JAVASCRIPT (CONTINUED)

Statements

```
// expression statement
                            // while statement
var x = 1 + 2;
                             while (condition) {
                                statements
// if/else if/else
// statement
if (condition) {
                            // for statement
   statements
                            for (init ; test ; inc) {
                                statements
else if (condition) {
   statements
                            // function statement
else {
                             function name (args) {
  statements
                                statements
```

Statements

```
// try catch finally statement
try {
    // normally this code runs from top to bottom
    // sometimes an exception may be thrown
    // either directly with a throw statement,
    // or indirectly by calling another method
}
catch (e) {
    // the statements here are executed if, and only
    // if, the try statement generated an exception
    // these statements handle the exception somehow
}
finally {
    // the statements here are always executed
    // regardless of what happened in the try block
}
```

Objects

- Unordered collections of properties
- Besides the 'dot' operator to access properties, the [...] operator can be used
 - one way to think of this is like Python Dictionaries or the Java Hashtable class
- As JavaScript is dynamic and objects can have properties added at any time, this is a very convenient method

```
var cust=new Object();
cust.addr0="36 King St";
cust.addr1="42 Queen Rd";
cust.addr2="16 Abbey St";

var addr = "";
for (i = 0; i < 3; i++) {
    addr += cust["addr" + i] + '\n';
}</pre>
```

Functions

- Functions can also be nested
- Functions support optional arguments
 - if invoked with fewer arguments, undefined is used
- The arguments object can be used with variable length argument lists
 - e.g. Function object has a property arguments which can be inspected to find which and how many arguments were given
 (e.g. if (arguments.length != 3) { ... }
- Functions that are properties of objects are usually referred to as methods

Classes and Constructors

• Creating a class to model Rectangles

```
class Rectangle {
    // Define the constructor
    // Note how it calls a method referred to by "this"
    constructor (idString, widthVal, heightVal) {
        this.id = idString;
        this.resize(widthVal, heightVal);
    }

// What follows is a method
resize (widthVal, heightVal) {
    this.width = widthVal;
    this.height = heightVal;
}
```

Classes and Constructors

Creating a class to model Rectangles (cont)

```
// Here is another method
  getArea () {
     return this.width * this.height;
  }
}

// Test out the constructor and methods
var rect = new Rectangle ("Test", 4, 5);
document.writeln(rect.id);
document.writeln(rect.getArea());
rect.resize(6, 7);
document.writeln(rect.getArea());
Test 20 42
```

Regular Expressions

- A regular expression is an object that describes a pattern of characters that can be used to perform pattern matching and search and replace actions on text
- Often RegExps can be thought of as programs within a program
- However, despite their utility, they can be a documentation nightmare

Some people, when confronted with a problem, think
"I know, I'll use regular expressions."

Now they have two problems.

J. Zawinski, '97

Regular Expressions

- In JavaScript, regular expressions are represented by RegExp objects
- Syntax of a regular expression:
 - /pattern/modifiers;
 - Example 1:

```
var re1 = /Free/i;
```

- "Free" is a pattern and "i" is a modifier (case insensitive)
- Example 2:

```
var re2 = /s$/;
```

match any string that ends with 's'

Regular Expressions

- RegExp object methods:
 - search() returns starting position of the first match, or -1
 - Example:

```
var str = "Visit W3Schools";
var n = str.search(/w3schools/i);
returns 6
```

- exec() returns the first match, or null
 - Example:

```
var str = "Visit W3Schools";
var match = /w3schools/i.exec(str);
returns "W3Schools"
```

- test() returns true if there is a match, false otherwise
 - Example:

```
var str = "Visit W3Schools";
var match = /w3schools/i.test(str);
returns "true"
```

More details:

https://www.w3schools.com/jsref/jsref obj regexp.asp

The Problem

- Despite JavaScript and DOM being functionally useful, coding on the clientside is not particularly easy
- Consider Java and its huge standard library of useful functionality
- DOM scripting entails a lot of repetitive domain-specific boilerplate coding

A Solution

- JavaScript needs its own standard library
- Focus on the domain-specific programming tasks
- More than one solution: jQuery, YUI, MooTools...

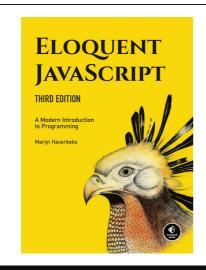
Other Resources

W3Schools JavaScript Tutorial http://www.w3schools.com/js/default.asp

Or search for **Douglas Crockford** & **JavaScript** for some video lectures by JavaScript's cranky evangelist:

- The World's Most Misunderstood Language
- The Good Parts
- 4 Part Series for Beginners
- Advanced JavaScript







ELOQUENT JAVASCRIPT

http://eloquentjavascript.net



jQuery

Web Application Development 2

BETTER JAVASCRIPT WITH JQUERY # SELECTING, DECORATING, ENHANCING



jQuery

- Created by John Resig
- One of the most popular JS libraries
- Simplifies client-side scripting:
 - selecting DOM elements
 - creating UI animations and effects
 - handling events
 - developing AJAX applications

Cross Browser Compatibility

- jQuery takes a lot of the problems out of developing for multiple browsers
- Acts as a layer of abstraction over various browsers
- No more browser sniffing

Plug-in Architecture

- jQuery creates a useful foundation for additional functionality to be added
- A wide range of specialised plug-ins have been developed since the release of jQuery for all manner of web-dev tasks (e.g., jQueryUI)

jQuery Syntax \$()

- jQuery uses a basic pattern of selecting and acting on a particular DOM element and manipulating its parameters
- The selectors of CSS are reused in jQuery

```
$('#name') .text ('the new text');

$('p') .css ('color', 'blue');

Select Action Parameters
```

Clean, Consistent Markup

- jQuery reuses that pattern
- Heavy use of anonymous functions
- Chaining functions together

Ensure page 'ready'

```
$(document).ready(function() {
   alert('Hello World!');
});
```

- (document).ready ensures code inside isn't executed until page has loaded
- Shorthand: \$()

```
$(function() {
  alert('Shorter form!');
});
```

jQuery Events

Mouse Events	Keyboard Events	Form Events	Document / Window Events
dblclick	keydown	change	resize
mouseenter	keyup	focus	scroll
mouseleave		blur	unload
hover			

• Syntax:

```
$('p')

Select Event (function() {...});

Action
```

Attaching Event Handlers

 Here we toggle some text between visible (show) and invisible (hide)

```
$('#toggleButton').click(function() {
  if ($('#disclaimer').is(':visible')) {
    $('#disclaimer').hide();
  } else {
    $('#disclaimer').show();
  }
});
```

```
<html>
    <head>
        <script src="jquery.js"></script>
        <script type="text/javascript">

        $(document).ready(function() {
            $("a").click(function() {
                alert("Hello World!");
            });
            </script>
        </head>

        <body>
            <a href="">1st Link</a><br>
            <a href="">2nd Link</a>
        </body>
        </html>
```

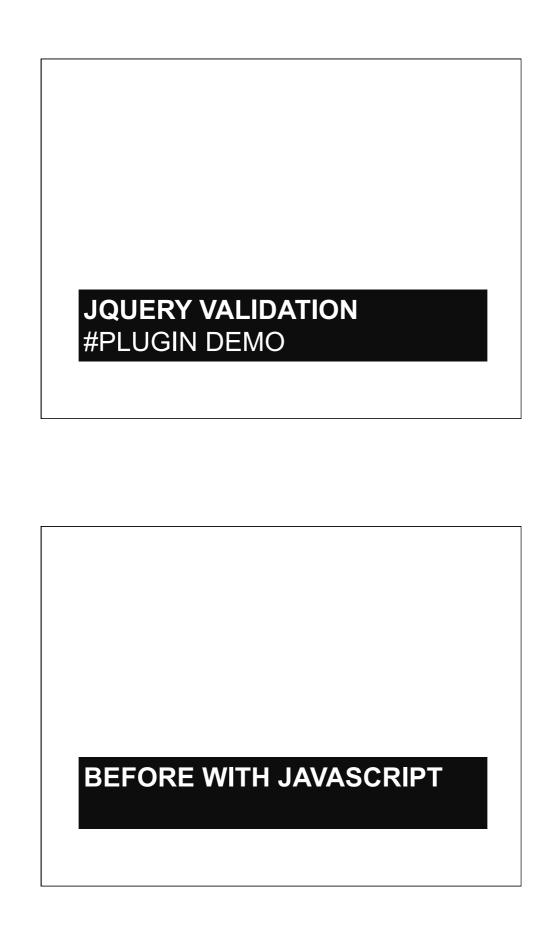
Attaching Event Handlers

```
<head>
 <script src="jquery.js"></script>
  <style> p#text {color : red;} </style>
 <script type="text/javascript">
   $(document).ready(function() {
     $("#toggleButton").click(function() {
       $("p#text").css(
                 {fontSize:36, color:"blue"});
     });
   });
 </script>
</head>
<body>
 <button id="toggleButton"> Click here </button>
 This text will change colour
</body>
```

```
<head>
  <script src="jquery.js"></script>
  <script type="text/javascript">
    $(document).ready(function() {
      $("#toggleButton").click(function() {
        $("p#disclaimer").css("color","blue");
        if ($('#disclaimer').is(':visible')) {
           $('#disclaimer').hide();
        } else {
           $('#disclaimer').show();
      });
    });
  </script>
</head>
<body>
  <button id="toggleButton">Click here</putton>
  A standard disclaimer.
 </body>
```

```
<html>
  <head>
    <script src="jquery.js"></script>
    <script type="text/javascript">
     $(document).ready(function() {
        $(".bigtext").hover(function() {
          $(this).animate({paddingLeft: '+=30px'}, 200);
        }, function() {
          $(this).animate({paddingLeft: '-=30px'}, 200);
        });
     });
    </script>
    <style type="text/css" media="screen">
      .bigtext { font-size: 400%; }
    </style>
  </head>
  <body>
    <a href="">1st Link</a><br><br></r>
   <a href="" class="bigtext">2nd Link</a>
  </body>
</html>
```

```
Multiple Events
• Use the on() method
                             ({ click :
 $('p')
                  .on
                             function() {...}, ... });
     Select
                   on
                                           Event: Action
 $("p").on({
   mouseenter: function(){
    $(this).css("background-color", "red");
   },
   mouseleave: function(){
    $(this).css("background-color", "green");
   },
   click: function(){
     $(this).css("background-color", "yellow");
 });
```



Form validation

```
<script type="text/javascript">

function validate_form(thisform) {
    with (thisform) {
        if (query.value==null || query.value=="") {
            query.focus();
            return false;
        }
        else {
            return true;
        }
    }
}
```

AFTER WITH JQUERY

```
<head>
  <meta http-equiv="Content-type" content="text/html; >
  <title>PuppyIR: BaSe2 (Basic Search Improved)</title>
  <link href="{{ MEDIA_URL }}base2/css/base.css"</pre>
        rel="stylesheet" title="basestyle"
        type="text/css">
  <script type="text/javascript"</pre>
          src="{{ MEDIA_URL }}base2/jquery/jquery.js">
  </script>
  <script type="text/javascript"</pre>
          src="{{ MEDIA_URL }}base2/jquery/validate.js">
  </script>
  <script type="text/javascript">
    $(document).ready(function() {
      $("#myform").validate();
   });
  </script>
</head>
<body>
  <!-- snip -->
</body>
```

jQuery Form Validation

```
<head> <script>
$(document).ready(function(){
    $("button").click(function(){
         var div = $("div");
        div.animate({left: '100px'}, "slow");
div.animate({fontSize: '3em'}, "slow");
div.animate({height: '200px'}, "slow");
         div.animate({left: '8px'}, "slow");
         div.animate({fontSize: '1em'}, "slow");
         div.animate({height: '100px'}, "slow");
    });
});
</script> </head>
<body>
<button>Start Animation/button>
By default, all HTML elements have a static position,
and cannot be moved. To manipulate the position,
remember to first set the CSS position property of the
element to relative, fixed, or absolute!
<div style="background:#98bf21; height:100px; width:</pre>
200px; position:absolute;">HELLO</div>
</body>
```

```
<head> <script>
$(function(){
   $("#btn1").click(function(){
       $("p").append(" <b>Appended text</b>.");
   });
   $("#btn2").click(function(){
       $("ol").append("<b>Appended item</b>");
   });
});
</script> </head>
<body>
This is a paragraph.
This is another paragraph.
<01>
 List item 1
 List item 2
 List item 3
<button id="btn1">Append text</button>
<button id="btn2">Append list items</button>
</body>
```

More Demos

- Demo: jQuery UI <u>http://jqueryui.com/</u>
- Interactions: <u>http://jqueryui.com/demos/draggable/</u>
- Widgets: https://jqueryui.com/button/
- Effects: <u>http://jqueryui.com/demos/show/</u>

JQUERY FUNDAMENTALS

http://jqfundamentals.com