Web Programming

Prof. D. König

It's about you

"Every education must be self-education."

Robert Henri (1960)

Teams

Recording?

Streaming?

Interactions...

Overview



Personal Responsibility



Web Modules

Workshop Web *

Web Clients

Code Kitchen

Web Programming

Web Frameworks

Web Engineering

Code Kitchen

Mondays, 15:15 - 18:00 5.2B53 (and else) Join by mail to me.

Work on code, get extra credit



Paradigms

Scripting

Object-Oriented Programming

Functional Programming

Continuing Concerns

Computer Science perspective

Cross-technology

Web for fun and profit



Didactics

Refresher, Q&A, JS Goodie Live-Coding, Exercises Quiz



Recommended Reading

https://go.oreilly.com/fachhochschule-nordwestschweiz

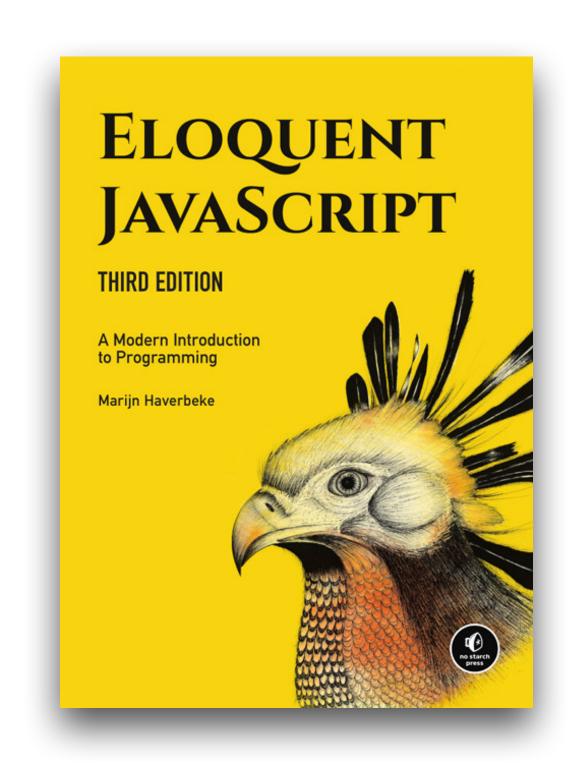


Script/Textbook

Eloquent JavaScript

You don't know JS





Grading

Continuous Assessment Grade bases on acquired experience & continued effort

Quiz: collecting points

http://86.119.43.169:9090

Matrikel Nr & key

Plan: 11 points per week

Passing threshold: 60%

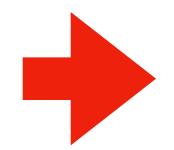




Extra Points

max. 10 extra points for self-made toolbox

Storybook (initial)



Drehbuch, Intro, Functions

Scientific foundations

Algebraic Data Types, Snake

Applied Science

Scripting, PWA, Plotter, Excel

Objects

Classes

JS Types, JsDoc

Async Programming

Modules

Data Flow, Excel improved

Iterator Protocol, Sequences

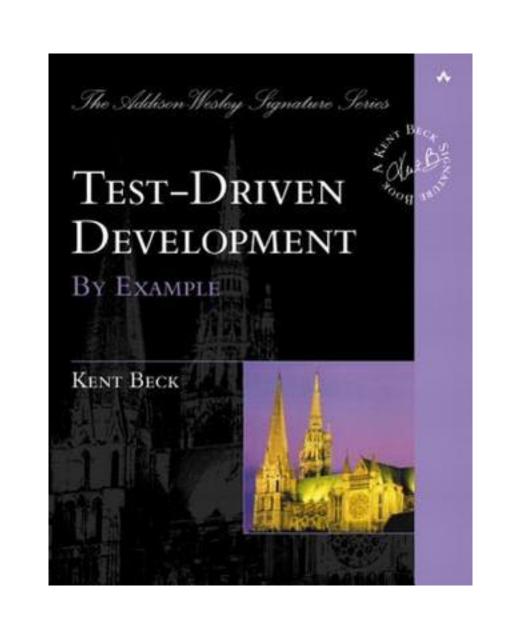
Moves, User Interfaces

Crazy JS

Language Acquisition

Validate assumptions
Capture knowledge

in code as a unit test





Approach

You only understood, what you can build yourself

=> no dependencies

Live Coding

https://github.com/ WebEngineering-FHNW/ webpr-hs24

JavaScript functions

function keyword named functions function references calling functions too many, too few arguments when to return, missing returns statements vs. expressions

Lambda expressions

```
=> syntax
high-order functions
returning functions
nested lambda expressions
calling curried functions/lambdas
() vs {}
```

Canvas

```
const canvas = document.getElementById("canvas");
const context = canvas.getContext("2d");

context.fillStyle = "black";
context.fillRect(0, 0, canvas.width, canvas.height);
```

Key events

```
const rightArrow = 39;
const leftArrow = 37;
window.onkeydown = evt => {
   (evt.keyCode === rightArrow) ? ...;
};
```

Game loop

```
setInterval( () => {
    nextBoard();
    display(context);
}, 1000 / 5);
```



Practice

Programming the Snake game

week1: replace /* fill here */ until tests are ok

Homework

watch Gabriel Lebec (~1:40)

Fundamentals of Lambda Calculus & Functional Programming in JavaScript, Parts I and II.

https://www.youtube.com/watch?v=3VQ382QG-y4

Collect first points

http://86.119.43.169:9090

Student id number & key