## JavaScript Introduction

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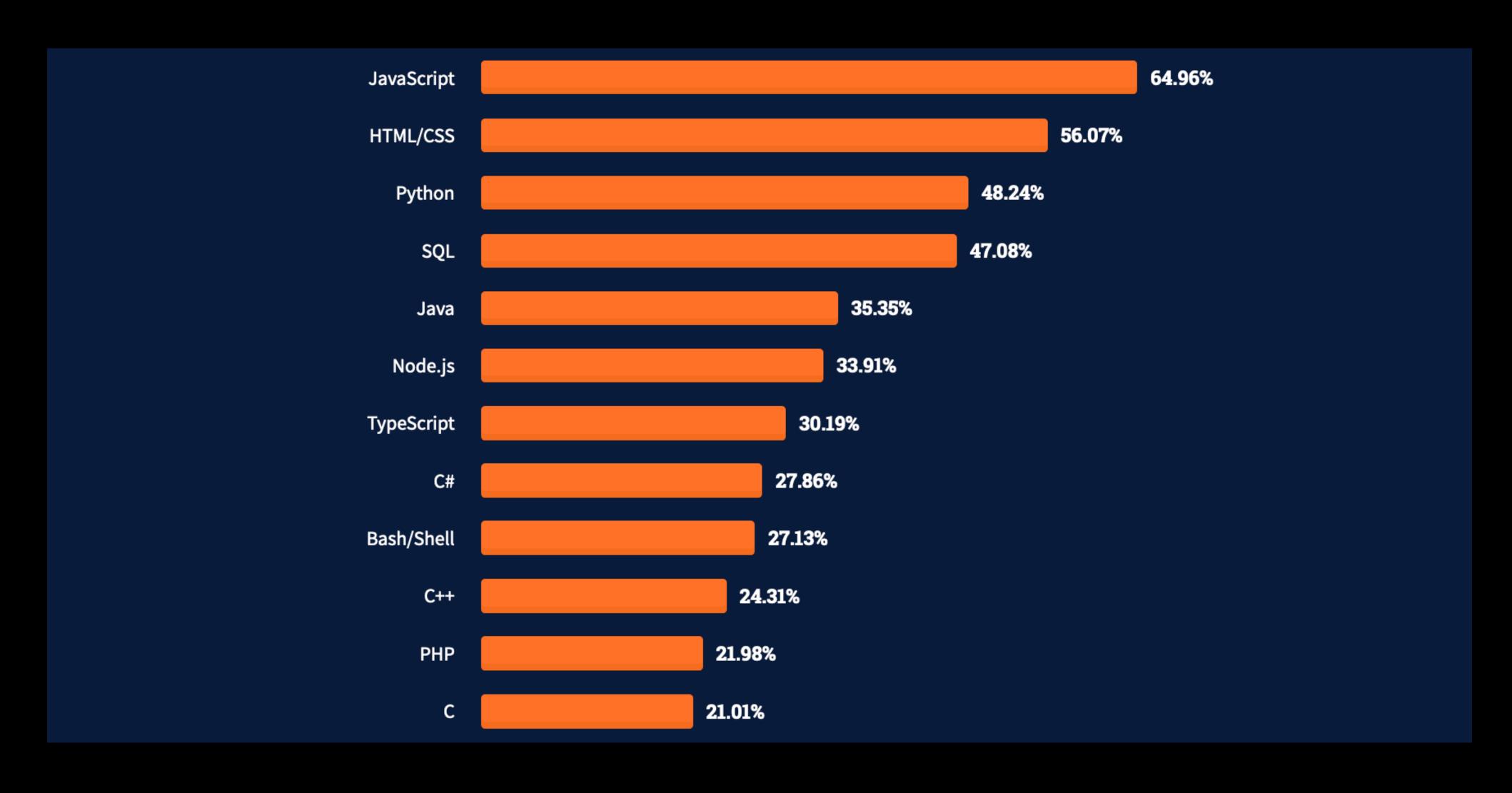
## What is JavaScript?

```
≥ typeof NaN
                         true==1
"number"
                         < true
> 999999999999999
                         > true===1
                         < false
< 100000000000000000
                         > (!+[]+[]+![]).length
> 0.5+0.1==0.6
< true
                         <· 9
≥ 0.1+0.2==0.3
                         > 9+"1"
< false
                         · "91"
Math.max()
                         2 91-"1"
-Infinity
                         · 90
> Math.min()
                         ≥ []==0
Infinity
                         true
> []+[]
≥ []+{}
( "[object Object]"
> {}+[]
· 0
> true+true+true===3
                           Thanks for inventing Javascript
< true
```

> true-true

## The Most Popular Program Language

According to Stack Overflow 2021 Developer Surery....



- High-level
- Dynamic typing
- Object-orientation
- Prototype-based Programming

客戶:這是個很簡單的工作, 任何人可以在5分鐘內做完

設計師:那你做啊

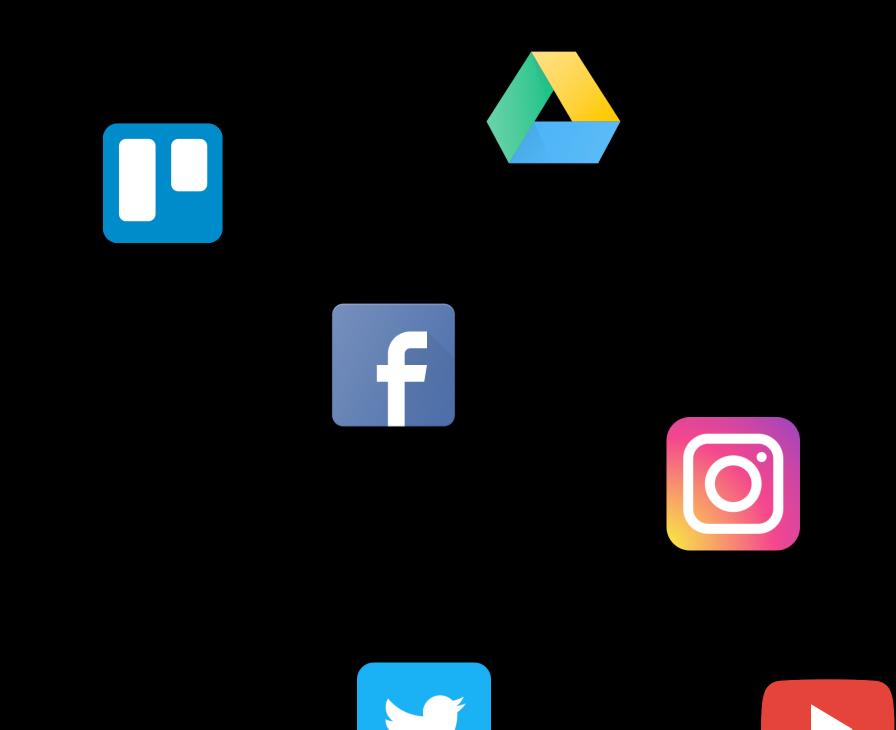
客戶:



來源: I am Programmer, I have no life

## What Can We Do With JavaScript?

- Web Application
- Mobile Applications
- Real-time Networking Applications
- Command-line Tools
- Games





# Where does JavaScript run?

# In Browser... JavaScript Engine

- FireFox: SpiderMonkey
- Chrome: v8
- Safari: JavaScriptCore

### Node.js



In 2009, Ryan Dahl released a open-source project.

He took the JavaScript engine in chrome and embedded it inside C++ Process.



# ECMAScript

### What is ECMAScript?

#### JavaScript Standard

ECMAScript is a JavaScript standard intended to ensure the interoperability of web pages across different browsers.

It is standardized by Ecma International in the document ECMA-262.

From Wikipedia

- Version1 release in 1997
- ES5 ECMAScript 2009
- ES6 ECMAScript 2015

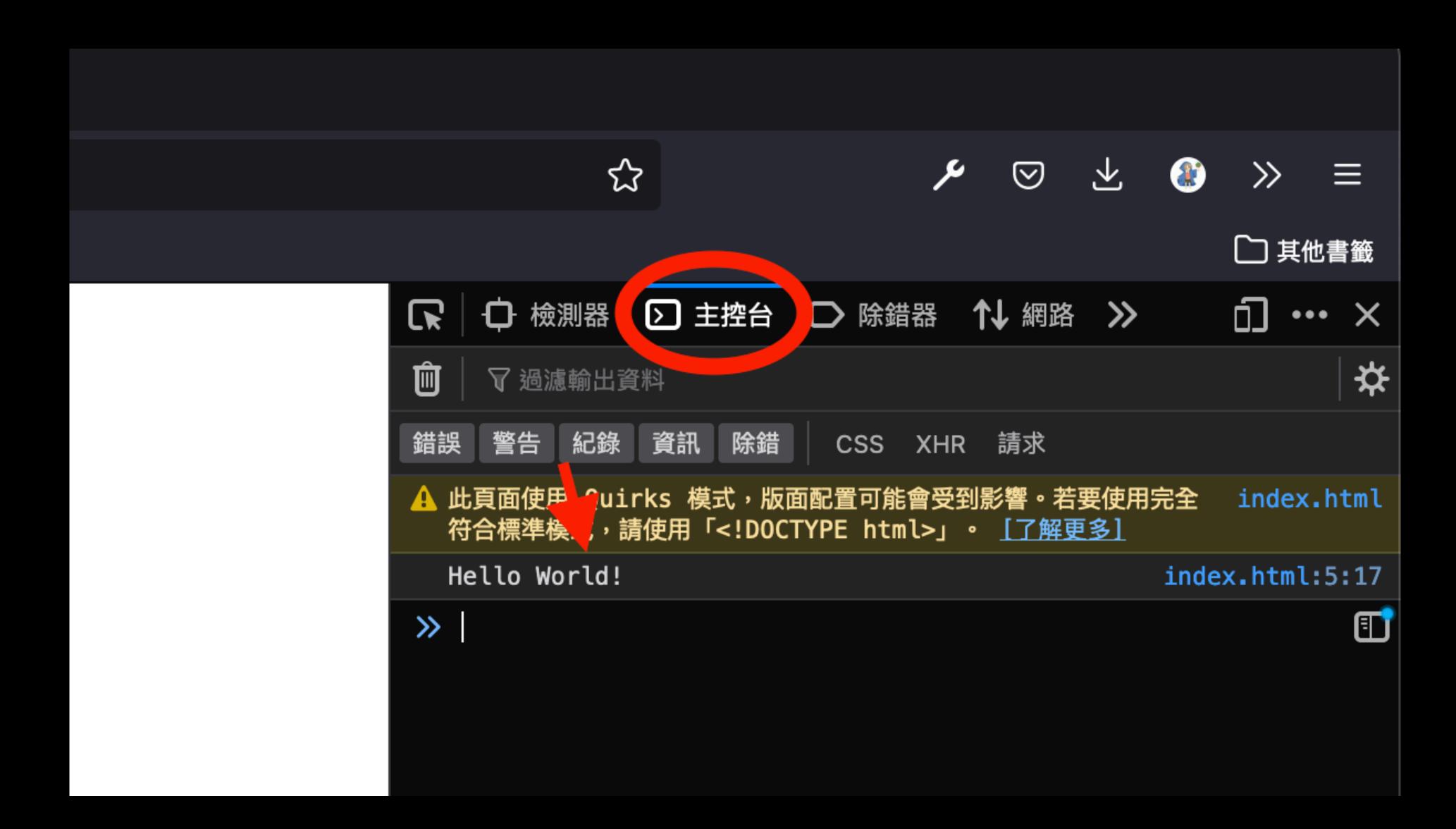
# First JavaScript Code

## Try It...

#### Run JavaScript in Browser

```
• • •
                            test — vi index.html — vi — vi index.html — 80×24
 1 <html>
        <head>
             <script>
                 console.log("Hello JavaScript!");
             </script>
        </head>
        <body></body>
 8 </html>
"index.html" 9L, 138B written
                                                                     9,0-1
                                                                                     All
```

### View JavaScript Console in Browser



## Comment in JavaScript

```
1 <!DOCTYPE html>
 2 <html>
     <head>
 3
       <meta http-equiv="content-type" content="text/html; charset=utf-8" />
 5
       <title>Index</title>
 6
       <script>
         // This is comment.
8
10
         /*
           This is mulit-line comment.
11
12
         */
       </script>
13
     </head>
14
     <body></body>
15
16 </html>
17
```

# External JavaScript

```
1 <!DOCTYPE html>
 2 <html>
     <head>
 3
       <meta http-equiv="content-type" content="tex</pre>
 4
 5
       <title>Index</title>
 6
       <script src="path"></script>
 8
     </head>
     <body></body>
   </html>
10
```

## Variables

### Naming Variables

- Uppercase and lowercase alphabet (a~z, A~Z)
- Number(0~9)
- Underscore or dollar sign (\_, \$)
- The first character can not be number.
- Variable names can not be key works.
- Variable name can not include a mathematical or logical operator and space.

```
1 var a = 12;
2 let b = 'Hello world'
3
```

```
1 if (true) {
     var x = 2;
    let y = 3;
3
5
 console.log(`x is ${x}`);
 console.log(`y is ${y}`);
```

```
1 const x = 12;
3 x = 100; //! Error
5 if (true) {
     const y = 12;
 console.log(y) // undefined
```

# Data Type

- String
- Number (12, 3.14, NaN)
- Boolean (true, false)
- Object
- Function
- Untyped (null, undefined)

```
1 let x = 'Hello World'; // String
 3 let a = 12; // Number
 4 let b = 3.14; // Number
 5 let c = NaN; // Number
 7 let t = true; // Boolean
 8 let f = false; // Boolean
10 let arr = ['javascrip', 1]; // Object
11 let obj = { a: 12, b: 3.14 } // Object
12
13 function foo() { return 'js'; } // Function
14 let temp = function() { return 'js' } // Function
```

# Object

```
1 let arr = ['Hello', true, 1024, ['js']]
2 let obj = { name: 'mirumo', age: 18, depart: 'cs' }
3
```

```
1 console.log(arr[0]);
2 console.log(obj.name);
3 console.log(obj['age']);
```

# Operators

## Math Operators

Oper	Description
+	Addition
_	Subtraction
*	Multiplication
/	Division
%	Modulus (Division Remainder)

Oper	Description
**	Exponentiation
++	Increment
	Decrement

## Assignment Operators

- +=
- -=
- \*=
- /=
- %=
- \*\*=

x += y	x = x + y
x -= y	x = x - y
x *= y	x = x * y
x /= y	x = x / y
x **= y	$x = x^{**}y$

## Bitwise Operators

Oper	Description
&	AND
	OR
^	XOR
~	NOT

Oper	Description
<<	Left shift
>>	Right shift
>>>	Unsigned right shift

## Comparison Operators

Oper	Description
	Equal to
	Equal and same type
<u>!</u> ==	Not equal to
	Not equal or same type

Oper	Description
	Greater than
<	Less than
>=	Greater than or equal to
<=	Less than or equal to

## Logical Operators

Oper	Description
8.8	Return true, if both operands are true
	Return true, if one of the operands is true
	Return true, if the operand is false, and false, if the operand is true

## Conditionals

#### If statement

```
1 if (conditional) {
2    // do somethings
3 }
4
```

#### If else statement

```
1 if (conditional) {
2    // do somethings
3 } else {
4    // do somethings
5 }
6
```

#### Switch statement

```
1 switch (value) {
       case one:
 3
            // do something
 4
            break;
 5
       case two:
            // do something
 6
            break;
 8
       case three:
            // do something
10
            break;
       default:
11
12
            // do something
13
```

# LOODS

### while loops

```
1 let i = 0;
2 while (i < 10) {
3     console.log(i ** 2);
4 }
5</pre>
```

### for loops

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

### for in loops

```
1 let info = { name: 'mirumo', age: 18 };
2
 for (let i in info) {
      console.log(i);
5 }
6
7 // output:
 // name
  // age
```

#### for of loops

```
1 let info = { name: 'mirumo', age: 18 };
3 for (let i of info) {
      console.log(i);
5 }
6
7 // output:
8 // mirumo
9 // 18
```

## Break and Continue

```
1 for (let i=0; i<10; ++i) {
2    if (i % 2) continue;
3    if (i === 6) break;
4 }
5</pre>
```