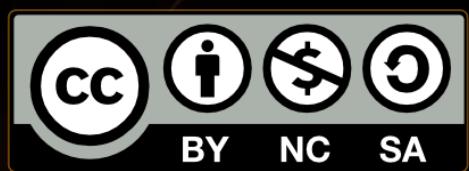


JavaScript Syntax

Syntax, Conditions, Loops,
Functions, Objects, Arrays



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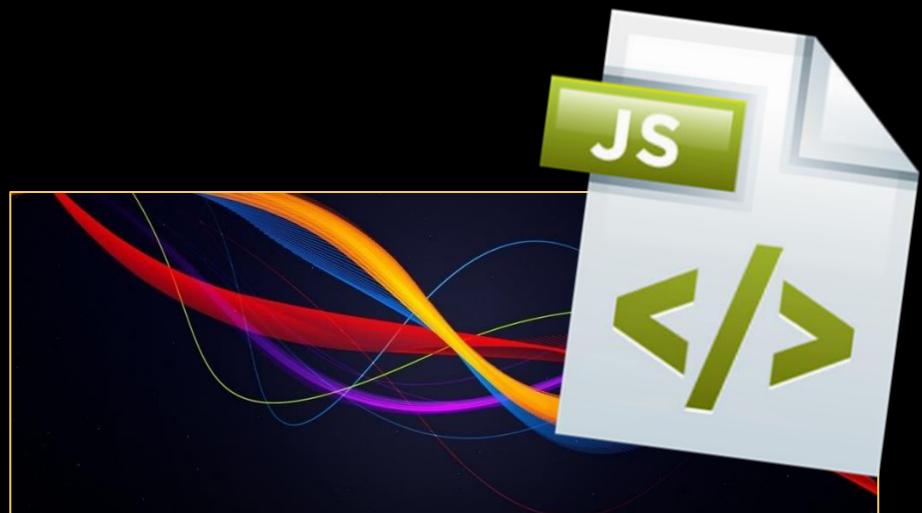
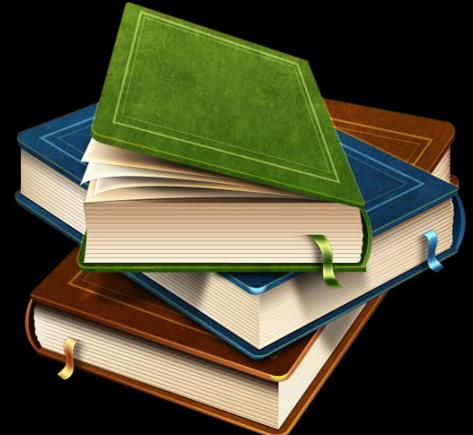


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I ❤ JS

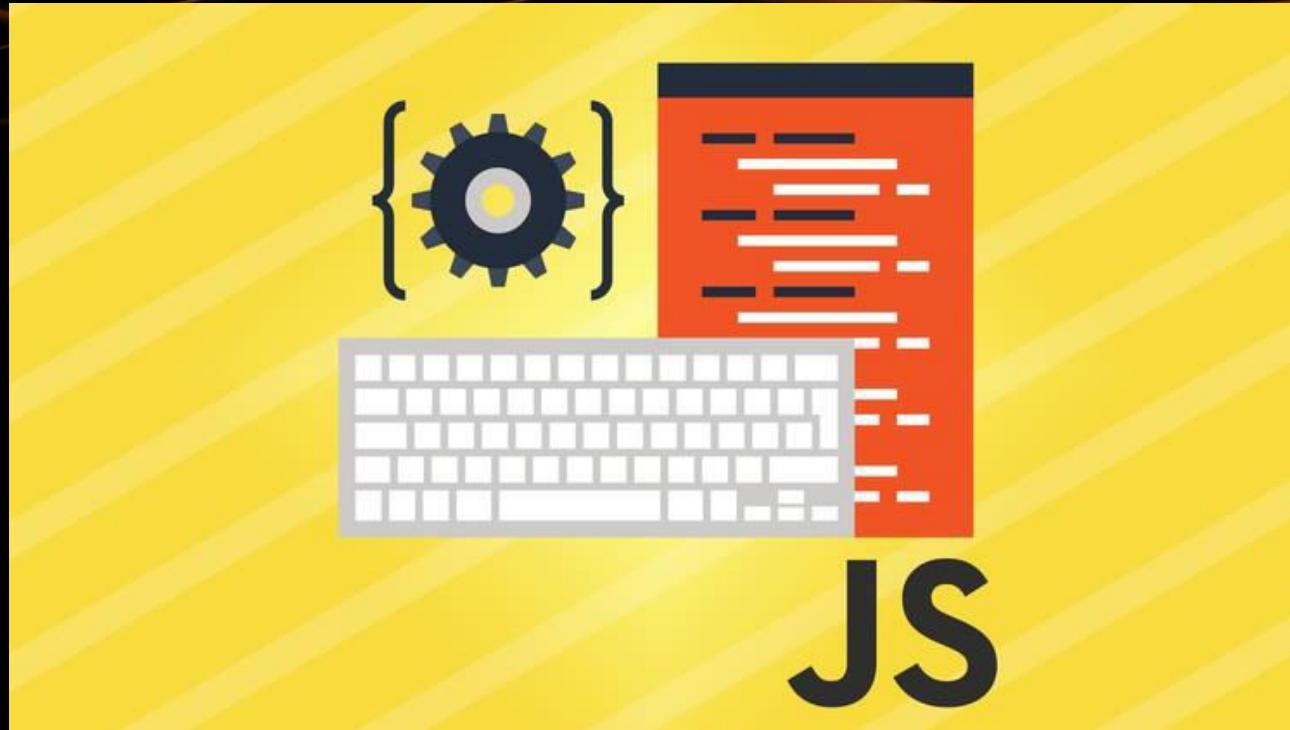


Have a Question?



sli.do

#front-end

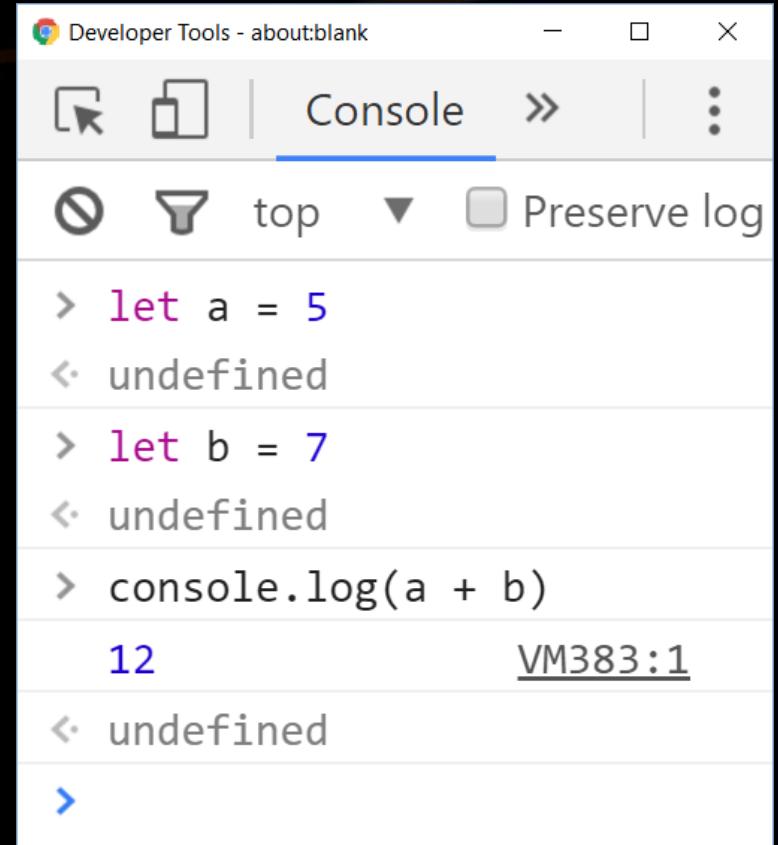


JavaScript Introduction

Syntax and Comparison

Welcome to JavaScript

- JavaScript (JS) is a **scripting language**
 - Executes commands (**script**)
 - Can work in interactive mode
 - No compilation, just execute commands
- C# / Java are **statically-typed** languages
 - Programs are first **compiled**
 - Then the compiled binary is **executed**



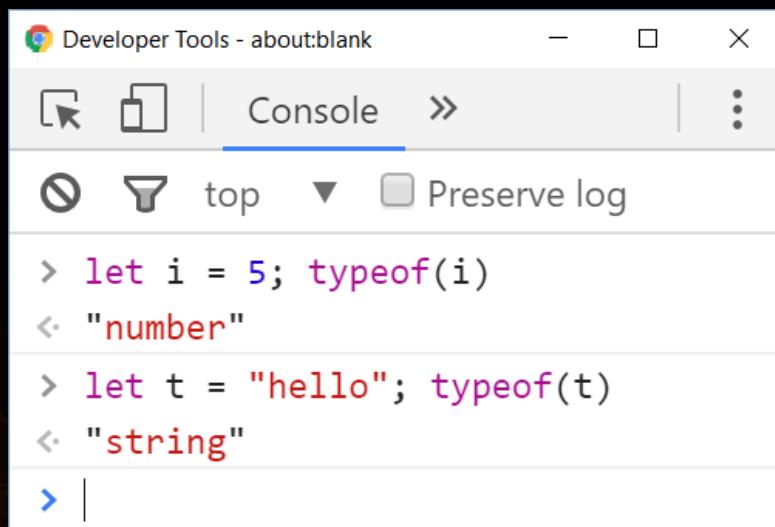
A screenshot of a browser's developer tools console window titled "Developer Tools - about:blank". The console tab is selected. The log area shows the following JavaScript code execution:

```
> let a = 5
< undefined
> let b = 7
< undefined
> console.log(a + b)
12
< undefined
>
```

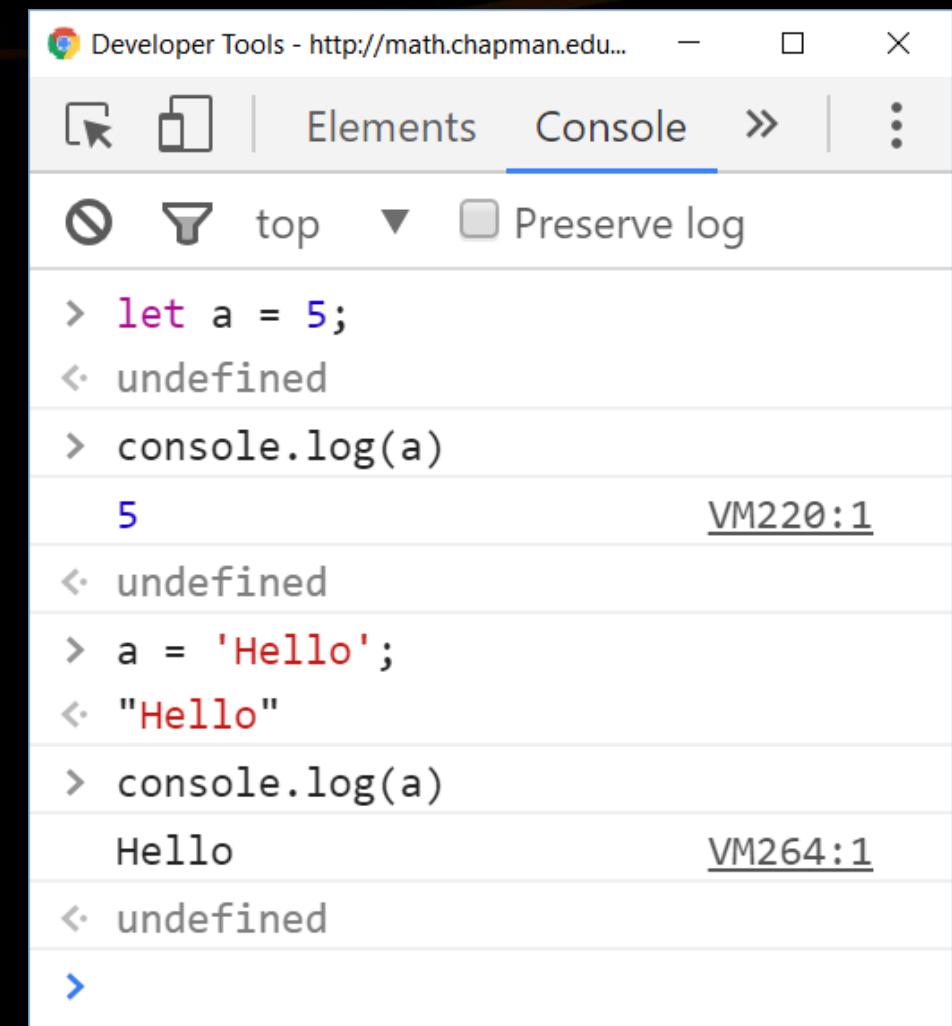
The code consists of three statements: `let a = 5`, `let b = 7`, and `console.log(a + b)`. The output is the number `12` followed by the message `VM383:1` indicating the script source.

Welcome to JavaScript (2)

- JavaScript (JS) is **untyped** language
 - **Untyped** (dynamically typed) == variables have no types
 - Data (values) still have a **type**



```
> let i = 5; typeof(i)
< "number"
> let t = "hello"; typeof(t)
< "string"
> |
```



```
Developer Tools - http://math.chapman.edu...
Elements Console > ...
top ▾ Preserve log
> let a = 5;
< undefined
> console.log(a)
5 VM220:1
< undefined
> a = 'Hello';
< "Hello"
> console.log(a)
Hello VM264:1
< undefined
>
```

Variables and Operators in JS

- Define variables with the keyword **let**

```
let i = 5; let j = 3; // i and j are numbers
console.log(typeof(i)) // Number
i = i * j; i++; // 16
console.log(i + 1); // 17
```

The ; can be omitted

```
let str = 'Hello'; // string
str = str + " JS";
console.log(str); // Hello JS
```

Strings are in format
'...' or "..."

Undefined identifier usage

```
console.log(s2); // Uncaught ReferenceError: s2 is not defined
```

Problem: Calculate Expression

- Write a JavaScript program to print the value of the following expression: **(30 + 25) + ((35 – 14) * 2)**
- Sample solution:

```
function solve() {  
    let val = (30 + 25) + ((35 – 14) * 2);  
    console.log(val);  
}
```

- All JS types can be compared due to automatic type conversion

```
5 == "5.0" // true (== checks value)
5 === "5.0" // false (=== checks type + value)
1 == true // true
[] == false // true
'' == false // true
"" == 0 // true
5 + false + true === 6 // true
```

- More examples to play with:
 - WAT, JS Weird Parts

Conditions: if-else

- JavaScript implements the classical **if** / **if-else** statements:

```
let number = 5;

if (number % 2 == 0) {
    console.log("Even number");
} else {
    console.log("Odd number");
}
```

Problem: Bigger Number

- Write a JavaScript program to print bigger of two numbers:
 - **let firstNumber;**
 - **let secondNumber;**
- Sample solution:

```
let firstNumber = 100;  
let secondNumber = 200;
```

Solution: Bigger Number

```
function solve(input) {  
    let firstNumber = Number(input[0]);  
    let secondNumber = Number(input[1]);  
  
    if (firstNumber > secondNumber) {  
        console.log(firstNumber);  
    } else {  
        console.log(secondNumber);  
    }  
}
```

The switch-case Statement

- Selects a statement from a list depending on the value of the **switch** expression

```
let day = 3
switch (day) {
    case 1: console.log('Monday'); break;
    case 2: console.log('Tuesday'); break;
    case 3: console.log('Wednesday'); break;
    ...
    case 7: console.log('Sunday'); break;
    default: console.log('Error!'); break;
}
```

Loops: for, while, do-while, ...

- The **for / while / do-while** loops work as in C# and Java

```
for (let i = 0; i <= 10; i++)  
    console.log(i); // 0 1 2 3 4 ... 10
```

```
let count = 1;  
while (count < 1024)  
    console.log(count *= 2); // 2 4 8 16 ... 1024
```

```
let s = "ha";  
do { console.log(s); s = s + s; }  
while (s.length < 10); // ha haha hahahaha
```

Problem: Print first 20 numbers

- Write a JavaScript program to print first 20 numbers:
- Use **for**, **while** or **do-while** loop:

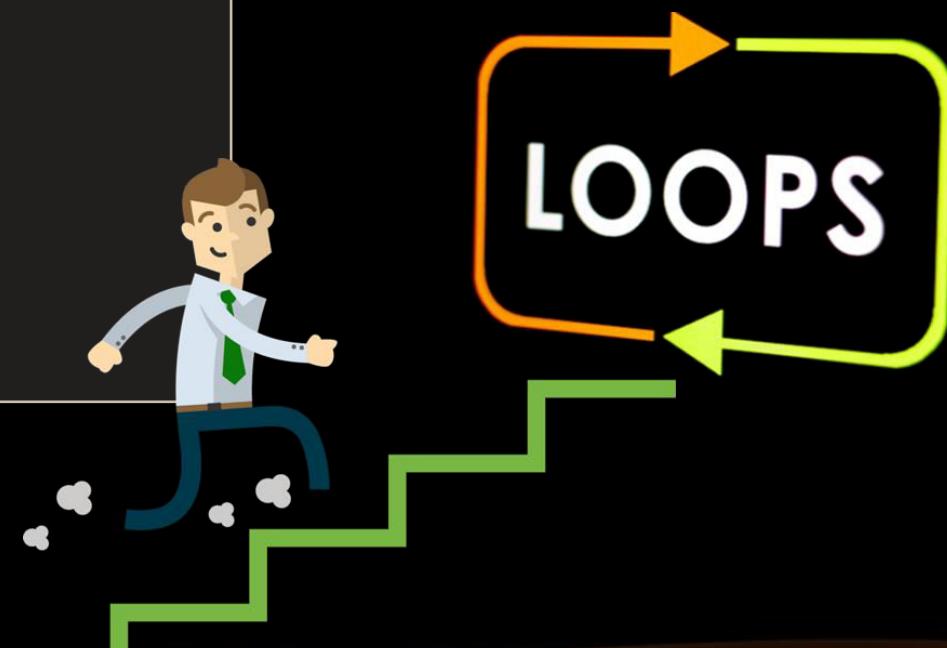


1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20

Solution: First 20 Numbers

It's so simple:

```
function solve() {  
    for (let i = 1; i <= 20; i++) {  
        console.log(i);  
    }  
}
```



- Functions in JS hold a piece of code (script)
 - Can take parameters and return result
 - Similar to functions in C and PHP and methods in C++ / C# / Java

```
function multiply(a, b) {  
    return a * b;  
}  
  
console.log(multiply(2, 3)); // 6 == 2 * 3  
console.log(multiply(2)); // NaN == 2 * undefined  
console.log(multiply(5, 6, 7)); // 30 == 5 * 6
```

Anonymous Functions and Callbacks

```
let print = function(x) { console.log(x) };
[10, 20, 30].forEach(print) // 10 20 30
```

```
let sum = 0;
[10, 20, 30].forEach(function(x) {
    sum += x;
});
console.log(sum) // 60
```

```
(function(text) { alert(text) })("hello")
```

Block Scope vs. Function Scope

- **var** defines "function scope"

```
(function functionScope() {  
    console.log(x); // undefined  
    for (var x = 1; x < 10; x++)  
        console.log(x);; // 1 ... 9  
    console.log(x); // 10  
    var x = 5; console.log(x); // 5  
    var x = 2; console.log(x); // 2  
    x = 3; console.log(x) // 3  
})();
```

- Use **var** carefully!

Block Scope vs. Function Scope (2)

- **let** defines "block scope"

```
(function blockScope() {  
    // console.log(x); // error!  
    let x = 5; console.log(x); // 5  
    for (let x = 20; x < 30; x++)  
        console.log(x); // 20 ... 29  
    console.log(x); // 5  
    x = 10; console.log(x); // 10  
    // let x = 5; // error!  
})();
```

- Prefer **let** in most cases

Objects

- Objects in JavaScript hold key-value pairs:

```
let obj = { name : "SoftUni", age : 2 };
console.log(obj); // Object {name: "SoftUni", age: 2}
obj['site'] = "http://www.softuni.bg";
obj.age = 10;
obj['name'] = "Software University";
console.log(obj); // Object {name: "Software
University", age: 10, site: "http://www.softuni.bg"}
delete obj.name;
delete obj.site;
console.log(obj); // Object {age: 10}
```

Objects and JSON

- JavaScript objects can be stored as text in **JSON** format

```
let obj = { name : "SoftUni", age : 2 }
let str = JSON.stringify(obj);
console.log(str);
// { "name":"SoftUni", "age":2 }
```



```
let str = "{\"name\":\"Nakov\", \"age\":24}"
let obj = JSON.parse(str);
console.log(obj); //
Object { name: "Nakov", age: 24 }
```



Arrays in JavaScript

- Arrays in JS can hold mixed types:

```
// Array holding numbers
let numbers = [1, 2, 3, 4, 5];
```

```
// Array holding strings
let weekDays = ['Monday', 'Tuesday', 'Wednesday',
    'Thursday', 'Friday', 'Saturday', 'Sunday'];
```

```
// Array of mixed data
var mixedArr = [1, new Date(), 'hello'];
```

Problem: Print the elements in array

- Write a JavaScript program to print all of the elements in array:
- Create random array like this:
- Put your solution in function

```
let numbers = [1, 2, 3, 4, 5];
```



Solution: Print the elements in array

```
function solve(input) {  
    for (let element of array) {  
        console.log(element);  
    }  
}
```

```
function solve(input) {  
    for (let index in array) {  
        console.log(array[index]);  
    }  
}
```

Processing Arrays Elements

- Print all elements of an array of strings:

```
let capitals = ['Sofia', 'Washington', 'London',  
'Paris'];
```

```
for (let capital of capitals)  
    console.log(capital);
```

```
for (let i in capitals)  
    console.log(capitals[i]);
```

```
for (let i = 0; i < capitals.length; i++)  
    console.log(capitals[i]);
```

Works like **foreach**

This is not **foreach**! It goes through the array indices.

Traditional **for**-loop

Array Operations

```
let numbers = [1, 2, 3, 4];
console.log(numbers.join('|')); // result: 1|2|3|4|5

numbers.push(5);
console.log(numbers.join('|')); // result: 1|2|3|4|5

let tail = numbers.pop();      // tail = 5;
console.log(numbers.join('|')); // result: 1|2|3|4

numbers.unshift(0);
console.log(numbers.join('|')); // result: 0|1|2|3|4

let head = numbers.shift();    // head = 0;
console.log(numbers.join('|')); // result: 1|2|3|4
```

- Strings in JavaScript hold a sequence of Unicode characters

```
let str1 = "Some text in a string variable";
let str2 = 'Text enclosed in single quotes';
for (let i = 0; i < str1.length; i++)
  console.log(str1[i] + ' ' + str2[i]);
```

```
let tokens = 'C#, Java, PHP ,HTML'.split(',');
// tokens = ['C#', ' Java', ' PHP ', 'HTML']
tokens = tokens.map(s => s.trim());
console.log(tokens);
// ['C#', 'Java', 'PHP', 'HTML']
```

Map by
lambda function

Summary

- JavaScript is a **dynamically-typed** language
 - Commands are arranged in **scripts**
- Program **logic** (variables, conditions, loops) are similar to C# / Java / PHP / C++
- Arrays in JS combine traditional arrays, lists and dictionaries
- Objects in JS hold key-value pairs
- JS is a **functional language**: relies on functions, callbacks, lambdas, etc.

Summary



Web Fundamentals – Course Introduction



Questions?



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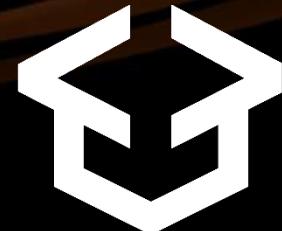
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