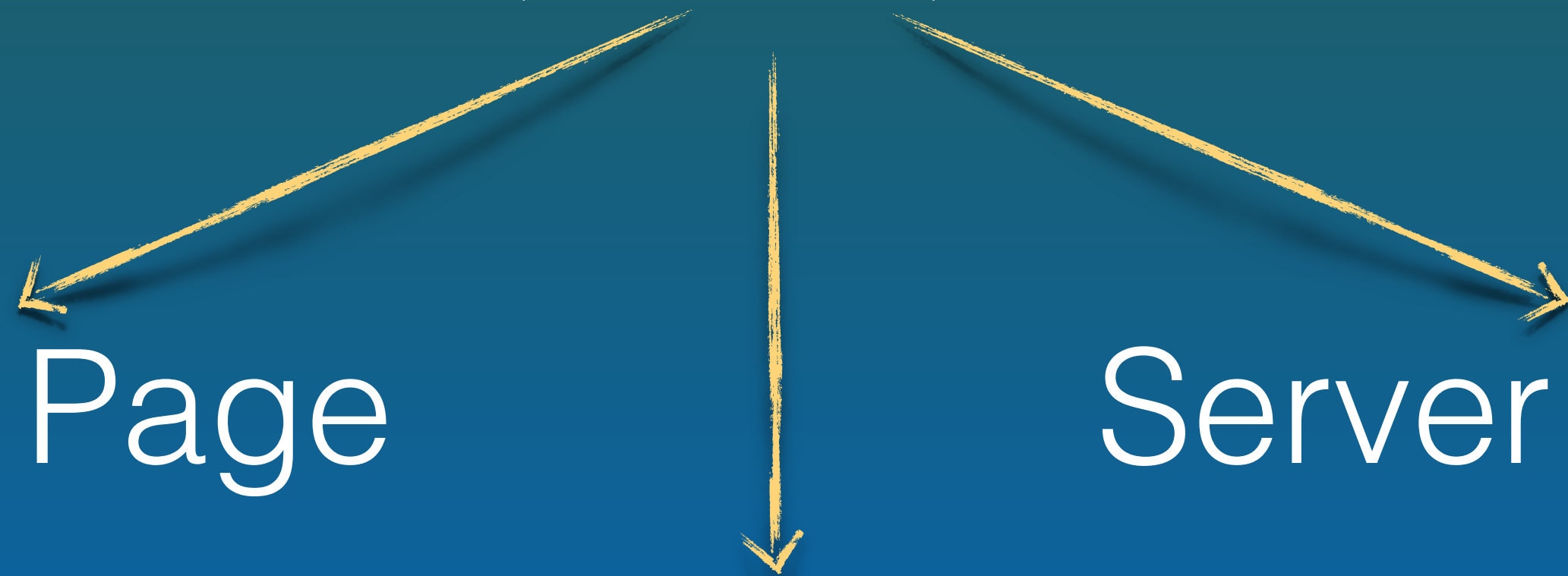
Static Pages - HTML, CSS

MVC - Model, View, Controller

Static Page

Server Page

Dynamic Page



# Request - Response

*code as  
methods*

```
class MyController  
  def myAction(model)
```

*strings*

localhost:8080/tempConverter

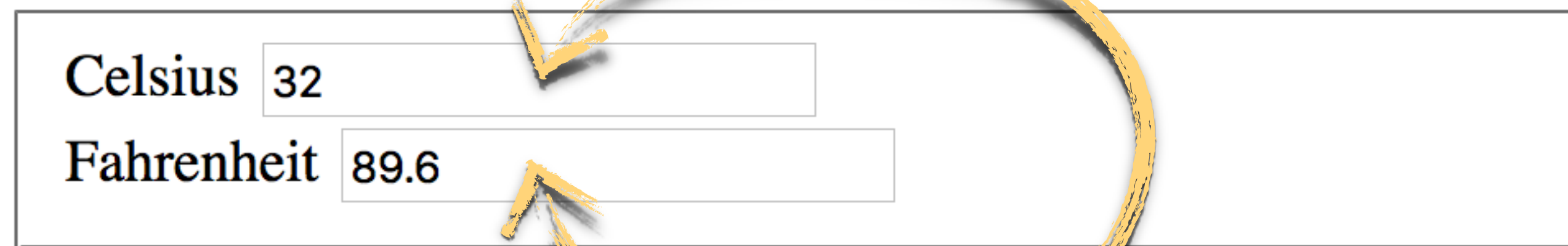
DuckDuckGo Yahoo! Google Maps YouTube Wikipedia News >> +

## Temperature Converter

Celsius	<input type="text" value="0.0"/>	32.0
Fahrenheit	<input type="text" value="0.0"/>	-17.8

# Direct Manipulation

## Temperature Converter with JavaScript



Celsius	<input type="text" value="32"/>
Fahrenheit	<input type="text" value="89.6"/>

*code as strings == scripting*



# JavaScript



Code as string

HTML attribute value

Text content of `<script>` element

External .js file

# Event Attributes



onClick,  
onMouseOver,  
onChange,  
onInput,  
...



# JS Document

```
document.write(html);
```

```
document.getElementById(id);
```

```
document.querySelector(selector);
```

```
...
```

# JS Element

element.id

element.value = *newValue*;

element.innerHTML = *newContent*;

element.classList.add(*newStyle*);

...

# JS Function Declaration

keyword      function name      parameter names

function times(x, y) {  
    return a \* b;  
}

value returned

The diagram illustrates the components of a JavaScript function declaration. The code 'function times(x, y) { return a \* b; }' is shown. Handwritten yellow arrows point from labels to specific parts of the code: 'keyword' points to 'function', 'function name' points to 'times', 'parameter names' points to '(x, y)', and 'value returned' points to 'a \* b'.

# Engineering Aspects

Where to put JS code:

in-line only for one-liners

in-page for local functions

.js files for cross-page sharing,  
unit testing, linting, tool support, ...

# JS Topics not covered

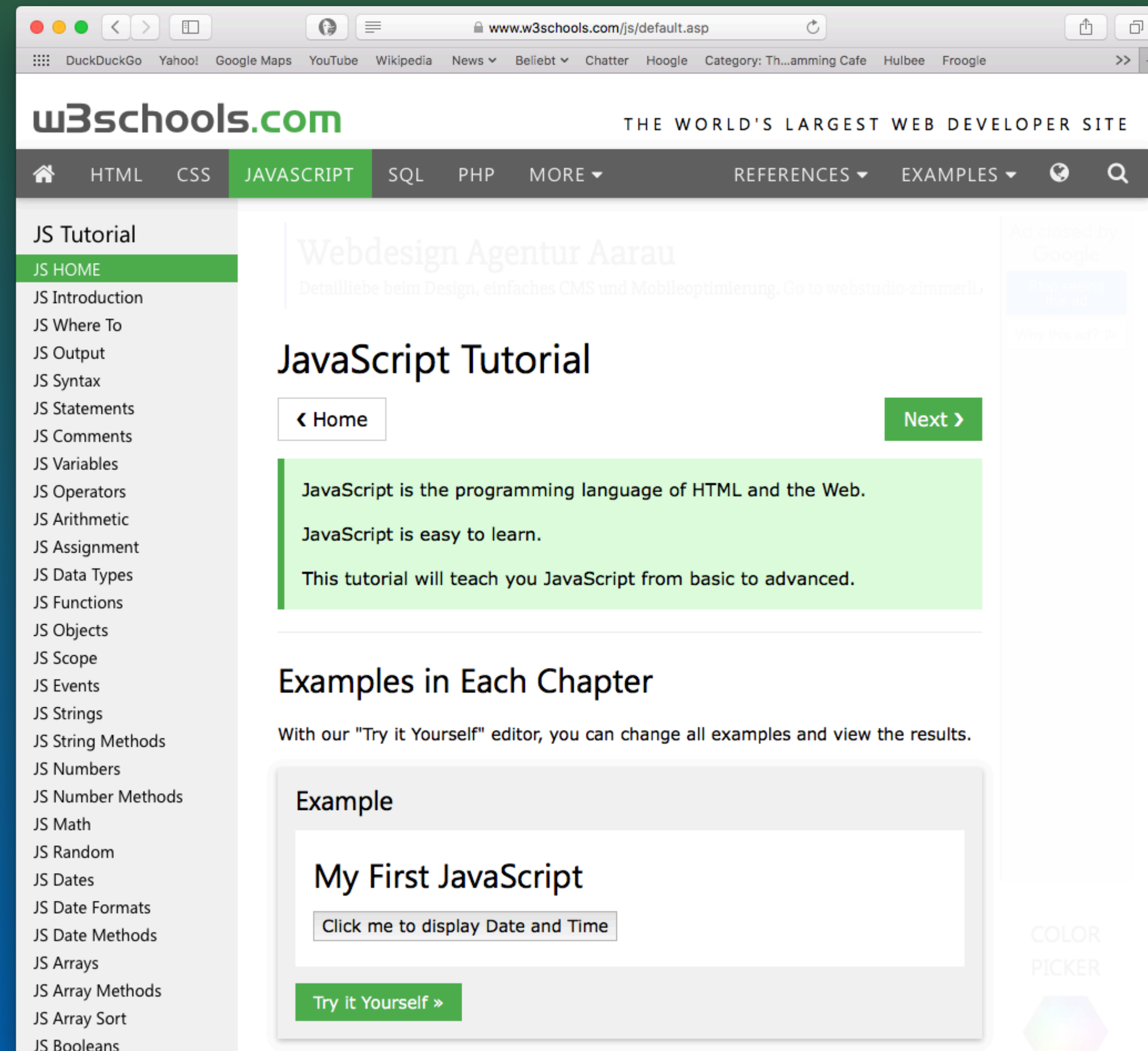
classes, objects, types, literal decl.

scoping, prototype inheritance

function expressions, self-invocation

hoisting, linting, unit testing, ...

# www.w3schools.com/js



# Mozilla Developer Network

[https://developer.mozilla.org/en-US/docs/Learn/Getting\\_started\\_with\\_the\\_web/JavaScript\\_basics](https://developer.mozilla.org/en-US/docs/Learn/Getting_started_with_the_web/JavaScript_basics)