



JavaScript

Developer environment to work with JavaScript

Options:

- Web browser (google)
- Web server (Apache)
- Node.js





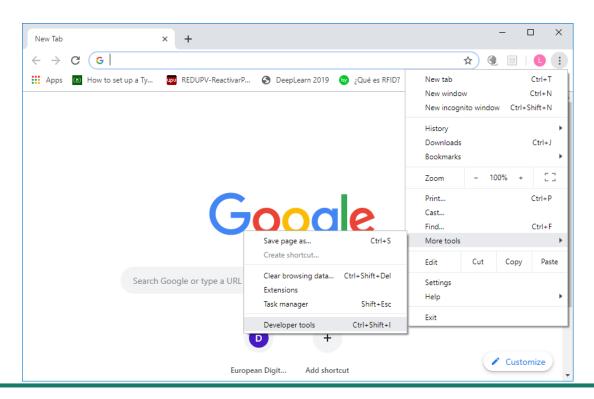




- Web Server
- Node.js Http Server
 JavaScript Basic Concepts

Developer Tools: Web Browser

- The simplest environment that you can use for JavaScript development is a browser.
- Modern browsers (Chrome, Firefox, Safari, and Edge) have a functionality called **DeveloperTools**.
 - Chrome, click on the menu in the upper-right corner,
 More Tools | Developer Tools:

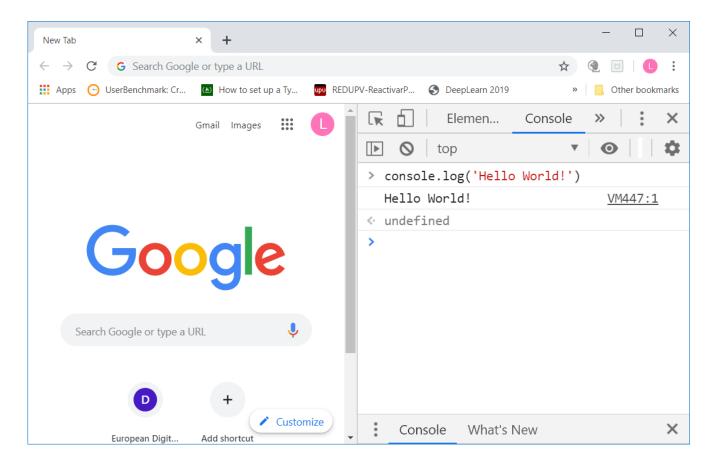




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 JavaScript Basic Concepts

Developer environment: Web Browser

• Inside the console you can write JavaScript code





Developer environment: Web Server

There are many options:

- ✓Install only the webserver
- ✓ Install a package that includes a Web Server

Developer environment

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 JavaScript Basic Concepts

Some Web Servers

	WINDOWS	LINUX	Mac
NGINX	X	X	Х
Hiawatha	X	X	Х
Tomcat	X	X	Х
Apache	X	X	Х



Some Packages that include a Web Server

	WINDOWS	LINUX	Mac
XAMPP	X	X	X
MAMP	X		Х
LAMP		X	









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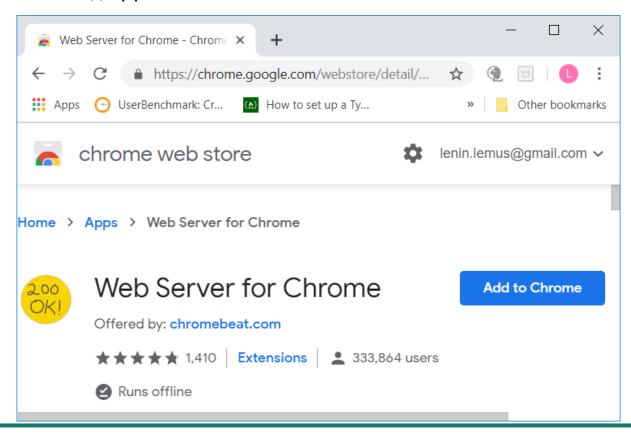
Developer environment: Web Server (cont.)

Even Chrome has a web server!

It is an extension of Chrome, his name is **Web Server for Chrome** extension

It can be be downloaded at http://bit.ly/2LRVyo3.

After installing it, you can access it through the Chrome URL chrome://apps:

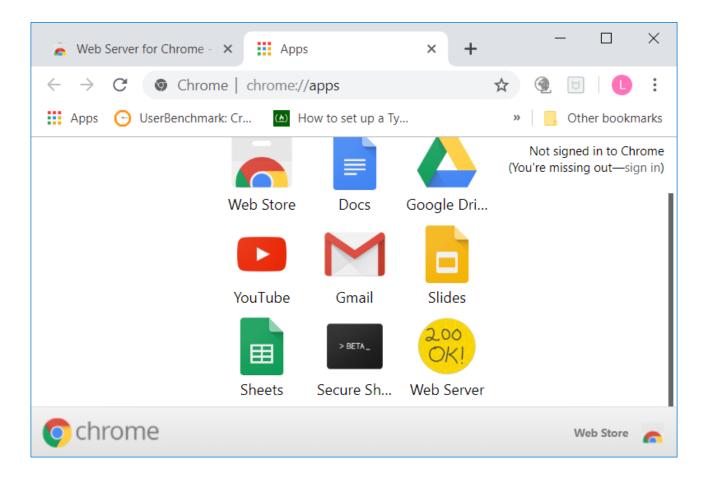




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Developer environment: Web Server (cont.)

After installing it, you can access it through the Chrome URL chrome://apps:



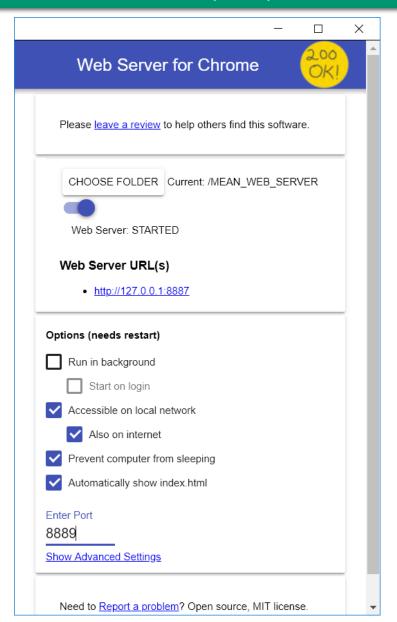


Developer environment: Web Server (cont.)

Configuration:

Developer environment

- Web Server
- Node.js Http Server





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JavaScript Basic Concepts

Developer environment: Web Server (cont.)

Files stored in f:\MEAN_WEB_SERVER will be served by the Web Server

Example: Create the file f:\MEAN_WEB_SERVER \index.html And write the following code inside the file

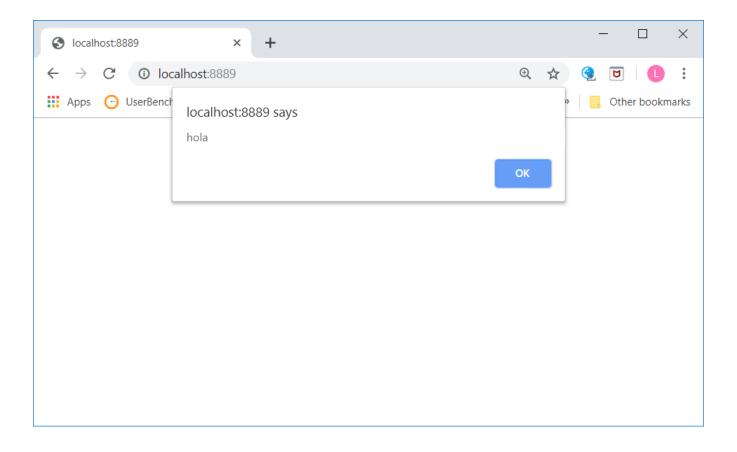
```
♦ index.html ×
       <!DOCTYPE html>
       <html>
  2
       <head>
       <script src="https://code.jquery.com/jquery-3.4.1.min.js">
       </script>
   5
       <script>
   6
           $(document).ready(function(){
                alert("hola");
           });
       </script>
 10
       </head>
 11
 12
       <body>
           <h1>Hello</h1>
 13
 14
       </body>
 15
       </html>
```



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Developer environment: Web Server (cont.)

In a Web browser navigate to the URL: http://localhost:8889/





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Developer environment: Node.js http-server

Last but not least important, we can use Node.js http-server For that purpose, install the module: http-server

Inside a cmd console, execute the command: npm install -g http-server

```
Símbolo del sistema - http-server
C:\Users\lemus>npm i -g http-server
C:\Users\lemus\AppData\Roaming\npm\http-server ->
C:\Users\lemus\AppData\Roaming\npm\node modules\ht
tp-server\bin\http-server
C:\Users\lemus\AppData\Roaming\npm\hs -> C:\Users\
lemus\AppData\Roaming\npm\node_modules\http-server
\bin\http-server
+ http-server@0.11.1
added 26 packages from 28 contributors in 2.174s
C:\Users\lemus>http-server
Starting up http-server, serving ./
Available on:
  http://10.10.10.100:8080
 http://127.0.0.1:8080
 http://172.18.209.161:8080
 http://172.27.128.1:8080
Hit CTRL-C to stop the server
```



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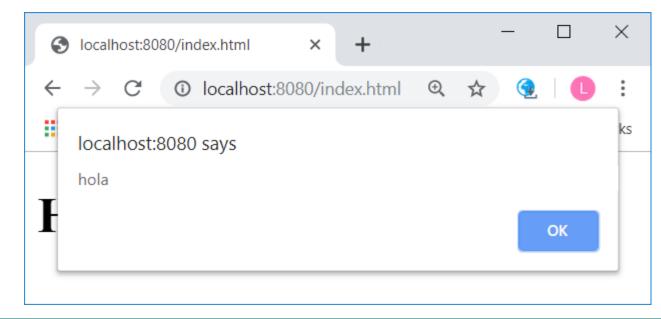
JavaScript Basic Concepts

Developer environment: Node.js http-server

Inside a cmd console Go to the directory MEAN_WEB_SERVER And execute the command:

F:\MEAN_WEB_SERVER>http-server

```
F:\MEAN_WEB_SERVER>http-server
Starting up http-server, serving ./
Available on:
http://10.10.10.100:8080
http://127.0.0.1:8080
http://172.18.209.161:8080
http://172.27.128.1:8080
Hit CTRL-C to stop the server
```





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JavaScript Basic Concepts

Arithmetic operator	Description
+	Addition
-	Subtraction
*	Multiplication
/	Division
%	Modulus (remainder of a division operation)
++	Increment
	Decrement



- Web Server
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JavaScript Basic Concepts

Assignment operator	Description
=	Assignment
+=	Addition assignment $(x += y) == (x = x + y)$
-=	Subtraction assignment $(x -= y) == (x = x - y)$
*=	Multiplication assignment (x *= y) == (x = x * y)
/=	Division assignment $(x /= y) == (x = x / y)$
%=	Remainder assignment (x %= y) == (x = x % y)



- Web Server
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JavaScript Basic Concepts

Assignment operator	Description
==	Equal to
===	Equal to (both value and object type)
!=	Not equal to
>	Greater than
>=	Greater than or equal to
<	Less than
<=	Less than or equal to



JavaScript Basic Concepts

Developer environment

- Web Server
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Logical operator	Description
&&	And
	Or
!	Not



- Web Server
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JavaScript Basic Concepts

Bitwise operator	Description
&	Equal to
	Equal to (both value and object type)
~	Not equal to
۸	Greater than
<<	Greater than or equal to
>>	Less than



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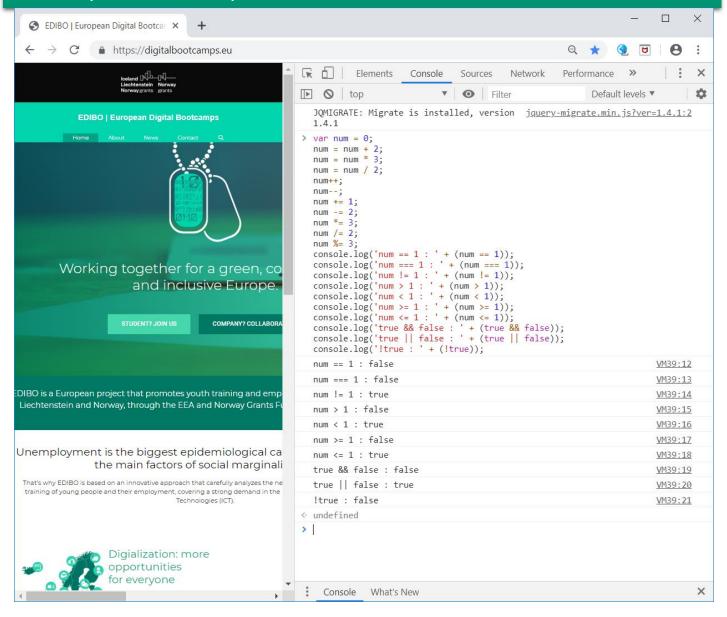
JavaScript Basic Concepts

```
var num = 0;
num = num + 2;
num = num * 3;
num = num / 2;
num++;
num--;
num += 1;
num -= 2;
num *= 3;
num /= 2;
num %= 3;
console.log('num == 1 : ' + (num == 1));
console.log('num === 1 : ' + (num === 1));
console.log('num != 1 : ' + (num != 1));
console.log('num > 1 : ' + (num > 1));
console.log('num < 1 : ' + (num < 1));
console.log('num >= 1 : ' + (num >= 1));
console.log('num <= 1 : ' + (num <= 1));
console.log('true && false : ' + (true && false));
console.log('true | false : ' + (true | false));
console.log('!true : ' + (!true));
```



Developer environment

JavaScript Basic Concepts





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JavaScript Basic Concepts

```
var num = 0;
num = num + 2;
num = num * 3;
num = num / 2;
num++;
num--;
num += 1;
num -= 2;
num *= 3;
num /= 2;
num %= 3:
console.log('num == 1 : ' + (num == 1));
console.log('num === 1 : ' + (num === 1));
console.log('num != 1 : ' + (num != 1));
console.log('num > 1 : ' + (num > 1));
console.log('num < 1 : ' + (num < 1));
console.log('num >= 1 : ' + (num >= 1));
console.log('num <= 1 : ' + (num <= 1));
console.log('true && false : ' + (true && false));
console.log('true | false : ' + (true | false));
console.log('!true : ' + (!true));
```

JS

Developer environment

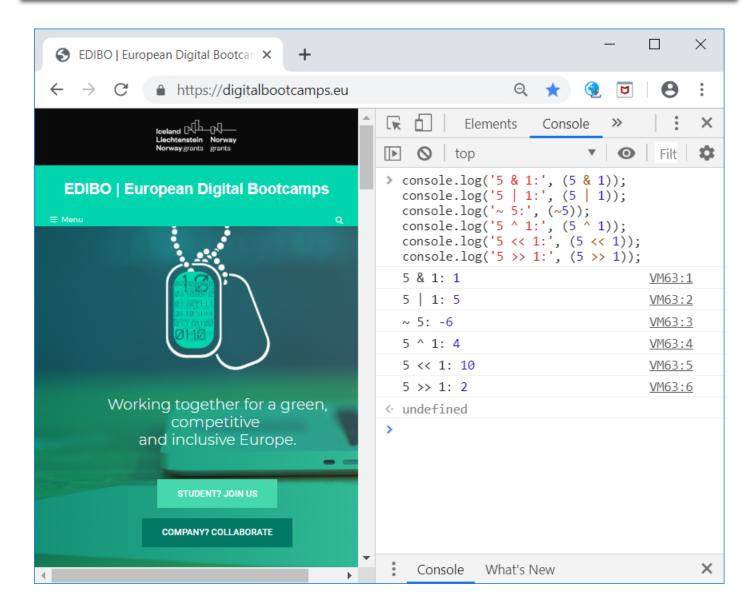
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```
//Bitwise operations
console.log('5 & 1:', (5 & 1));
console.log('5 | 1:', (5 | 1));
console.log('~ 5:', (~5));
console.log('5 ^ 1:', (5 ^ 1));
console.log('5 << 1:', (5 << 1));
console.log('5 >> 1:', (5 >> 1));
```



- Web Server
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JavaScript Basic Concepts





JavaScript Basic Concepts

Typeof operator returns the type of the variable or expression. Take a look at the following code:

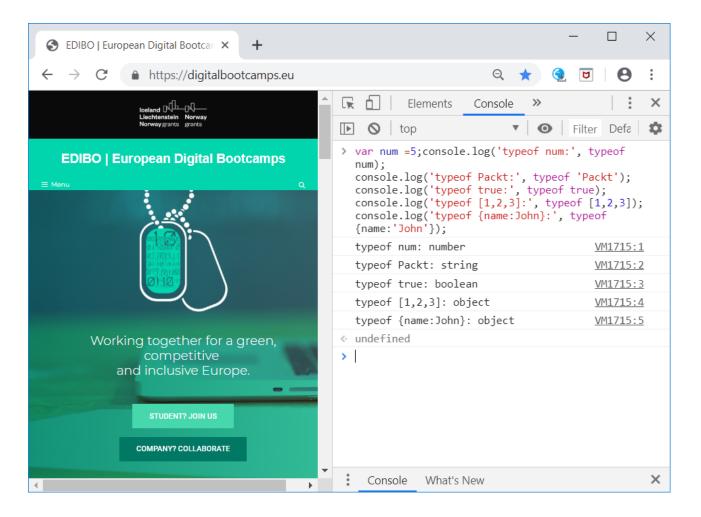
Developer environment

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 JavaScript Basic Concepts

```
var num=5;
console.log('typeof num:', typeof num);
console.log('typeof Packt:', typeof 'Packt');
console.log('typeof true:', typeof true);
console.log('typeof [1,2,3]:', typeof [1,2,3]);
console.log('typeof {name:John}:', typeof
{name:'John'});
```



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 JavaScript Basic Concepts





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 JavaScript Basic Concepts

JavaScript Basic Concepts

According to the specification, there are two data types in JavaScript:

1. Primitive data types:

- Null
- Undefined
- String
- Number
- boolean,
- symbol

2. Derived data types/objects:

- JavaScript objects, including functions
- Arrays
- Regular expressions



JavaScript Basic Concepts

JavaScript also supports the delete operator, which deletes a property from an object:

Developer environment

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 JavaScript Basic Concepts

```
var myObj = {name: 'John', age: 21};
delete myObj.age;
console.log(myObj); //outputs Object {name: "John"}
```



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 JavaScript Basic Concepts

JavaScript Basic Concepts: Truthy and Falsy

In JavaScript, true and false are a little bit tricky.
In most languages, the boolean values true and false represent the true/false results.

In JavaScript, a string such as 'EDIBO' evaluates to true.

Value Type	Result
undefined	false
null	false
Boolean	true is true and false is false
Number	The result is false for +0, -0, or NaN; otherwise, the result is true
String	The result is false if the string is empty (length is 0); otherwise, the result is true (length >= 1)
Object	true



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 JavaScript Basic Concepts

```
JS X.js
           ×
  1
       function testTruthy(val) {
  2
           return val ? console.log('truthy') : console.log('falsy');
  3
  4
      testTruthy(true); // true
       testTruthy(false); // false
  5
       testTruthy(new Boolean(false)); // true (object is always true)
  6
      testTruthy(''); // false
  7
  8
      testTruthy('Packt'); // true
       testTruthy(new String('')); // true (object is always true)
  9
       testTruthy(1); // true
 10
 11
      testTruthy(-1); // true
      testTruthy(NaN); // false
 12
 13
      testTruthy(new Number(NaN)); // true (object is always true)
 14
       testTruthy({}); // true (object is always true)
       var obj = { name: 'John' };
 15
      testTruthy(obj); // true
 16
 17
      testTruthy(obj.name); // true
      testTruthy(obj.age); // age (property does not exist)
 18
```



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