

*Welcome our
new ES5
Overlords*

Hello

A good time to talk about
ES5

A good time to talk about ES5

Every current browser supports ES5

A good time to talk about ES5

Every current browser supports ES5

Every previous generation browser supports ES5

A good time to talk about ES5

Every current browser supports ES5

Every previous generation browser supports ES5

In a few weeks every browser before that will support ES5

A good time to talk about ES5

Every current browser supports ES5

Every previous generation browser supports ES5

In a few weeks every browser before that will support ES5

Node is ES5

A good time to talk about ES5

Every current browser supports ES5

Every previous generation browser supports ES5

In a few weeks every browser before that will support ES5

Node is ES5

IE8 may not be a requirement in your next project

ES5

Some new methods

ES5

Some new methods

Which are convenient

ES5

Some new methods

Which are convenient

That we ignore

*There is magic in
ES5*

Some JS

A list of German bands

Clicking the button should show the band name

```
var bands = ['Apparat', 'Boy', 'Kraftklub'];
for (var i = 0; i < bands.length; i++) {
  var band = bands[i],
      button = document.createElement('button');
  button.appendChild(document.createTextNode(band));
  button.addEventListener('click', function(){
    alert(band);
  });
  document.body.appendChild(button);
}
```

This code has two
problems

This code has two problems

Valeska from 'Boy' is actually Swiss

This code has two problems

Valeska from 'Boy' is actually Swiss

When the loop is finished, 'band' has the last value, and that's what the inner function 'sees'.

This means we can only see
KraftKlub

This means we can only see
KraftKlub

We don't want to that

This means we can only see
KraftKlub

We don't want to that

Felix is a poser

Some basic JS (fixed)

```
var bands = ['Apparat', 'Boy', 'Kraftklub'];
for (var i = 0; i < bands.length; i++) {
    var band = bands[i],
        button = document.createElement('button');
    button.appendChild(document.createTextNode(band));
    (function(band){
        button.addEventListener('click', function(){
            alert(band);
        });
    })(band);
    document.body.appendChild(button);
}
```

Same thing in ES5

```
[ 'Apparat', 'Boy', 'Kraftklub' ].forEach(function(band){  
  var button = document.createElement('button');  
  button.appendChild(document.createTextNode(band));  
  button.addEventListener('click', function(){  
    alert(band);  
  });  
  document.body.appendChild(button);  
})
```

1/3rd less code

1/3rd less code

Looks nice

1/3rd less code

Looks nice

Functions are more 'natural' fit for JS than older 'for' loops

Let's do it for more
things!

Safe Extension of Inbuilt Methods

No, *really*

Quick History*

Lesson

*History may be more recent than expected

ES3: Non-native methods appear during iteration

```
Object.prototype.oldStyleMethod = function oldStyleMethod (){};  
var someObject = {};  
for (var key in someObject) { console.log(key) };
```

ES3: But native methods don't

This is why toString() doesn't appear in 'for' loops.

```
console.log(Object.prototype.toString);  
function toString() { [native code] };
```

Added methods are **always** enumerable in
ES3

So they **always appear** in 'for' loops

Added methods are **always** enumerable in ES3

So they **always appear** in 'for' loops

Extending prototypes in ES3 can work if the **entire universe changes** their 'for' loops

Added methods are **always** enumerable in ES3

So they **always appear** in 'for' loops

Extending prototypes in ES3 can work if the **entire universe changes** their 'for' loops

Surprisingly this not happen

Added methods are **always** enumerable in ES3

So they **always appear** in 'for' loops

Extending prototypes in ES3 can work if the **entire universe changes** their 'for' loops

Surprisingly this not happen

So extending prototypes in ES3 is risky

ES5: Non enumerable methods can be added

Requires native ES5 (not shimmable)

```
Object.defineProperty( Object.prototype, "newStyleMethod", {  
  value: function newStyleMethod(){},  
  enumerable: false  
});  
for (var key in someObject) { console.log(key) };
```

That's not the only
problem

Generic names

Past conflicts:

`String.prototype.namespace()`

Generic names

Past conflicts:

`String.prototype.namespace()`

`Array.prototype.find()`

Prefixing

Set a sensible prefix

	Underscore	Sugar
Methods	No	Yes
Regular 'for' loops	Yes	No
Conflict-free	Yes	No

	Underscore	Agave (ES5 only)	Sugar
Methods	No	Yes	Yes
Regular 'for' loops	Yes	Yes	No
Conflict-free	Yes	Yes	No

Using ES5 `defineProperty()` and prefixing, Agave.JS has had **no** conflicts since it was created (early 2012).

Other reasons:

"You can do that. You should do that."

Brendan Eich, JQuery UK, 19 Apr 2013

Other reasons:

"You can do that. You should do that."

Brendan Eich, JQuery UK, 19 Apr 2013

Ember does it.

Ember JS Prototype Extensions

Other reasons:

"You can do that. You should do that."

Brendan Eich, JQuery UK, 19 Apr 2013

Ember does it.

Ember JS Prototype Extensions

I just gave you a happy hippo and now we are friends.

More magic: Live
Binding

An experiment in two parts

1. A **data** → **DOM binding** (I like mustache, so I use **Ractive**).

An experiment in two parts

1. A **data** → **DOM binding** (I like mustache, so I use **Ractive**).
2. Data changes applied to binding **live** via **object.defineProperty()**

Live binding with defineProperty

```
var livebind = function(object, binding, properties){
  properties.forEach(function(property){
    var hiddenProperty = '_' + property
    Object.defineProperty(object, property, {
      get: function(){ return testData[hiddenProperty]; },
      set: function(newValue){
        testData[hiddenProperty] = newValue;
        binding.set(property, newValue)
      },
      enumerable: true,
      configurable: true
    });
  })
}
```

Note

1. This is an experiment

Note

1. This is an experiment
2. We also use prototype chain injection (see links) for array.length magic

*ES5-only is
coming*

For many, it's already here

ES5-only is coming

For many, it's already here

Use ES5 methods directly

ES5-only is coming

For many, it's already here

Use ES5 methods directly

Don't be scared to extend native prototypes

ES5-only is coming

For many, it's already here

Use ES5 methods directly

Don't be scared to extend native prototypes

Experiment

Thanks.

@mikemaccana

Enjoy the week