

The background of the slide is a light beige color. In the top left corner, there is a corkboard with a few papers pinned to it. In the center, there is a large, stylized illustration of a laptop. The laptop screen displays a website with a blue header, a red bar, and a chart with several colorful triangles (red, yellow, green, blue, purple). To the left of the laptop, there is a red control panel with two gauges and a red button. Above the laptop, there are several colorful circles (blue, red, orange, green, grey) containing text: 'www', 'HTML5', 'js', 'XML', 'Cloud', and 'PHP'. Dotted lines connect some of these circles. The overall theme is web technologies and engineering.

**ECAP472**

# WEB TECHNOLOGIES

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# Learning Outcomes



After this lecture, you will be able to

- Understand JavaScript variables.
- Understand JavaScript functions .

# JavaScript Variables

## 4 Ways to Declare a JavaScript Variable:

- Using var
- Using let
- Using const
- Using nothing

# What are Variables?

- Variables are containers for storing data (storing data values).
- In this example, x, y, and z, are variables, declared with the var keyword:
- Example
  - `var x = 5;`
  - `var y = 6;`
  - `var z = x + y;`

# Variables

- In this example, x, y, and z, are variables, declared with the let keyword:
- Example
  - `let x = 5;`
  - `let y = 6;`
  - `let z = x + y;`

# Variables

- In this example, x, y, and z, are undeclared variables:
- Example
  - $x = 5;$
  - $y = 6;$
  - $z = x + y;$

# When to Use JavaScript var?

Always declare JavaScript variables with `var`, `let`, or `const`.

The `var` keyword is used in all JavaScript code from 1995 to 2015.

The `let` and `const` keywords were added to JavaScript in 2015.

If you want your code to run in older browser, you must use `var`.

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# JavaScript Identifiers

- All JavaScript variables must be identified with unique names.
- These unique names are called identifiers.
- Identifiers can be short names (like x and y) or more descriptive names (age, sum, totalVolume).

# JavaScript Identifiers

- The general rules for constructing names for variables (unique identifiers) are:
- Names can contain letters, digits, underscores, and dollar signs.
- Names must begin with a letter
- Names can also begin with \$ and \_ (but we will not use it in this tutorial)
- Names are case sensitive (y and Y are different variables)
- Reserved words (like JavaScript keywords) cannot be used as names

# The Assignment Operator

- In JavaScript, the equal sign (=) is an "assignment" operator, not an "equal to" operator.
- This is different from algebra. The following does not make sense in algebra:
  - $x = x + 5$

# JavaScript Data Types

- JavaScript variables can hold numbers like 100 and text values like "John Doe".
- In programming, text values are called text strings.
- JavaScript can handle many types of data, but for now, just think of numbers and strings.
- Strings are written inside double or single quotes. Numbers are written without quotes.
- If you put a number in quotes, it will be treated as a text string.

# One Statement, Many Variables

- You can declare many variables in one statement.
- Start the statement with `let` and separate the variables by comma:
- Example
- `let person = "John Doe", carName = "Volvo", price = 200;`

# JavaScript Functions

- A JavaScript function is a block of code designed to perform a particular task.
- A JavaScript function is executed when "something" invokes it (calls it).



# Example

```
function myFunction(p1, p2)
{
    return p1 * p2; // The function returns the product of p1
and p2
}
```

# JavaScript Function Syntax

- A JavaScript function is defined with the function keyword, followed by a name, followed by parentheses ().
- Function names can contain letters, digits, underscores, and dollar signs (same rules as variables).
- The parentheses may include parameter names separated by commas:
- (parameter1, parameter2, ...)
- The code to be executed, by the function, is placed inside curly brackets: {}

# Example

- `function name(parameter1, parameter2, parameter3)`  
    `{`  
        `// code to be executed`  
    `}`
- Function parameters are listed inside the parentheses () in the function definition.
- Function arguments are the values received by the function when it is invoked.
- Inside the function, the arguments (the parameters) behave as local variables

# Function Invocation

- The code inside the function will execute when "something" invokes (calls) the function:
- When an event occurs (when a user clicks a button)
- When it is invoked (called) from JavaScript code
- Automatically (self invoked)

# Function Return

- When JavaScript reaches a return statement, the function will stop executing.
- If the function was invoked from a statement, JavaScript will "return" to execute the code after the invoking statement.
- Functions often compute a return value. The return value is "returned" back to the "caller":

# Function Return

- Example
- Calculate the product of two numbers, and return the result:
- `let x = myFunction(4, 3);` // Function is called, return value will end up in x
- `function myFunction(a, b) {`
- `return a * b;` // Function returns the product of a and b
- `}`

# Why Functions?

- You can reuse code: Define the code once, and use it many times.
- You can use the same code many times with different arguments, to produce different results.

# JavaScript Events

- HTML events are "things" that happen to HTML elements.
- When JavaScript is used in HTML pages, JavaScript can "react" on these event



# HTML Events

- An HTML event can be something the browser does, or something a user does.
- Here are some examples of HTML events:
  - An HTML web page has finished loading
  - An HTML input field was changed
  - An HTML button was clicked
  - Often, when events happen, you may want to do something.
  - JavaScript lets you execute code when events are detected.

That's all for now...