

# DARE TO DEVELOP

ES6, Regex, jQuery

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# JavaScript Versions

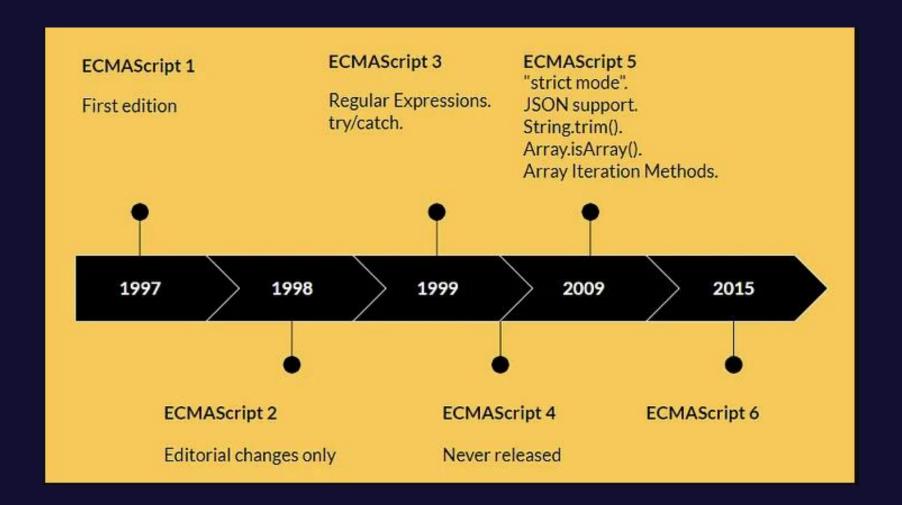
**Evolution of JavaScript** 



### JavaScript Versions

- JavaScript was invented by Brendan Eich (1995), and in 1997 became an ECMA standard.
  - ECMA stands for European Computer Manufacturer's Association.
- ECMA is the standards organization responsible for developing and maintaining the ECMAScript specification.
- *ECMAScript* is a *standard* that web browsers follow while interpreting JavaScript.
- ECMAScript (ES) === JavaScript versions







### ECMAScript update

### Language Improvement/Evolution

These updates help make programming languages more powerful, efficient, and developer-friendly.

### Compatibility

This will allow developers to write code that works consistently across different browsers, devices, and environments.

### Security Enhancements

As new threats and attack vectors emerge, it becomes necessary to update programming languages to provide stronger security measures.

### Performance Optimization

This can lead to improved execution speed, reduced memory usage, and overall better performance of JavaScript applications.

Which version are we on currently?



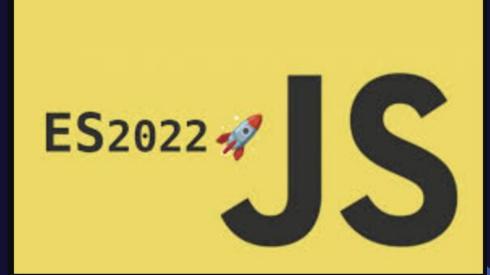
# ES2022 (ES13)

• In June 2022, The ECMA International approved the latest version of the official specification ES13 aka ECMAScript 2022.

Example for new feature in ES13:
 at() function for Indexing.

#### **ECMA Script versions**



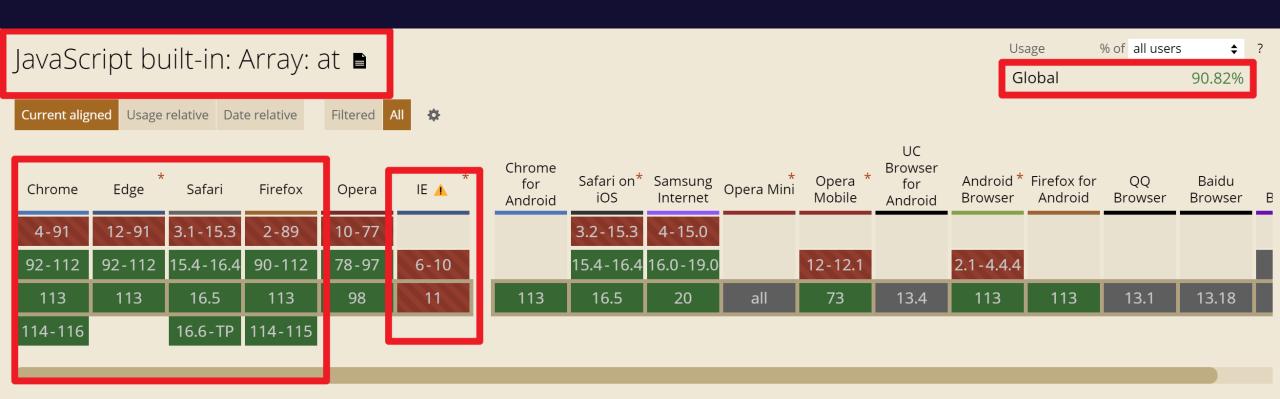


```
const fruits = ['apple', 'banana', 'cherry'];
console.log(fruits.at(0));  // 'apple'
console.log(fruits.at(2));  // 'cherry'
console.log(fruits.at(-1));  // 'cherry'
console.log(fruits.at(5));  // undefined
```

at() Method is not available before ES2022.

You can use at() method in String && Array





Notes

Test on a real browser

Feedback

See full reference on MDN Web Docs.

Support data for this feature provided by:

**▼** MDN browser-compat-data



# ES6 features

Arrow functions and more



### ES6 (2015)

- ES6 is all about reducing amount of code you need to write
- You have seen some ES6 features already
  - let and const variables
  - For.. of

```
//loop thru an array to display all items
const arr1 = [1, 2, 3];
for (let item1 of arr1) {
   console.log(item1);
}
```

### **Arrow Functions**

 A compact alternative to a traditional function, with a few limitations.

• Very convenient for simple oneline actions, when we're just too lazy to write many words ☺



```
// Traditional Function
function doubleNum (num) {
  return num * 2;
// Arrow Function
let doubleNum = (num) => {
   return num * 2;
```

### Single params do not require parentheses

```
// Traditional Function
function doubleNum (num) {
 return num * 2;
// Arrow Function
let doubleNum = num => {
  return num * 2;
```

```
// Traditional Function
function sum (first, second) {
 return first + second;
// Arrow Function
let sum = (first, second) => {
 return first + second;
```

# Single line statements do not require the body braces {} and return

```
// Traditional Function
function double (num) {
  return num * 2;
}

// Arrow Function
let double = num => num * 2;
```

```
// Traditional Function
function double(num) {
  console.log(num);
  return num * 2;
}

// Arrow Function
let double = (num) => {
  console.log(num);
  return num * 2;
};
```



### Arrow Function Exercise

- 1. Write an arrow function that takes in two parameters and divides the first with the second and returns the result.
  - Example, console.log(divideNum(6, 2)); //should print out 3

```
const divideNum = (num1, num2) => num1 / num2;
```

- 2. Write an arrow function that checks if a number is even and returns true if it is. [Hint: use the % operator]
  - Example,

```
console.log(isEven(6)); //should print true
console.log(isEven(3)); //should print false
```

```
const isEven = num1 => num1 % 2 === 0;
```



### Default Parameters

• ES6 allows named parameters to be initialised with default values if no value or undefined is passed.

```
function multiply(a, b) {
  return a * b;
}
multiply(5, 2); // 10
multiply(5); // NaN - ERROR
```

#### WITH DEFAULT PARAMETERS

```
function multiply(a, b = 1) {
  return a * b;
}
multiply(5, 2); // 10
multiply(5); // 5
```



### Default Parameters Exercise

 Add a default value of 1 to the second parameter in Exercise 1, so that: console.log(divideNum(3)); //should print out 3

```
const divideNum = (num1, num2 = 1) => {
    return num1 / num2;
    };
console.log(divideNum(6, 3));
console.log(divideNum(10)); // Should print the same number
```

```
const divideNum = (num1, num2 = 1) => num1 / num2;
```



### Template Literals

- Instead of using + to concatenate String variables
  - write the full string inside backticks `
  - use variables directly inside the backticks using \${variableName}
  - You can have multi-line Strings inside of backticks

```
let word1 = 'Hello';
let word2 = 'world';
let combined = word1 + ' ' + word2;
console.log(combined);
let word1 = 'Hello';
let word2 = 'world';
let combined = `${word1} ${word2}`;
console.log(combined);
```



### Spread Operator

- A way to create a copy of an array
  - It doesn't just pass the reference

```
let arr1 = [1,2,3,4,5];
let arr2 = [0,...arr1,6,7,8,9];
console.log(arr2); //[0,1,2,3,4,5,6,7,8,9]
console.log(arr1); //[1,2,3,4,5]
```



### Spread Operator Exercise

- Combine two array below together by using Spread Operator
- Store the new array in a variable.
- Console this new array and get the result below

```
let arr1 = [1, 2, 3];
let arr2 = ["A", "B", "C"];
//[1,2,3,"A","B","C"]
```

```
if (x > 10) {
    answer = "greater than 10";
} else {
    answer = "less than 10";
}
```

```
const answer = x > 10 ? "greater than 10" : "less than 10";
```



```
if (likeJavaScript === true)

if (likeJavaScript != true)

if (likeJavaScript)
```



We can use this shorthand to check if some value exist

```
let userName;
let userInput= ''; //can be changed if user set up their name

if (userInput) {
   userName = userInput;
} else {
   userName = 'please enter your name';
}

const userName = userInput || 'please enter your name';
```



```
const num1 = Number("100");
const num2 = Number("100.01");
```

```
const num1 = +"100"; // converts from string to integer number
const num2 = +"100.01"; // converts from string to decimal number
```



# Regular Expressions

A smart way to match strings



## Regular Expressions (Regex)

- There are times when you need to test whether a String matches a pattern. For example,
  - Mobile numbers needs to fit into 10 digits with the first digit being 0
  - Driver license IDs need to fit into 2 letters and 6 digits
  - Password must have at least 8 characters, at least one upper case letter, one lowercase letter and a number



## Defining a Regex and Testing

A regex can be defined using a RegExp object or a literal between 2
 "/" (ES6)

```
let myRegex = new RegExp("a|b");
let myRegex = /a|b/;
```

Testing using a regex (returns a Boolean. True if matched, false if not)

```
let answer1 = myRegex.test("mission");//false
let answer2 = myRegex.test("ready"); //true
```



# String.match(regex)

```
const paragraph = 'The quick brown fox jumps over the lazy dog. It barked.';
const myRegex = /a|b/g;
const found = paragraph.match(myRegex);

console.log(found);
// Expected output: Array ['b', 'a', 'b', 'a']
```

- 1. It will return the matched results in an Array.
- 2. We usually add "g" as global at the end of regex.

  It tells JS that we want to return all the matched results in that string.
- 3. Without the "g", it will return the first matched result only.



### Regex bracket expressions

- [a-z] matches a character from lowercase a to lowercase z
- [A-G] matches a character from uppercase A to uppercase G
- [0-7] matches a character from 0 to 7
- [a-zA-Z0-9] matches any letter and digits (not symbols)
- Mobile Number: 10 digits starting with 0

Driver license: 2 letters and 6 digits

/[a-zA-Z][a-zA-Z][0-9][0-9][0-9][0-9][0-9]/



### Regex character classes

- \w matches a character from a-z, A-Z, 0-9 and underscore \_
- \d matches a character from 0 to 9
- \s matches a white space, line break or tab
- Mobile Number: 10 digits starting with 0

/0\d\d\d\d\d\d\d\d\d/

• Driver license: 2 letters and 6 digits

 $/[a-zA-Z][a-zA-Z]\d\d\d\d\d\d\d$ 



### Regex Quantifier

- \* matches previous item 0 or more times
- + matches previous item 1 or more times
- ? matches previous item 0 or 1 time
- {3} matches previous item exactly 3 times
- ^ matches the beginning of a String
- \$ matches the end of a String
- Mobile Number: 10 digits starting with 0

/^0\d{9}\$/

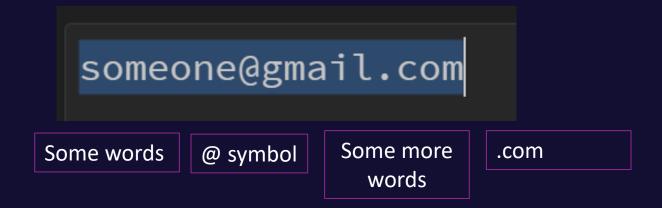
Driver license: 2 letters and 6 digits

 $/^[a-zA-Z]{2}\d{6}$ \$/



# Creating a simple email regex

Let's breakdown what an email contains





# Email regex

- Regex for word \w
- Could be multiple words (add a +)
- @ symbol
- Some more words \w+
- .com





### Exercise

- Create a regular expression that validates a password.
- The password must have at least 8 characters
- Bonus1: the password should start with an uppercase letter
- Bonus2: the password should end with number

https://regex101.com/



#### **HOW TO REGEX**

#### STEP 1: OPEN YOUR FAVORITE EDITOR



#### STEP 2: LET YOUR CAT PLAY ON YOUR KEYBOARD





### More Regex patterns and Practices

- Regex explanations
  - <a href="https://code.tutsplus.com/tutorials/a-simple-regex-cheat-sheet--cms-31278">https://code.tutsplus.com/tutorials/a-simple-regex-cheat-sheet--cms-31278</a>
- Regex practices / game
  - https://regexone.com/



# jQuery

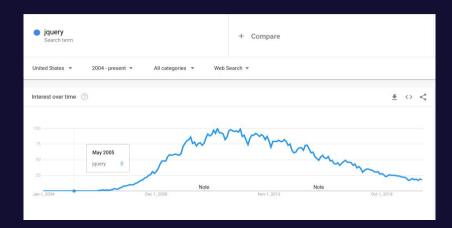
Historic HTML function shortcuts – Good to know



## jQuery

- jQuery is a library that helps to simplify some JavaScript code
- Effectively make these tasks simpler:
  - HTML/DOM manipulation
  - CSS manipulation
  - HTML event methods
  - Effects and animations
  - AJAX
- Access by download or link (recommended)

```
<head>
     <script src="https://ajax.googleapis.com/ajax/libs/jquery/3.6.0/jquery.min.js"></script>
     </head>
```



# jQuery Syntax

- Access JQuery using \$
- Select a HTML element and then perform Action on it
- Inside <script></script>
- Wrapped in \$(document).ready(function() { }
- Syntax is \$(selector).action()

```
<!DOCTYPE html>
<html>
<head>
    <script src="https://ajax.googleapis.com/ajax/libs/</pre>
jquery/3.6.0/jquery.min.js"></script>
    <script>
       $(document).ready(function () {
            $("button").click(function () {
                $("p").hide();
        });
    </script>
</head>
<body>
    <h2>Heading</h2>
    This is paragraph 1.
    This is paragraph 2.
    <button>Click me to hide paragraphs</putton>
</body>
</html>
```

# jQuery Selectors

- You can choose which HTML element by specifying the following (same convention as the selectors in CSS:
- \$("p")
- \$("#id")
- \$(".class")
- \$("\*")
- More selectors
   https://www.w3schools.com/jquery/jquery selectors.asp
- \$("button").click(function () {
   \$("p").hide();
  });



# jQuery Methods

- text() (gives access to the text inside our element)
- click() (applies a click event listener)
- dblclick() (applies a double click event listener)
- mouseenter() (applies a mouseover event listener)
- mouseleave() (applies a mouseout event listener)
- hide() (hides the element)
- show() (unhides the element)
- toggle() (toggles between hidden and shown)
- animate() (sets some animation property on the element)
- css() (adds some css to our element)

```
$("button").click(function () {
    $("p").hide();
});
```



# Use jQuery to change HTML

- text() Sets or returns the text content of selected elements
- html() Sets or returns the content of selected elements (including HTML markup)
- val() Sets or returns the value of form fields

```
<html>
<head>
    <script src="https://ajax.googleapis.com/ajax/libs/jquery/3.6.0/jquery.min.js">
</script>
    <script>
        //JQuery goes inside document.ready()
        $(document).ready(function () {
            //when click on button, alert the html content of id="test"
            $("button").click(function(){
                alert("Old HTML: " + $("#test").html());
            });
            //when click on button, change the content of id="test" to html.
            $("button").click(function(){
                $("#test").html("<b>Hello world!</b>");
            });
    </script>
</head>
<body>
    <h2 id="test">This is Heading</h2>
    <button>Click me to set heading</putton>
</body>
</html>
```

### Use jQuery to change style

- css() used to get or set style of an element
- To get a css property
  - css("propertyname");
- To change a css property
  - css("propertyname","value");
- To change many properties
  - css({"propertyname":"value","propertyname":"value",...});
- More about JQuery HTML/CSS
  - https://www.w3schools.com/jquery/jquery\_ref\_html.asp

```
<html>
<head>
    <script src="https://ajax.googleapis.com/ajax/libs/jque")</pre>
ry/3.6.0/jquery.min.js"></script>
    <script>
        //JQuery goes inside document.ready()
        $(document).ready(function () {
            //onclick, alert the color of id="test"
            $("button").click(function(){
                alert("color: " + $("#test").css("color"));
            });
            //onclick, change css of id="test" to html
            $("button").click(function(){
                $("#test").css("color","red");
            });
    </script>
</head>
<body>
    <h2 id="test">This is Heading</h2>
    <button>Click me to set heading</putton>
</body>
</html>
```

### More jQuery

- JQuery Cheatsheet
  - https://oscarotero.com/jquery/

- JQuery practices
  - Write document.getElementById("display").innerHTML = "Message" in Jquery
     \$("#display").text("Message")
  - Write document.getElementsByClassName("example").style.backgroundcolor='blue' in JQuery

```
$(".example").css("background-color", "blue")
```

https://www.w3resource.com/jquery-exercises/part1/index.php





# DARETO

Thank you Ewan Zhang