

Web Development



Day 10: JavaScript, again...

Objects, JSON, APIs, Testing, The DOM & jQuery



Icebreaker!



Today's Schedule

Morning:

- Objects
- Objects vs Arrays
- JSON vs Objects

Afternoon:

- Testing
- JavaScript with HTML
- The Document Object Model
- jQuery
- Project: Quote Generator



JavaScript Review

- Comments
- Variables
- Data Types
- Operating on Variables
- Template Literals
- Booleans
- Functions
- If Statements
- Arrays

- Loops
- Objects
- JSON



Objects

Sometimes you need to store data that's related but isn't the same as a list. An **object** is a collection of properties.

Think about a dog. A dog has the following properties:

- Type of dog
- Age
- Color of fur
- Owner
- Known tricks
- Vaccines



Anatomy of an Object

```
Use of var to
                    The name of
                                             Everything
declare variable
                    the object
                                             inside the
                                           curly braces is
                                            a property of
                                             the object.
    var dog =
         type: 'Golden Retriever
         age: 5,
                                             Each property is
                                          made up of a key and
         fur: 'yellow'
                                               value pair.
         name: 'Rover
         tricks: ['fetch', 'play
                                          The key in this case is bver'],
                                           'fur.' and the value is
         vaccinated: true
                                                'yellow.'
```



Storing Data in Objects

All data types can be stored as **values** inside an object. Notice we have 3 strings, a number, an array, and a Boolean stored as **values**.

```
var dog = {
   type: 'Golden Retriever',
   age: 5,
   fur: 'yellow',
   name: 'Rover',
   tricks: ['fetch', 'play dead', 'roll over'],
   vaccinated: true
}
```



Data (values) inside objects can be accessed using the **keys**. In this example, the keys include type, age, fur, owner, tricks, and vaccinated.

```
var dog = {
   type: 'Golden Retriever',
   age: 5,
   fur: 'yellow',
   name: 'Rover',
   tricks: ['fetch', 'play dead', 'roll over'],
   vaccinated: true
}
```



Values can be accessed using the **variable name**, **a period**, **and a key**. This is called **dot notation**.

```
var dog = {...}

dog.type; // returns 'Golden Retriever'
dog.age; // returns 5
dog.tricks; // returns ['fetch', 'play dead', 'roll
over']
```



Values can also be accessed using **bracket notation**, using the **variable name**, **the key**, **and brackets**.

```
var dog = {...}

dog['type'];  // returns 'Golden Retriever'
dog['age'];  // returns 5
dog['tricks'];  // returns ['fetch', 'play dead',
  'roll over']
```



If you want to access an array that's stored inside an object, start with the variable and property, then add an index!

```
var dog = {...}

dog['tricks'];  // returns ['fetch', ...]
dog['tricks'][0];  // returns 'fetch'
dog.tricks[0];  // returns 'fetch'
```



Adding Data to Objects

Add properties to an existing object by using dot or bracket notation by giving a **key** and setting it equal to the **value**.

```
var dog = {...}

// These do the same thing.
dog.owner = "Jane";
dog['owner'] = "Jane";
```



Overwriting Data in Objects

You can also overwrite a property's value by reassigning it using the same bracket or dot notation.

```
var dog = {...}

dog.name = "Fido";
dog['name'] = "Fido";
```



Deleting Data in Objects

You can also delete a property from an object using the delete keyword and the key.

```
var dog = {...}

delete dog.tricks;
delete dog['tricks'];
```



Practice with Objects

Work through the Day 9 "Objects" exercises on JS Bin.



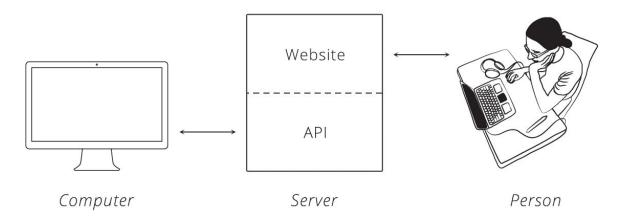
Arrays vs Objects

When would you want an object instead of an array?



APIs

Application Programming Interfaces are software that allows two programs to talk to one another. On the internet, APIs are what allow a server to return data to a user's web browser.





JSON

Many web APIs return data in **JSON** format: JavaScript Object Notation. JSON looks like JavaScript but it is a separate language used to deliver data in a reliable format.

Javascript:

```
var student = {
   firstName: "Joe",
   lastName: "Smith"
}
```

JSON:

```
{
    "firstName": "Joe",
    "lastName": "Smith"
}
```



Pokemon API



Project: Pokédex App

Open the "Pokédex App" starter code and fork the pen.

Just as before, we'll read through the code together, starting with the HTML.



JavaScript Review

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- Operating on Variables
- Template Literals
- Booleans
- Functions
- If Statements
- Arrays

- Loops
- Objects
- JSON
- The DOM



Using JS with HTML

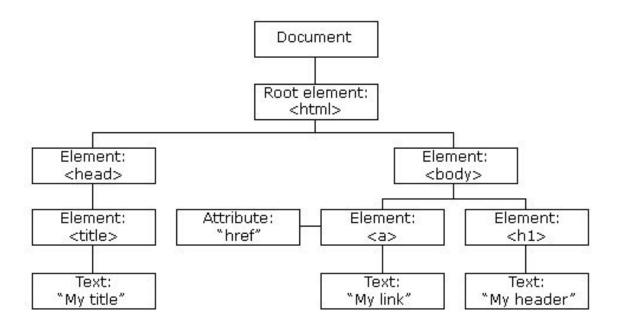
JavaScript works with HTML using the **Document Object Model**.

The DOM defines how a document (the website, in this case) is structured and accessed.

The DOM changes with each web page, based on the HTML of the page.



The Document Object Model





DOM Methods

You've already seen one DOM method regularly in the JS projects you've been working on:

document.getElementById(element);

Remember, methods are built-in functions that belong to specific objects and can only be used by those objects. This method can only be used by the **document** object.



Commonly Used DOM Methods

- document.getElementById(id)
- document.getElementsByTagName(name)
- document.createElement(name)
- parentNode.appendChild(node)
- element.innerHTML()
- element.setAttribute()
- element.getAttribute()
- element.addEventListener()

- window.onload()
- console.log()
- window.scrollTo()



Running JS on HTML Page

Using buttons is a common way to execute JS functions, and it is easy to implement using the "onclick" attribute. You can also add any necessary arguments to the function, just like you would using a JS file.

```
<button onclick="myFunction()">
    Run a function
</button>
```



JavaScript Libraries

Just like with CSS, there are shortcuts for using JavaScript with libraries.

A **JavaScript library** is a set of functions that work as shortcuts to plain JavaScript methods.

There are 100s of JS libraries, though be careful before you start using one! It might not be maintained anymore, or it might be out of date. Many libraries that were popular a few years ago are now considered obsolete because of advances in "vanilla" JavaScript.



jQuery

jQuery is a JavaScript library that makes HTML manipulation easier than with "vanilla" JS.

jQuery can be used in the same file as vanilla JS!

Since it is a library, it must be included in the HTML page in order to use its methods. Add a link to the jQuery library just as you would your own JS file.

Important: Because the browser reads line by line, include the jQuery library before any scripts that use jQuery or the code won't work!

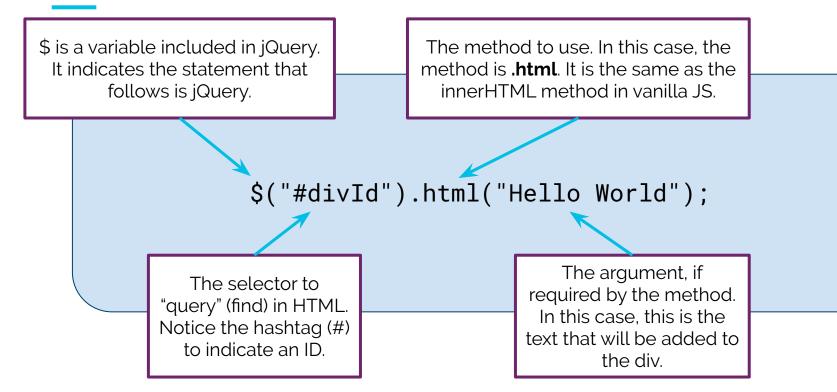


Using jQuery

```
document.getElementById.innerHTML = "Hello World";
// The "vanilla" JS above is the same as jQuery below
$("#divId").html("Hello World");
```



Anatomy of a jQuery Statement





Project: Random Quotation Generator

Open the "Random Quotation Generator" starter code and fork the pen.

Just as before, we'll read through the code together, starting with the HTML.

You can use either vanilla JS or jQuery for this project. If you use jQuery, remember to include a link to the library on your HTML page.



Algorithmic Bias

https://www.poetofcode.com/



Reflection

Write in your journal about how you feel or what you learned today.

Prompts:

- Why would you want to use a JavaScript library instead of vanilla JS?
- Think about Joy Buolamwini's talk about algorithmic bias. Why is it important to remove bias in coding? How can it be addressed?
- How are methods like functions?

