

```
{
```

```
  title : 'Javascript For everyone'
```

```
}
```

\$ whoami

Hengki Sihombing

Founder Karejo.com & Software Engineer OLX



hengkiardo



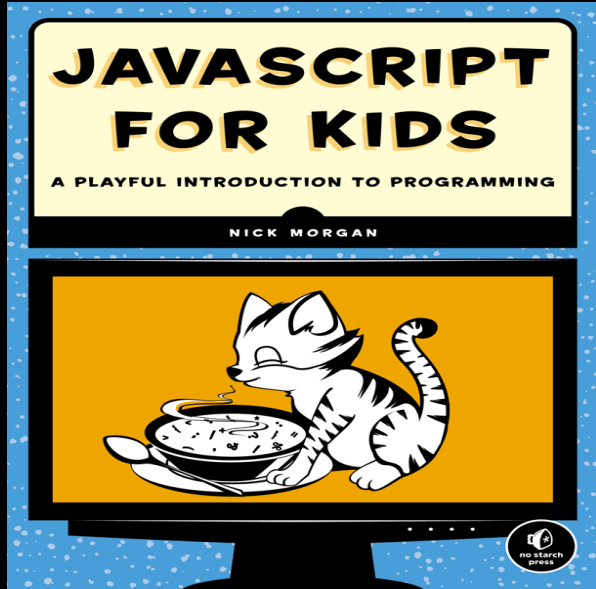
hengki@karejo.com

code.learn(You);

“Everybody in this country should
learn how to program a computer...
because it teaches you how to think.”

- Steve Jobs

Learn since Kids





How I Learn Javascript

The only one language you
can learn
without installing the
language

```
Elements Network Sources Timeline Profiles Console »
< Preserve log
> // ES2015 Default function parameters allow parameters to be initialized with default
values if no values are supplied.

// Supply default values for function parameters
// Before, using ES5...
function greet(message, to) {
  to = to || 'DOM'; // may resolve for falsey values
  // OR if (to === 'undefined') { to = 'DOM'; }
  // OR if (arguments.length === 1) { to = 'DOM'; }
  console.log(message + ", " + to);
}
greet('Good morning');
greet('Sup', 'CSS');
Good morning, DOM
Sup, CSS
VM4495:10
VM4495:10
< undefined
> // After using ES2015/ES6...
function greet(message, to = 'DOM') {
  console.log(message + ", " + to);
}
greet('Good morning');
greet('Sup', 'CSS');
Good morning, DOM
Sup, CSS
VM4496:4
< undefined
> // Default arguments are evaluated at call time. This means
// a new array is created each time the function is called h
function append(value, array = []) {
  array.push(value);
  return array;
}
< undefined
> append(1);
< [1]
> append(2); // [2] instead of [1, 2]
< [2]
> // For more info see https://www.chromestatus.com/feature/52
// Extra notes:
// to || 'DOM' isn't 100% the same as we also use it to work
// Default params don't work on 'null', but encourage cleare
'undefined'
```

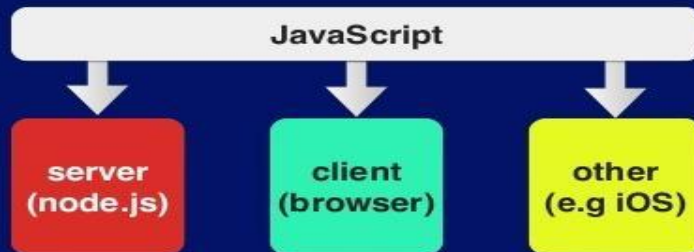
```
CodePen - Chill the lion
file:///Users/addyo/projects/lon.htm
Paused in debugger 491px x 57:
lion.js
674 function loop(){
675   render();
676   var xTarget = (mousePos.x>windowHalfX); xTarget = 361.5
677   var yTarget = (mousePos.y>windowHalfY); yTarget = 276
678
679   fan.isBlowing = isBlowing;
680   fan.update(xTarget, yTarget);
681   if(isBlowing) {
682     lion.cool(xTarget, yTarget);
683     lion.look(xTarget, yTarget);
684     requestAnimationFrame(loop);
685   }
686 }
687
688 function render(){
689   if (controls) controls.update();
690   renderer.render(scene, camera);
691 }
692
693 init();
694 createLights();
695 createFloor();
696 createLion();
697 createFan();
698 loop();
699
700 function clamp(v,min, max){
701   return Math.min(Math.max(v, min), max);
702 }
703
704 function rule3(v,vmin,vmax,tmin, tmax){
705   v = 361.5; vmin = -200; vmax = 200; tmin = -250; tmax = 250
706   var nv = Math.max(Math.min(v,vmax), vmin);
707   var dv = vmax-vmin;
708   var pc = (nv-vmin)/dv;
709   var dt = tmax-tmin;
710   var tv = tmin + (pc*dt);
711   return tv;
712 }
Line 712, Column 3
```

ISOMORPHIC JAVASCRIPT

Yes, fancy words
– but why should I care..?

Isomorphic Javascript

- 1 Render HTML from Javascript app on Server
- 2 Browser loads with full HTML
- 3 JavaScript loads then bootstraps the application





=



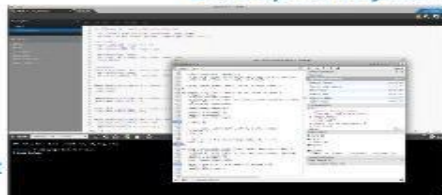
Intel® XDK IoT Edition

JavaScript* apps on IoT devices

Integrated Development Environment Create, Debug, and Run Tools

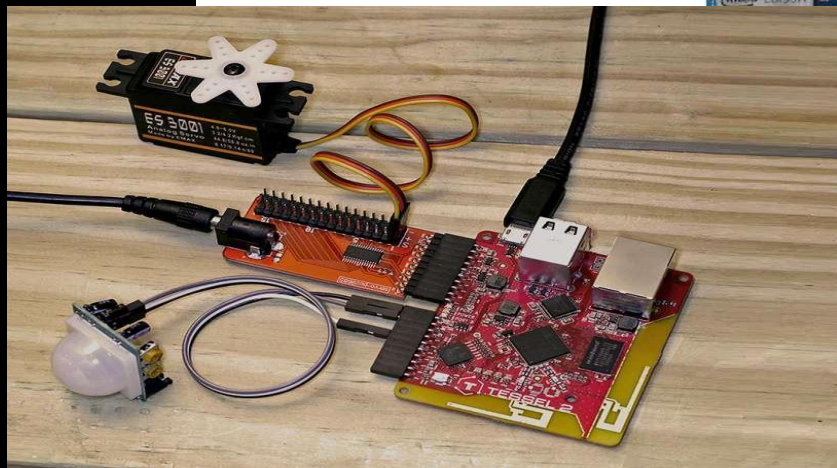
- JavaScript allows easy on-board app development and deployment for many IoT devices
- Use JavaScript to define behavior of IoT device
- Deploy, run, debug on IoT device with JavaScript
- Integration with cloud, web services, and sensors through JavaScript APIs

Development System



- Edit JavaScript app
- Send app to device
- Run app remotely
- Remote debug

Development Platform



Thank You!