

Module 3 - Lecture 6

# JavaScript Functions



# Named Functions



# Named Function

- camelCase naming convention
- No return type
- No data types on parameters
- Returning a value is optional

```
function multiplyBy(multiplicand, multiplier) {  
    let result = multiplicand * multiplier;  
  
    return result;  
}
```

The diagram illustrates the components of a named function in JavaScript. The function name `multiplyBy` is highlighted with a blue box and labeled "Name" with a blue arrow. The parameters `(multiplicand, multiplier)` are highlighted with a green box and labeled "Parameters" with a green arrow. The function body contains a `let` statement to calculate the result and a `return` statement to return the result.



# Parameters

- When calling a function, supplying parameter values is optional.
  - They will default to undefined if not supplied.

```
function multiplyBy(multiplicand, multiplier) {  
  let result = multiplicand * multiplier;  
  
  return result;  
}
```

```
multiplyBy()
```



# Default Parameters

- I can supply default values for parameters.
  - The default value will be used if a value is not supplied by the caller.

```
function multiplyBy(multiplicand = 0, multiplier = 0) {  
  let result = multiplicand * multiplier;  
  
  return result;  
}
```



# An unknown number of parameters

- When I call a function, parameters values that I pass are stored in **an array-like object named arguments**.

```
function concatAll() { // No parameters defined, but we still might get some
  let result = '';
  for(let i = 0; i < arguments.length; i++) {
    result += arguments[i];
  }
  return result;
}
```



# An unknown number of parameters

- I can also write a function that accepts a variable number of parameters. JavaScript will store these in an array.

```
1  function myFun(a, b, ...manyMoreArgs) {  
2      console.log("a", a)  
3      console.log("b", b)  
4      console.log("manyMoreArgs", manyMoreArgs)  
5  }  
6  
7  myFun("one", "two", "three", "four", "five", "six")  
8  
9  // Console Output:  
10 // a, one  
11 // b, two  
12 // manyMoreArgs, ["three", "four", "five", "six"]
```

## **Question:**

If a parameter's value is modified within a function, does that modification persist when I return from that function?

## **Answer:**

It depends on the data type of the parameter.





**Changes to object parameters will persist.**

**They are mutable.**

This includes:

- Object
- Arrays
- Date
- and more

```
function willObjectChange(arr, obj) {  
  arr.push(5);           // add 5  
  obj.firstName = 'Bob'; // Change firstName  
}
```

```
let a = [2, 3]; // array with two elements
```

```
let b = {           // object with one property  
  firstName: 'Walt'  
};
```

```
willObjectChange(a, b);
```

```
console.log(a);  
console.log(b);
```

```
► (3) [2, 3, 5]
```

```
► {firstName: "Bob"}
```

**Changes to more primitive types will not.**

**They are immutable.**

This includes:

- Number
- String
- Boolean

```
function willPrimitiveChange(num, str, bool) {  
  num = num + 5;           // add 5  
  str = str + ' Changed!'; // concatenate ' Changed!'  
  bool = !bool;           // flip it to the opposite  
}
```

```
let a = 1;  
let b = 'Test';  
let c = true;
```

```
willPrimitiveChange(a, b, c);
```

```
console.log(a);  
console.log(b);  
console.log(c);
```

```
1
```

```
Test
```

```
true
```

# Anonymous Functions & Arrow Functions



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

```
(a, b) => {  
  return a * b;  
}
```



# Traditional Functions vs Arrow Functions

```
1 // Traditional Function
2 function (a){
3     return a + 100;
4 }
5
6 // Arrow Function Break Down
7
8 // 1. Remove the word "function" and place arrow between the argument and opening body
9 (a) => {
10     return a + 100;
11 }
12
13 // 2. Remove the body brackets and word "return" -- the return is implied.
14 (a) => a + 100;
15
16 // 3. Remove the argument parentheses
17 a => a + 100;
```

## Things to note:

- if your arrow function has 0 or more than 1 parameter, parentheses are required.
- if your arrow function has more than 1 statement, surrounding curly braces are required.

# Array Methods

- Several of the methods of an Array in JavaScript require a **callback function**.
- A callback function is a function passed into another function that the called function invokes.
- This is done to simplify common tasks with Arrays.



## Using array method with a callback

```
const myArray = [1, 2, 5, -1, 4];  
myArray.every((item) => item > 0);
```

### How this works...

```
function every(callback) {  
  for(let i = 0; i < myArray.length; i++) {  
    if(!callback(myArray[i])) {  
      return false;  
    }  
  }  
  
  return true;  
}
```

## Without a callback

```
const myArray = [1, 2, 5, -1, 4];  
  
function isEverythingPositive(arr) {  
  for(let i = 0; i < arr.length; i++) {  
    if(arr[i] <= 0) {  
      return false;  
    }  
  }  
  
  return true;  
}  
  
isEverythingPositive(myArray);
```



# Other Array Methods

- **forEach**
  - Loop over each element of an array
- **map**
  - Map each element of an array to a new value.
- **filter**
  - Keep elements that meet the filter criteria. Remove others.
- **reduce**
  - Reduce the array to a single value. Summing an array is one example use case.



```
map([🐮, 🌽, 🐔, 🌽], cook)
```

```
=> [🍔, 🍟, 🍗, 🍿]
```

```
filter([🍔, 🍟, 🍗, 🍿], isVegetarian)
```

```
=> [🍟, 🍿]
```

```
reduce([🍔, 🍟, 🍗, 🍿], eat)
```

```
=> 🤩
```





QUESTIONS?

