

CS 571 Building User Interfaces

JavaScript

An Introduction

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adapted from Prof. Bilge Mutlu's slides

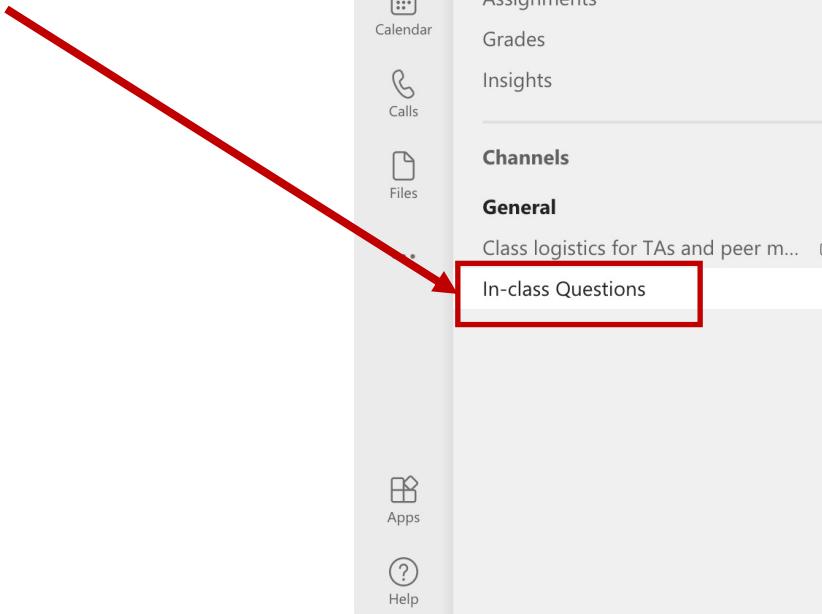
Disclaimer

- This is not a comprehensive introduction to JS, so below are links to great additional resources:
 - [MDN Web Docs](#)
 - [DevDocs](#)
 - [W3 Schools](#)
 - [FreeCodeCamp](#)

What will we learn today?

- History and overview of web programming
- Syntax, JS for Java developers
- Interacting with user-facing elements

Live Q&A Reminder



In-class Questions Posts Files Notes +

All teams

CS 571: Building User I... ⋮

Activity Chat Teams Assignments Calendar Calls Files Apps Help

Class Notebook

Assignments

Grades

Insights

Channels

General

Class logistics for TAs and peer m... ⓘ

In-class Questions

Try @mentioning the class name or student names to start a conversation.

YUREN SUN set this channel to be automatically shown in the channels list.

New conversation

What will you need?

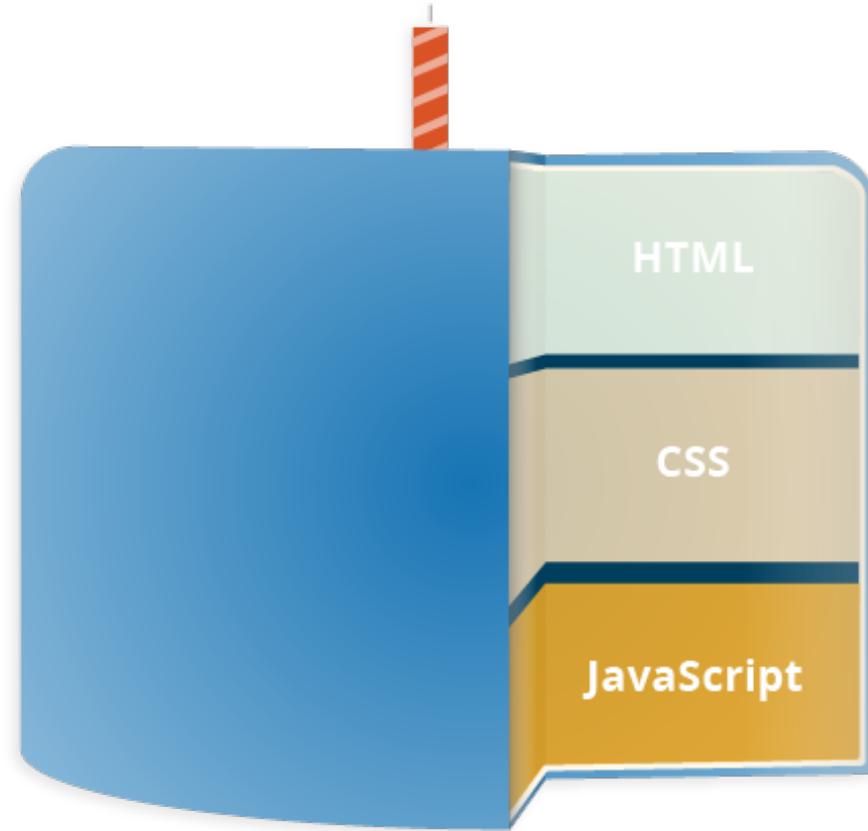
- A modern web browser (developer tools enabled)
- A source-code editor (e.g., Visual Studio Code, Atom, Sublime Text)

A little bit of history

- JavaScript (JS) was developed by Netscape Communications (Brendan Eich) in 1995 to make the web more dynamic – a “glue language” for HTML – *Marc Andreesen*
- Mocha > LiveScript > JavaScript > Jscript (Microsoft)
- Client-side and server-side JS (e.g., Node.js)
- Standardization through ECMAScript (ES)

How does the “front-end” of the web work?

- A three-layered cake:
 - HTML: Base cake layer
 - CSS: Icing
 - JS: Clown hidden in the cake



Source: [The three layers of designing for the web](#)

Let's see an example

Consider the following very simple HTML page

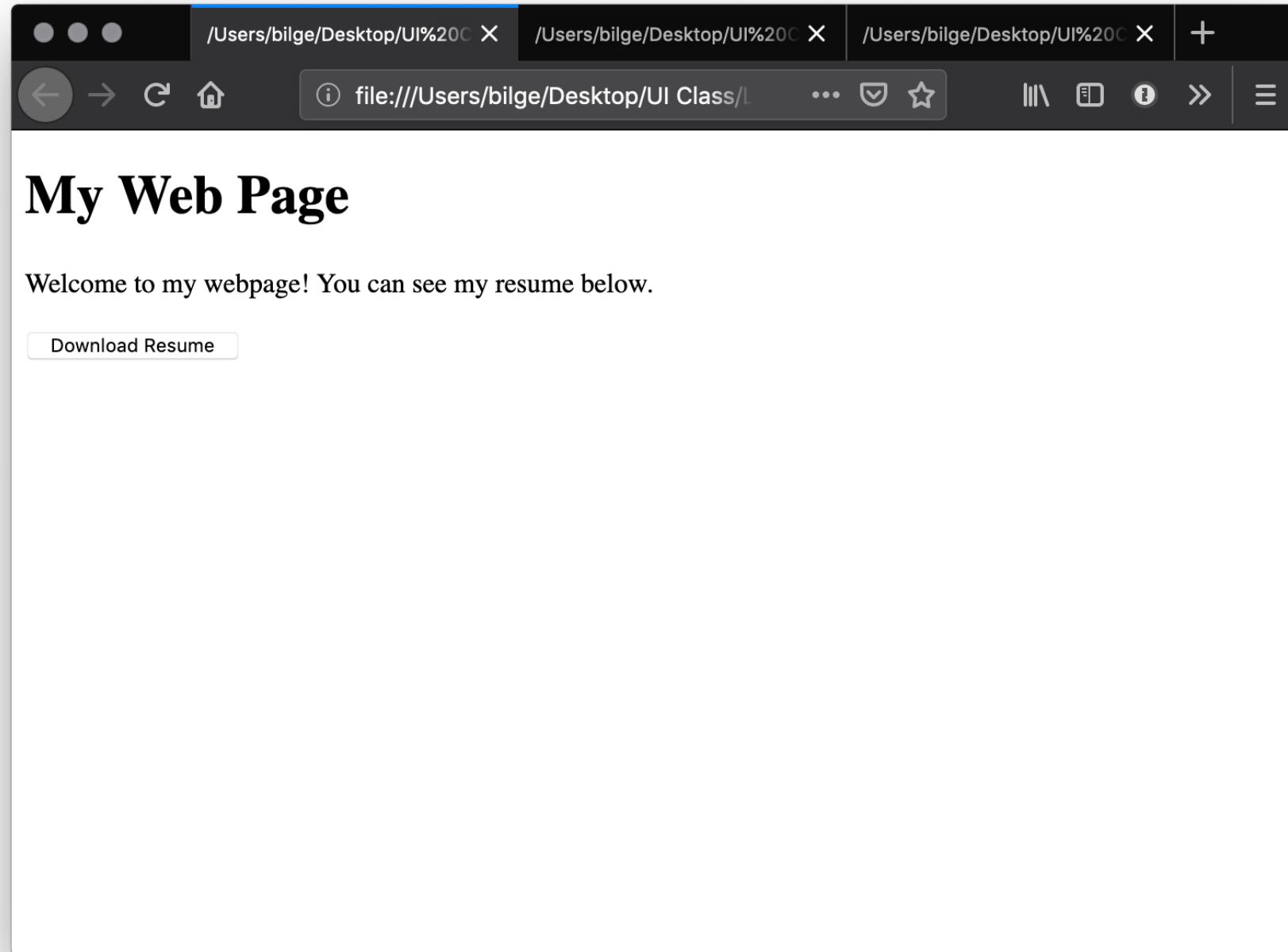
```
<!DOCTYPE html>
<html>
<head>
</head>
<body>

<h1>My Web Page</h1>

<p>Welcome to my webpage! You can see my resume below. </p>

<button>Download Resume</button>

</body>
</html>
```

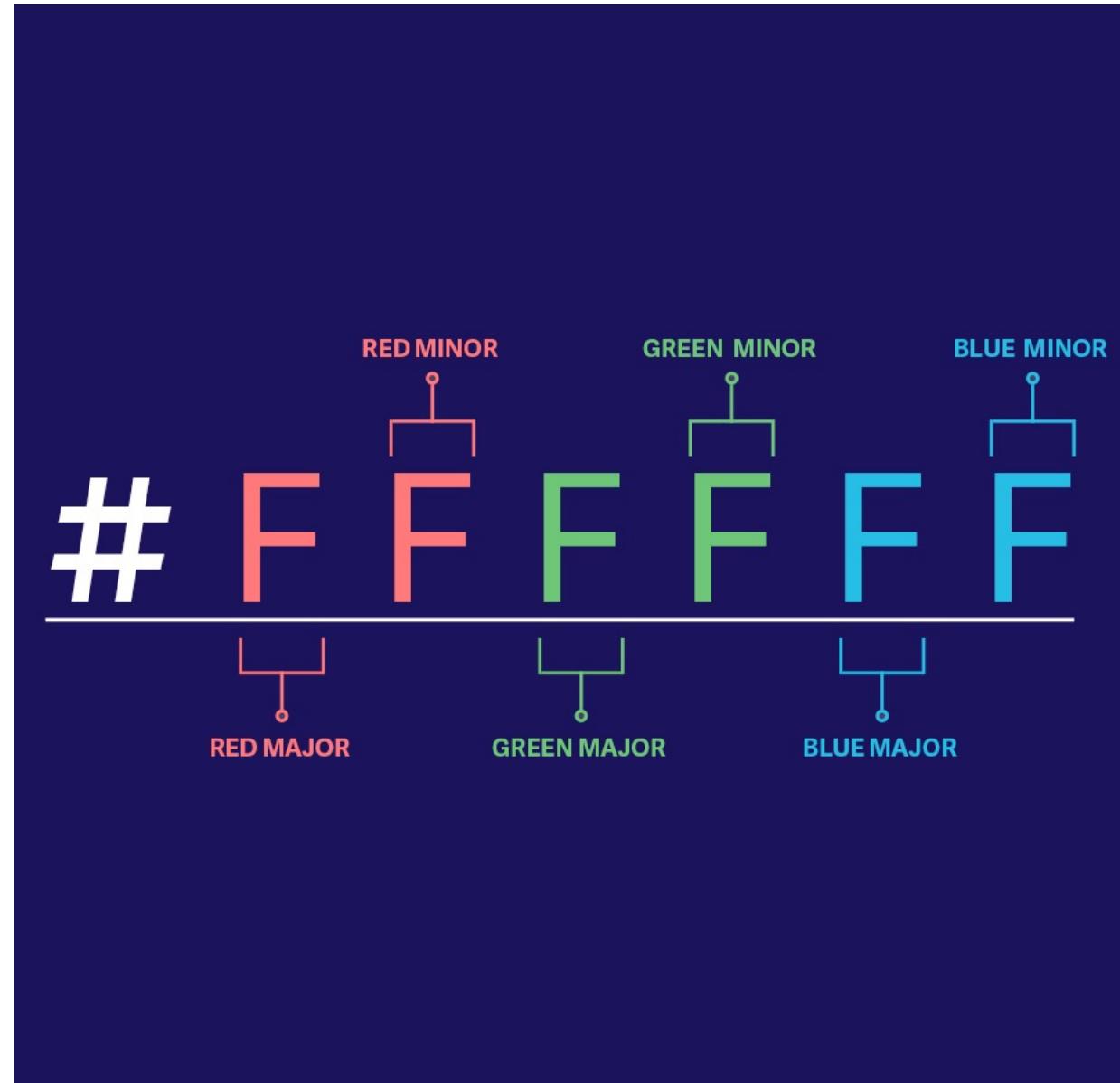
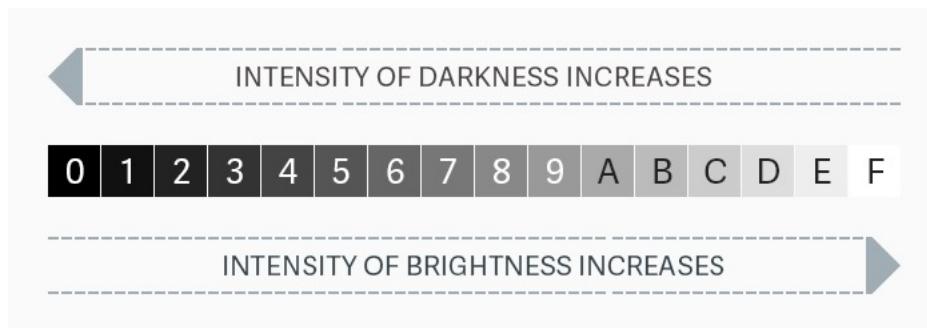


Let's improve its appearance. Within head then style:

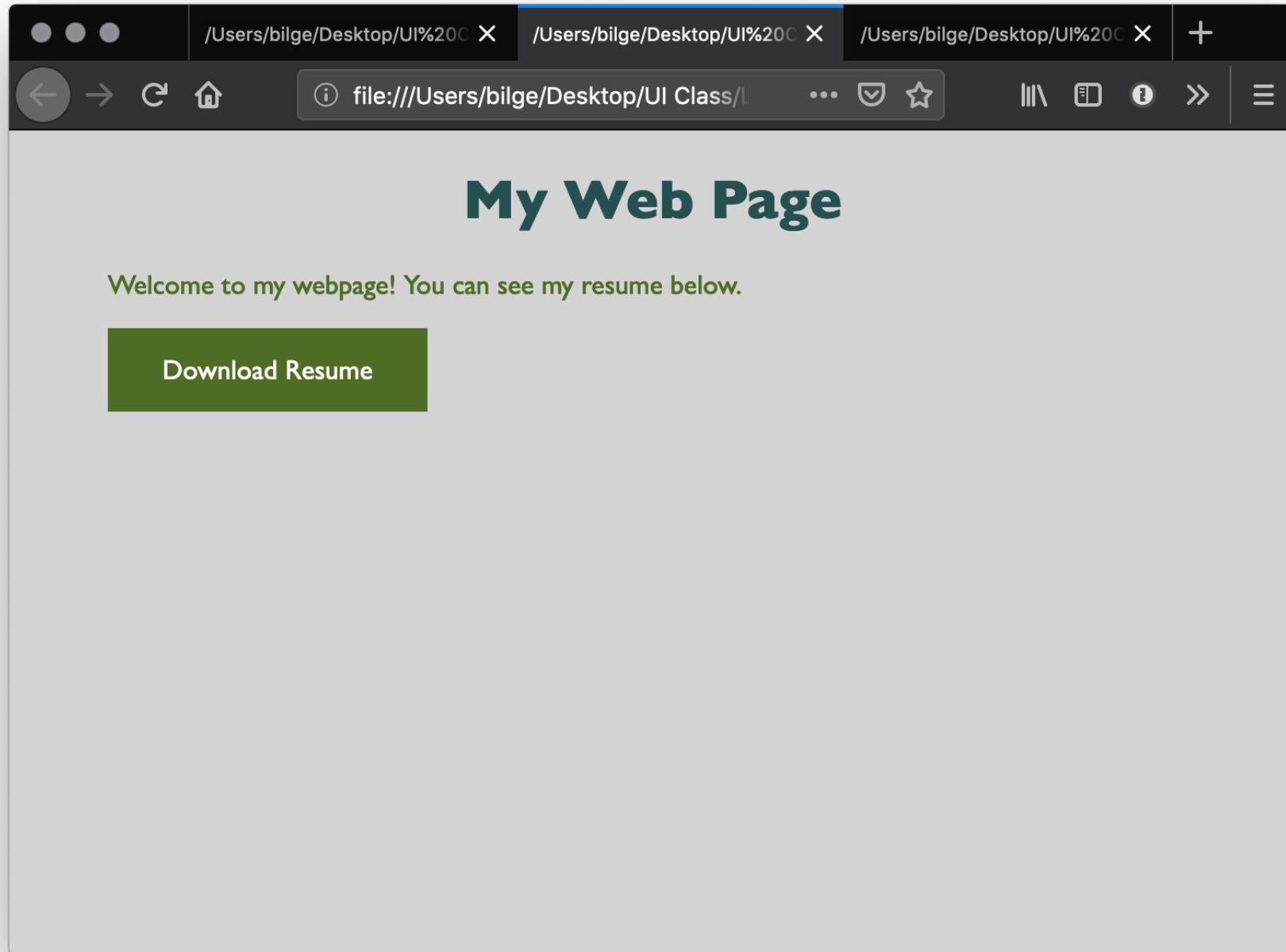
```
body {background-color: lightgrey;}  
h1 {  
    color: darkslategray;  
    text-align: center;  
    font-family: 'Gill Sans', 'Gill Sans MT', Calibri, 'Trebuchet MS', sans-serif}  
p {  
    color: darkolivegreen;  
    margin-left: 50px;  
    margin-right: 50px;  
    font-family: 'Gill Sans', 'Gill Sans MT', Calibri, 'Trebuchet MS', sans-serif}  
button {  
    background-color: darkolivegreen;  
    border: none;  
    color: white;  
    padding: 15px 32px;  
    text-align: center;  
    display: inline-block;  
    font-size: 16px;  
    margin-left: 50px; margin-right: 50px;  
    font-family: 'Gill Sans', 'Gill Sans MT', Calibri, 'Trebuchet MS', sans-serif}
```

Detour: Specifying Color

- HEX triplet, RGB triplet
- Majors -> tone; minors -> shade
- Values 0-9-A-F (16 values)
- Search for “hex color”



Source: [Nitish Khagwal](#)

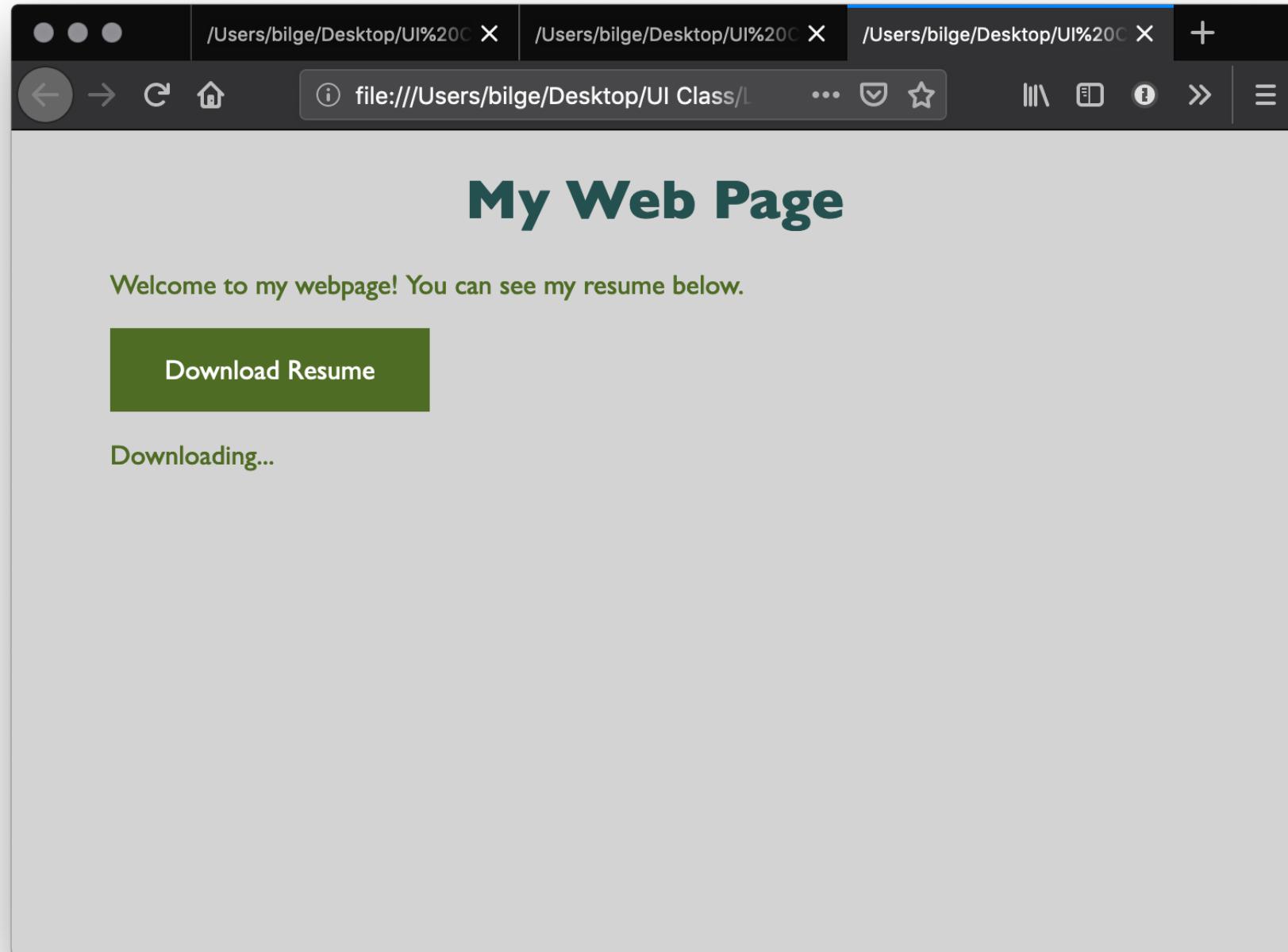


Let's add some minor interactivity. Within head and then script:

```
function myFunction() {  
    document.getElementById("message").innerHTML = "Downloading...";  
}
```

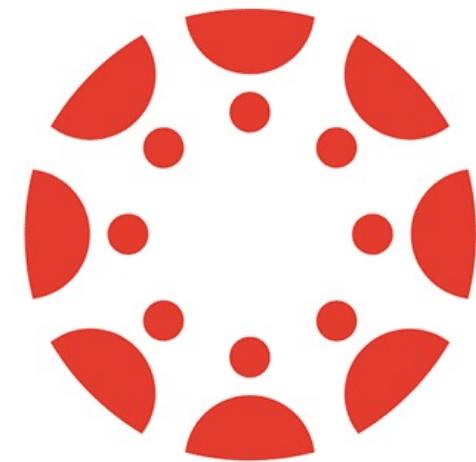
Then within body:

```
<button onclick="myFunction()">Download Resume</button>  
<p id="message"></p>
```



Quiz 1

- Complete the [Canvas quiz](#)



canvas

How does JS interact with the page?

- Internal JS
- External JS
- Inline JS handler

Internal JS

- Internal JS is included within the HTML inside <script> tags.

```
<head>  
  <script>  
    // JS goes here  
  </script>
```

```
</head>
```

External JS

- Create a script.js file, which will contain your JS code, and include the file within head:

```
<script src="script.js" defer></script>
```

Here, defer indicates that script.js should be executed *after* the page is parsed.

Inline JS handlers

```
<button onclick="myFunction()">Download Resume</button>
```

Pro Tips 1: In general, inline JS handlers results in inefficient and unorganized code.

Pro Tips 2: Different loading strategies are used for internal JS (listening for DOMContentLoaded event; including script after the page content) and external JS (defer and async attributes).

How is JS interpreted?

- All modern browsers have a JS engine, e.g., v8, SpiderMonkey
- Node.js encompasses v8 within a C++-based environment to compile JS outside the browser
- In this class, we will exclusively work within the browser environment

Source: [List of ECMAScript engines](#); [Node.js](#)

How do I start JS development?

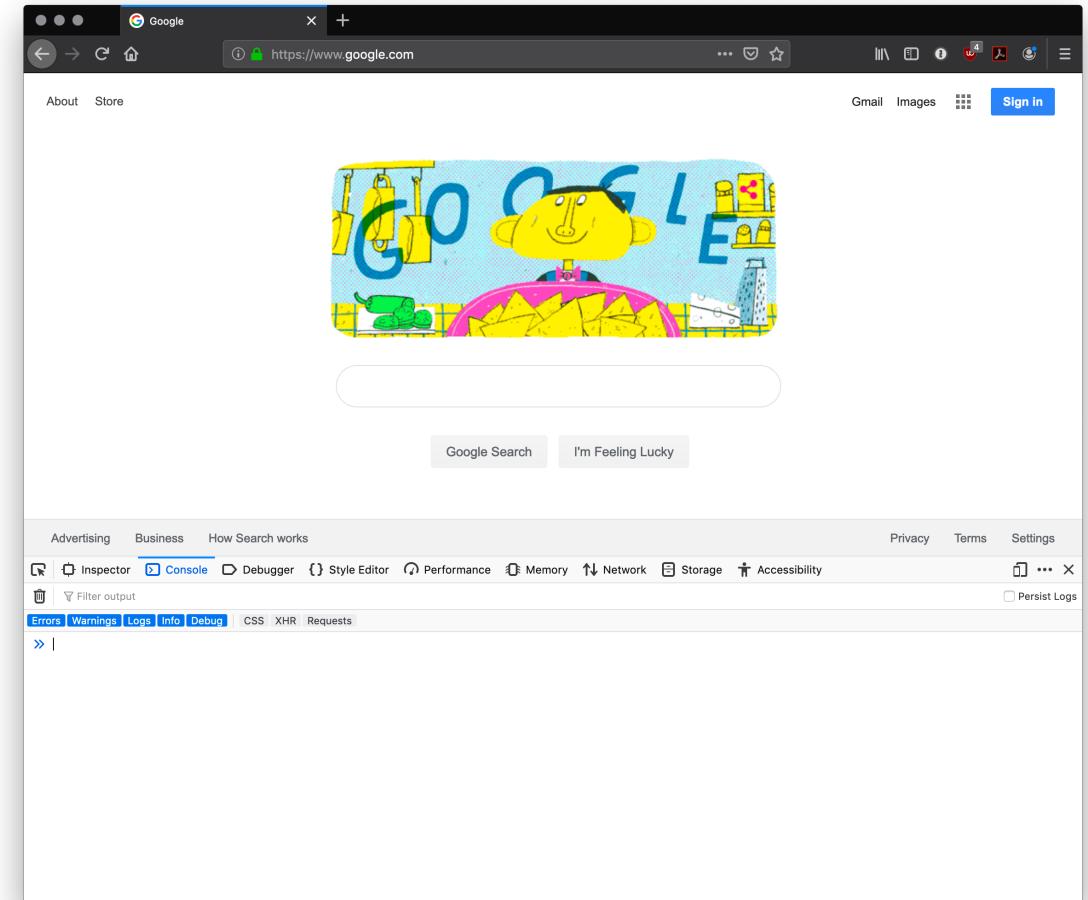
- In the **browser** – best for testing ideas, code, etc.
- In a **coding environment** – best for application development

Running JS in the browser

Ctrl-Shift-J or Command-Option-J

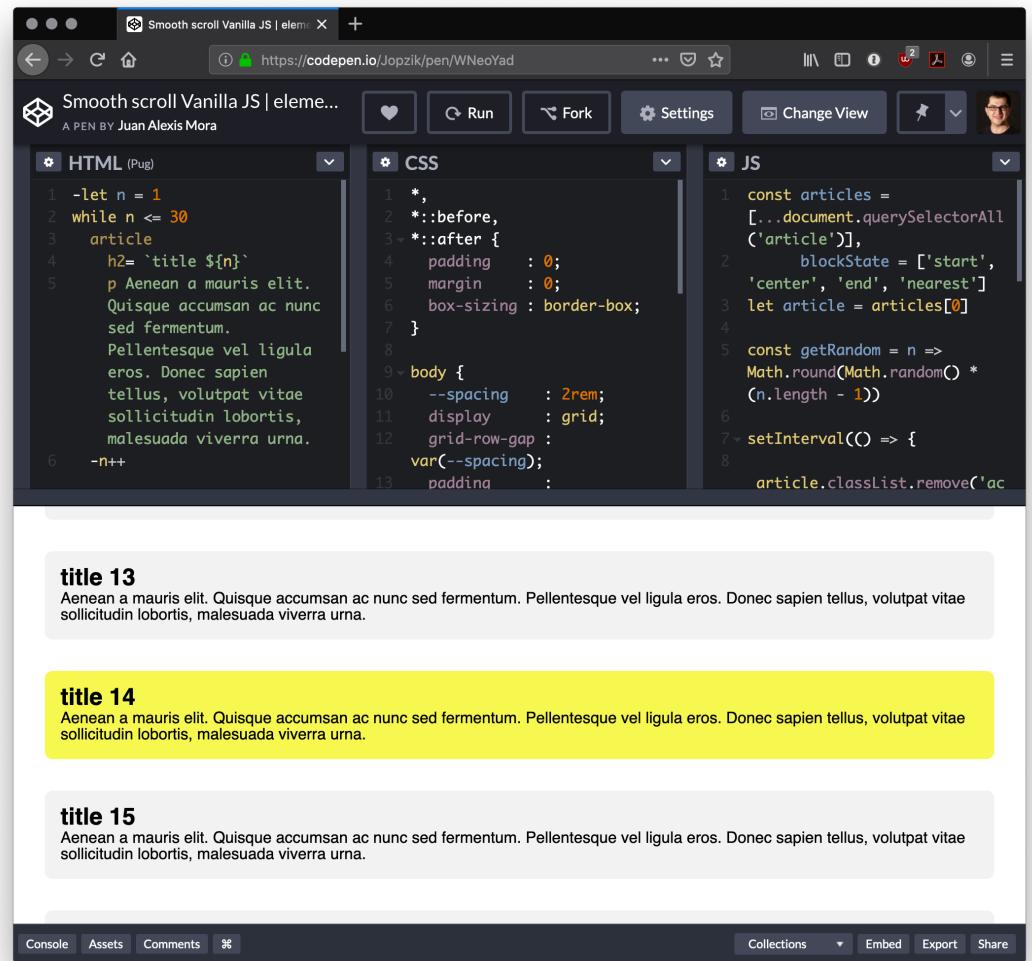
Try out:

`console.log("On Wisconsin!")`



Running JS in an online sandbox

- <https://codepen.io/>
- <https://codesandbox.io/>
- <https://glitch.com/>
- <https://playcode.io/>
- <https://jsfiddle.net/>
- <https://jsbin.com/>



The screenshot shows the CodePen interface with the following details:

- HTML (Pug):**

```
1 -let n = 1
2 while n <= 30
3   article
4     h2= `title ${n}`
5     p Aenean a mauris elit.
       Quisque accumsan ac nunc
       sed fermentum.
       Pellentesque vel ligula
       eros. Donec sapien
       tellus, volutpat vitae
       sollicitudin lobortis,
       malesuada viverra urna.
6   -n++
```
- CSS:**

```
1 *,
2 *::before,
3 *::after {
4   padding : 0;
5   margin  : 0;
6   box-sizing : border-box;
7 }
8
9 body {
10   --spacing : 2rem;
11   display   : grid;
12   grid-row-gap :
13   var(--spacing);
14   padding   :
```
- JS:**

```
1 const articles =
2 [...document.querySelectorAll('article')];
3 let blockState = ['start', 'center', 'end', 'nearest'];
4 let article = articles[0];
5
6 const getRandom = n =>
7   Math.round(Math.random() *
8   (n.length - 1));
9
10 setInterval(() => {
11   article.classList.remove('ac')
```

The preview area displays three title cards:

- title 13**
Aenean a mauris elit. Quisque accumsan ac nunc sed fermentum. Pellentesque vel ligula eros. Donec sapien tellus, volutpat vitae sollicitudin lobortis, malesuada viverra urna.
- title 14**
Aenean a mauris elit. Quisque accumsan ac nunc sed fermentum. Pellentesque vel ligula eros. Donec sapien tellus, volutpat vitae sollicitudin lobortis, malesuada viverra urna.
- title 15**
Aenean a mauris elit. Quisque accumsan ac nunc sed fermentum. Pellentesque vel ligula eros. Donec sapien tellus, volutpat vitae sollicitudin lobortis, malesuada viverra urna.

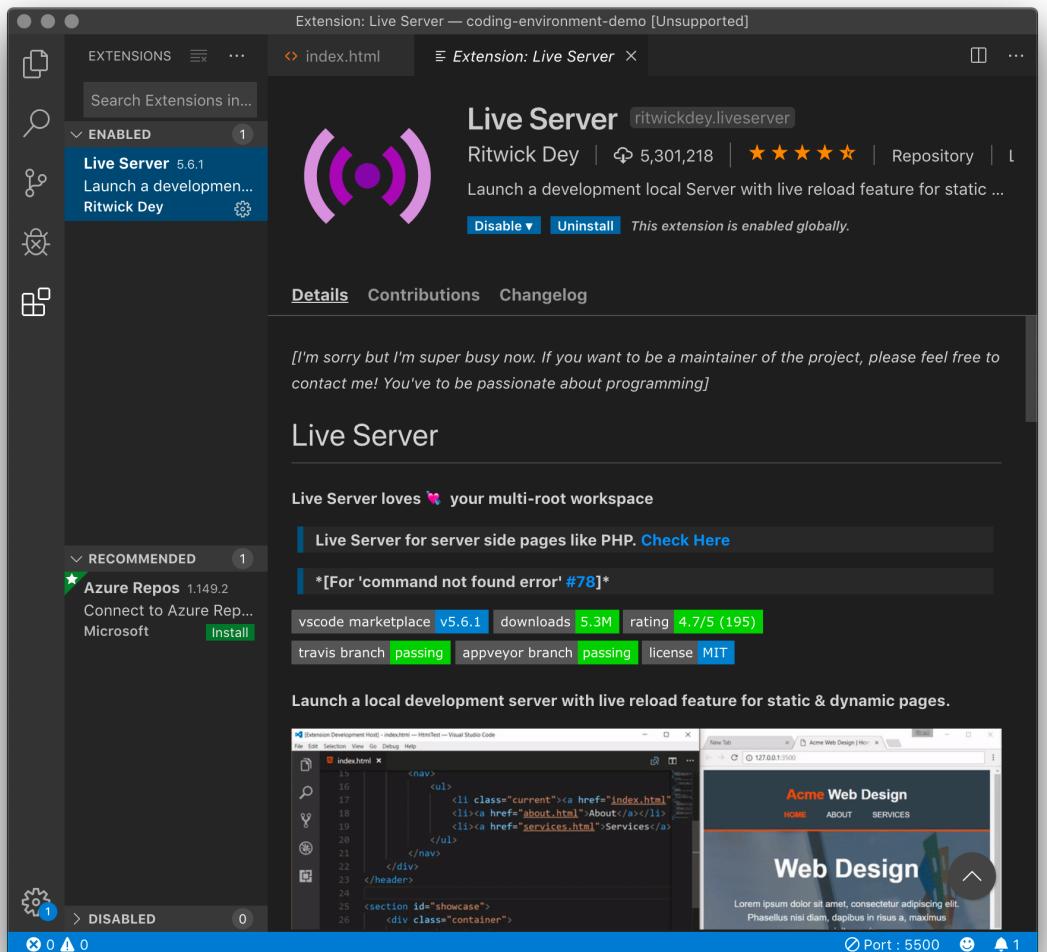
At the bottom, there are tabs for Console, Assets, Comments, and a navigation bar with Collections, Embed, Export, and Share.

Running JS in a coding environment

- If you are using VS Code, install *Live Server*, start a simple HTML file, and try adding:

```
<script>alert("On Wisconsin");</script>
```

<http://127.0.0.1:5500/index.html>



What is this “TypeScript” I hear about?

- Definition: TypeScript is a strict syntactical superset of JS developed to enable the development of large-scale applications and to add *static typing* (ensuring type safety).
- **Alternatives:** CoffeeScript, LiveScript, Babel
- Preprocessors compile code written in TS, CS, LS, and Babel into JS that can be executed by a JS engine.

TypeScript code:

```
var peerMentors: string[] = ['Yuren', 'Ilkyu']
```

```
var firstPeerMentor: string = peerMentors[0];
```

Compiles into JS code:

```
var peerMentors = ['Yuren', 'Ilkyu'];
```

```
var firstPeerMentor = peerMentors[0];
```

Syntax, JS for Java Developers

Variables

- Definition: Variables are *containers* that hold reusable data
 - ES6 defines seven standard data types: *numbers, string, boolean, null, undefined, symbol, object*
 - JS is a dynamically, or loosely, typed language, and data type is inferred from the declaration and can be changed over time

Consider the following three variable containers:

```
var userName = "Jack";  
let username = "Jill";  
const interestRate = 4.25;
```

- var and let work identically but have different scopes
- var declares a variable that is globally accessible
- let declares a variable that is only accessible within the current block, e.g., a for loop
- const declares a variable that is unchangeable

- JS has a flexible and powerful declaration syntax, for example:

```
var firstName = "Cole", lastName = "Nelson", age = 26;
```

```
var firstName = "Cole",  
lastName = "Nelson",  
age = 26;
```

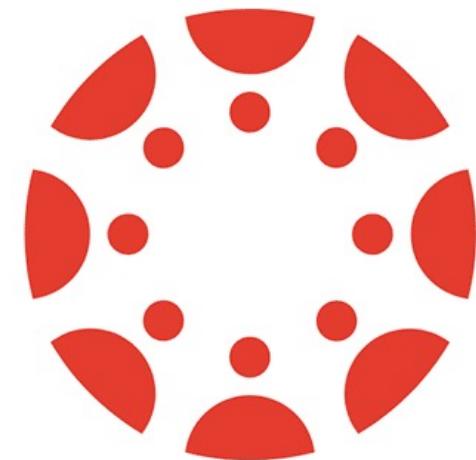
```
var fullName = firstName + " " + lastName;
```

- Because JS is dynamically typed, you can query the data type:

```
typeof firstName;  
"string"
```

Quiz 2

- Complete the [Canvas quiz](#)



canvas

Objects

- Definition: Objects are unordered collections of related data of primitive or reference types – defined using key: value statements

```
var teachingAssistant = {  
    firstName: "John",  
    lastName: "Balis",  
    age: 24  
}  
  
teachingAssistant;  
> {firstName: "John", lastName: "Balis", age: 24}
```

Object Properties

- Different notations to access object properties:

```
teachingAssistant.lastName;  
> "Balis"
```

```
teachingAssistant["lastName"];  
> "Balis"
```

```
let userFocus = "lastName";  
teachingAssistant[userFocus];  
>"Balis"
```

Arrays

- Definition: An array is a variable that contains multiple elements.
 - Like variables, arrays are also dynamically typed.
 - JS arrays can contain elements of different types.

```
var myGradStudents = ["Andy", "David", "Laura"];
myGradStudents[3] = "Nathan";
myGradStudents:
> ["Andy", "David", "Laura", "Nathan"]
```

```
myGradStudents[4] = 4;
myGradStudents;
> ["Andy", "David", "Laura", "Nathan", 4]
```

Functions

- **Definition:** A procedure that includes a set of statements that performs a task or calculates a value. The function must be defined and called within the same scope.

Functions can be used to perform specific tasks.

```
function fahrenheitToCelcius(temperature) {  
    return (temperature - 32) * 5/9;  
}  
fahrenheitToCelcius(77)  
> 25
```

Source: [Functions](#)

Functions can also serve as methods associated with objects.

```
var latestWeatherReport = {
    temperature: 77,
    humidity: 64,
    wind: 6,
    celcius: function() {
        return (this.temperature - 32) * 5/9;
    }
}
latestWeatherReport.temperature;
> 77
latestWeatherReport.celcius();
> 25
```

Anonymous functions

- Definition: Anonymous functions are declared without named identifiers that refer to them.

Form 1:

```
var firstItem = function (array) {return array[0]};
```

Form 2 (“arrow” functions):

```
var firstItem = array => return array[0];
```

Source: [Zen Dev](#)

Declared vs. Anonymous

- Advantages of *declared* and *anonymous* functions are:

Named	Anonymous
Debugging	Scope
Recursion	Brevity

Source: [Scott Logic](#)

Conditionals

- Definition: Conditionals allow the code to make decisions and carry out different actions depending on different inputs.

Three types:

1. if... else statements
2. switch statements
3. Ternary operator

Comparison and logical operators

- === and !== (identical to/not identical *objects*)
- == and != (identical to/not identical *values*)
- < and > (less/greater than)
- <= and => (less/greater than or equal to)
- && (AND)
- || (OR)

Example *strict equality* comparison:

```
var ta1 = 1;  
var ta2 = "1"  
console.log(ta1 === ta2);  
>false
```

Example *abstract equality* comparison:

```
var ta1 = 1;  
var ta2 = "1";  
console.log(ta1 == ta2);  
>true
```

Pro Tip: In JS, any value that is not false, undefined, null, 0, NaN, or "" returns true.

```
var currentMember = false;  
if (currentMember) {  
    para.textContent = 'Sign In';  
} else {  
    para.textContent = 'Sign Up';  
}  
>Sign up
```

We don't need to explicitly specify === true.

if ... else statements

```
<select id="sign">
  <option value="">--Make a choice--</option>
  <option value="Illinois">Illinois</option>
  <option value="Indiana">Indiana</option>
...
var select = document.querySelector('select');
var para = document.querySelector('p');

select.addEventListener('change', setSign);

function setSign() {
  var choice = select.value;
  var messageText = 'Current mortgage loan rate is ';
// Data from https://www.astrology.com/horoscope/daily.html
  if (choice === 'Illinois') {
    para.textContent = messageText + 4.50 + '%';
  } else if (choice === 'Indiana') {
    para.textContent = messageText + 3.50 + '%';
}
...
```

See in [CodePen](#)

```
var select = document.querySelector('select');
var para = document.querySelector('p');

select.addEventListener('change', setSign);

function setSign() {
    var choice = select.value;
    var messageText = 'Current mortgage loan rate is ';
    if (choice === 'illinois') {
        para.textContent = messageText + 4.50 + '%';
    } else if (choice === 'Indiana') {
        para.textContent = messageText + 3.50 + '%';
    }
}
```

Ternary operator

- Definition: An operator that tests a condition and returns one output if true and another if it is false.

Prototype:

```
(condition) ? doSomething : doSomethingElse;
```

Example:

```
(currentMember) ? para.textContent = 'Sign In' : para.textContent = 'Sign Up';
```

Looping

- Definition: Executing one or more statements repeatedly until certain conditions are met. To express a loop, we need a counter, an exit condition, and an iterator.

A for loop:

```
for (initializer; exit-condition; final-expression){  
    // statement  
}
```

While and do ... while loops:

initializer

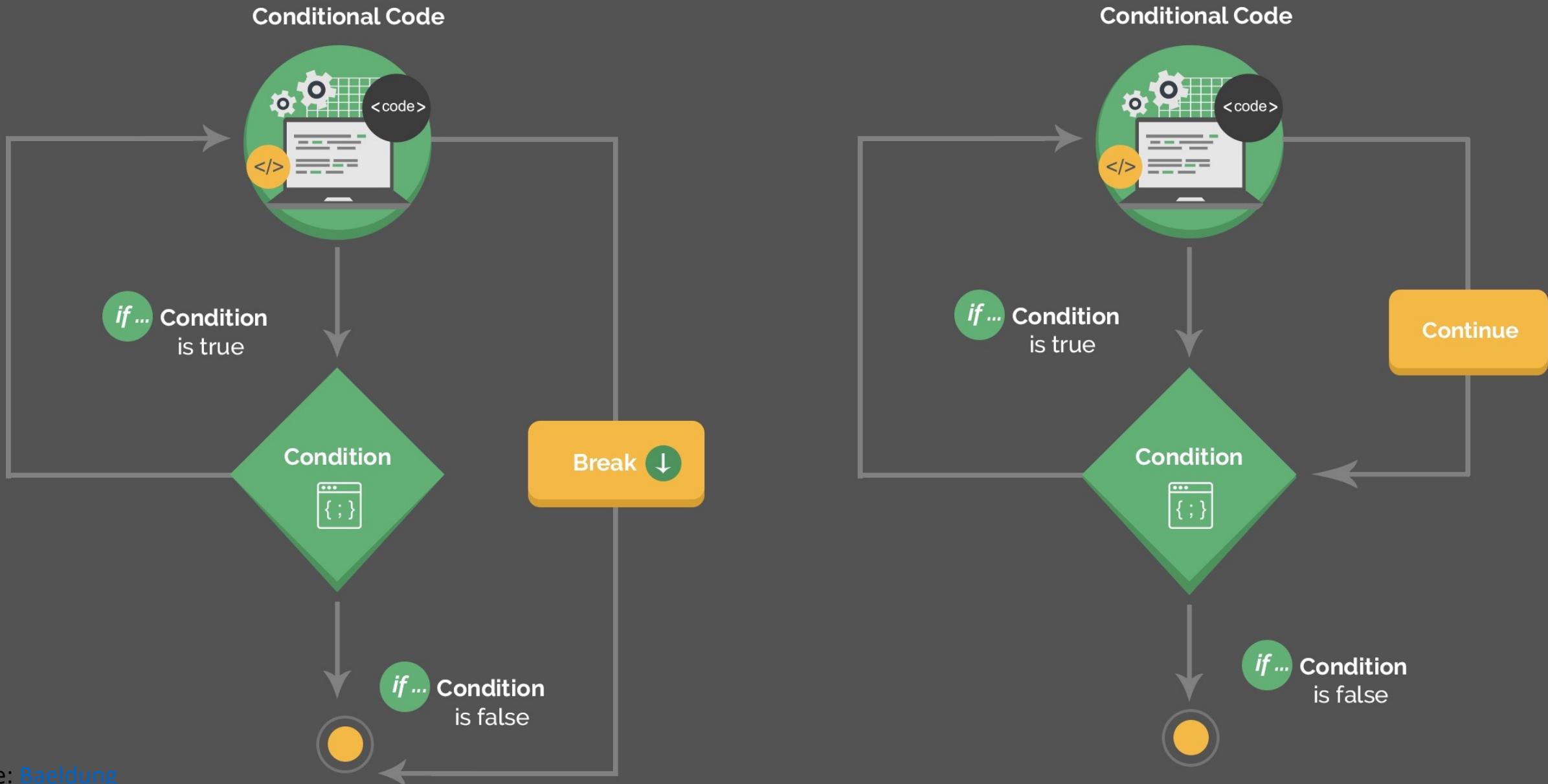
```
While (exit-condition) {  
    //statement  
    final-expression  
}
```

initializer

```
do {  
    //statement  
    final-expression  
} while (exit-condition)
```

Exiting loops, skipping iterations

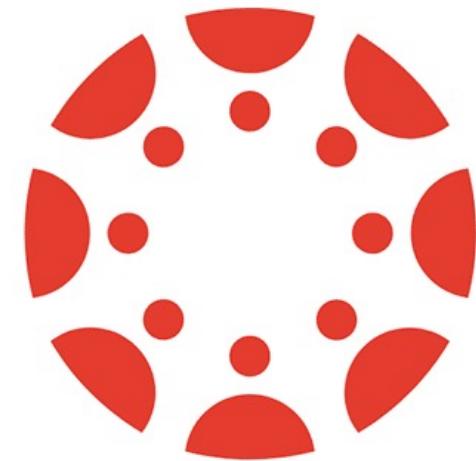
```
for (initializer; exit-condition; final-expression){  
    // statement  
    if (special-condition-exit) {break;}  
    if (special-condition-skip) {continue;}  
    // statement  
}
```



Source: [Baeldung](#)

Quiz 3

- Complete the [Canvas quiz](#)

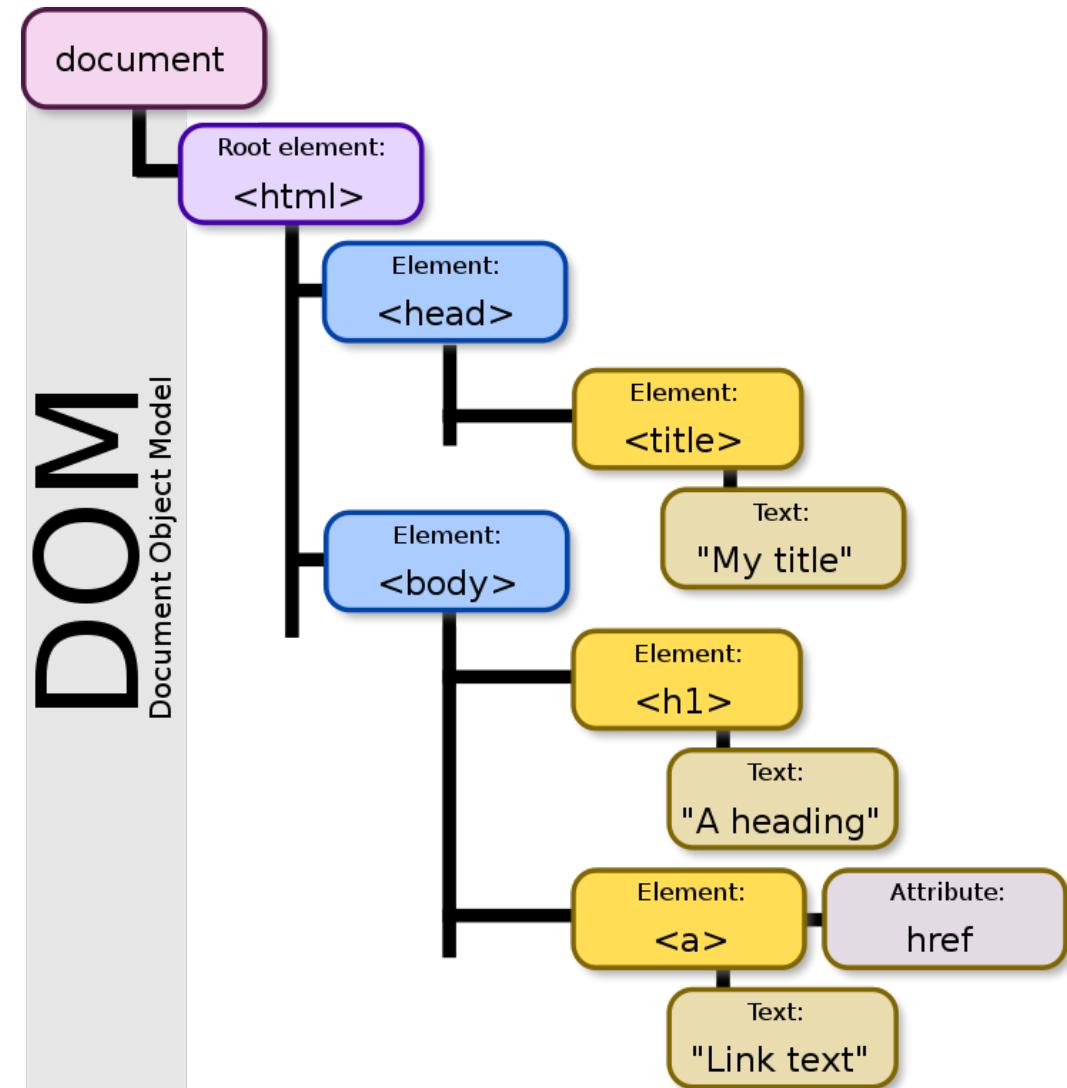


canvas

Interacting with User-facing Elements

Document Object Model

- Definition: Document Object Model (DOM) translates an HTML or XML document into a tree structure where each node represents an object on the page.
- This is great news for us, because JS can interact with this structure.



[Wikipedia: DOM](#)

DOM Programming Interface

- Objects: HTML elements, such as a paragraph of text.
- Property: Value that can get or set, such as the id of an element
- Method: An action we can take, such as adding or deleting an HTML element

For JS to interact with user-facing elements, we first need to access them...

Accessing HTML elements

- Most common way of accessing content is getElementById().

```
<p id="userName"></p>  
<script>  
    document.getElementById("userName").innerHTML = "Cole Nelson";  
</script>
```

We can also find elements using tag name, class name, CSS selectors.

Manipulating HTML elements

- Changing content:

```
document.getElementById("userName").innerHTML = "Cole Nelson";
```

- Changing attributes:

```
document.getElementById("userImage").src = "Headshot.png";
```

```
document.getElementById("userName").style.color = "red";
```

DOM Events

- Now things are heating up! 🔥
- DOM provides access to HTML events: onclick, onload, onunload, onchange, onmouseover, onmouseout, onmousedown, onmouseup, formaction.
- Three ways of registering functions to events:
 - Inline event handlers
 - DOM on-event handlers
 - Event listeners

Inline Event Handlers

- Prototype

```
<button id="id-name" onclick="function()">Button name</button>
```

- Example:

```
<p id="currentTemp">7</p>
```

```
<button id="convertButton" onclick="function()">Convert to Celcius</button>
```

```
<script>
```

```
    function convertTemp() {
```

```
        document.getElementById("currentTemp").innerHTML
```

```
        = (document.getElementById("currentTemp").innerHTML - 32) * 5/9; }
```

```
</script>
```

DOM On-event Handlers

- Prototype

```
<script>  
    document.getElementById("button").onclick = doSomething;  
</script>
```

- Example:

```
<p id="currentTemp">7</p>  
<button id="convertButton">Convert to Celcius</button>  
<script>  
    document.getElementById("convertButton").onclick = convertTemp;  
    function convertTemp() {  
        document.getElementById("currentTemp").innerHTML  
        = (document.getElementById("currentTemp").innerHTML - 32) * 5/9; }  
</script>
```

Using Event Listeners

- Prototype

```
document.getElementById("button").addEventListener("click", function() { doSomething(); });
```

- Example:

```
<p id="currentTemp">7</p>
<button id="convertButton">Convert to Celcius</button>
<script>
    document.getElementById("convertButton").addEventListener("click", convertTemp);
    function convertTemp() {
        document.getElementById("currentTemp").innerHTML
        = (document.getElementById("currentTemp").innerHTML - 32) * 5/9;
    }
</script>
```

Pro Tip: When we add event listeners, we are assigning a function to a handler for the handler to execute the function when needed, not calling the function right there.

- Do not:

```
document.getElementById("button").addEventListener("click", doSomething());
```

- Do:

```
document.getElementById("button").addEventListener("click", function(){doSomething();});
```

or

```
document.getElementById("button").addEventListener("click", doSomething);
```

Pro Tip: Listeners are the most efficient way to manage events

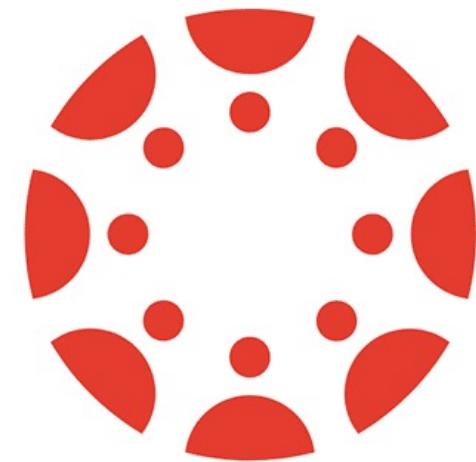
```
<button>A</button>
<button>B</button>
<button>C</button>

<script>
    document.body.addEventListener("click", event => {
        if (event.target.nodeName == "BUTTON") {
            console.log("Clicked", event.target.textContent);
        }
    });
</script>
```

See in [CodePen](#)
[Eloquent JavaScript](#)

Quiz 4

- Complete the [Canvas quiz](#)



canvas

What did we learn today?

- History and overview of web programming
- Syntax, JS for Java developers
- Interacting with user-facing elements