

Javascript 3

21 Sep 2019

- Intermediate JavaScript - <https://www.lynda.com/JavaScript-tutorials/Learning-JavaScript-Language/782146-2.html>
- Notes
 - prototypal inheritance
 - ◆ parent to child link
 - ◆ prototype chain
 - syntactic sugar - keywords that make JS look like other OOP languages
 - strong or loosely typed / high or low level
 - ◆ JS loose and high
 - TypeScript - ?
 - dynamic imports
 - ◆ webpack
 - ◆ rollup
 - package managers
 - ◆ [npmjs.com](https://www.npmjs.com) - node.js package manager
 - ◆ yarnpkg.com
 - compiler
 - ◆ babeljs.io
 - next step - useful courses
 - ◆ JavaScript for Web Designers
 - ◆ jQuery for Web Designers
 - ◆ a collection of JS functions
 - ◆ Vue.js for Web Designers
 - ◆ React for Web Designers
 - ◆ Learning JS for Debugging
 - ◆ JavaScript Essential Training
 - ◆ Learning Node.js
 - ◆ Node.js: Tester Development

- esoteric | ,esə'terik |
intended for or likely to be understood by only a small number of people with a specialized knowledge or interest.

- Notes 2

- fudify(speech);
 - ◆ arguments (parameters) can be lots of things
- return statement - ends function execution and specifies a value to be returned to the function caller.
- “wrapping all of your code in functions is ok”
- -
- typeof - operator returns a string indicating the type of the unevaluated operand.
- arguments - is an Array-like object accessible inside functions that contains the values of the arguments passed to that function.
- arguments.length - arguments object with length property
- object literal - var declared with key value pairs
- pre ecmascript 15 functions were the main delimiter of variables
- post ecmascript 15 let and constant limit scope to specific code blocks
- call back functions (very useful) - is a function passed into another function as an argument, which is then invoked inside the outer function to complete some kind of routine or action.
- arrow function - “strip off code boilerplate” to create a more simplified

function with the same abilities

- asynchronous program - does not follow a linear progression
 - ◆ useful for when loading data [from a network], other code can be called and executed vs stopping the program and waiting for the data to load

```
var person = {  
  firstName: "John",  
  lastName: "Doe",  
  age: 50,  
  eyeColor: "blue"  
};
```

- All global variables are properties of the window object and there are a lot of functions that are built into the window object as well
- scope - refers to where variables are defined and what parts of our code can access the variables we define. (global/local)
 - ◆ “global namespace”
 - ◆ functions create scope
 - ◆ let and constant give scope to a block of code
- Notes 3
 - plug-in for code whitespace format
 - ◆ prettier.io
 - regular expressions - “perching for text”
 - logic operators - && is evaluated before || in a statemen

```
animal1 === "monkey" || animal2 ===  
"monkey" && animal3 === "tiger";
```
- Notes 4 - Loops

- the “for” statement followed by parenthesis containing 3 other statements ([initialize a variable] “var i = 0;”, [tell it when to stop] “i < 10,”, “i ++ 1” [makes the loop move])
- class structure
 - ◆ class - name
 - ◆ properties - variables
 - ◆ method
 - ◆ constructor - A constructor is a function that creates and initializes an object.

- Example Code

- -

```
Cake.prototype.bake = function(temp, minutes){
// bake a cake at a particular temp
// for a number of minutes
}
```

- -

```
console.log('Arf');
console.log('Woof');
console.log('Meow');
console.log('Mooooooooooooo');
```

- -

```
function isEven(num) {
  if (num % 2 === 0) {
    return true;
  } else {
    return false;
  }
}
```

- - arguments.lenght

- For Project (FS WD2)

- // function returns a value between 1-5
- ```
var randomNumber =
Math.floor(Math.random() * 5) + 1;
```

26 Sep 2019

- local storage functions
  - `setItem()`: Add key and value to `localStorage`
  - `getItem()`: Retrieve a value by the key from `localStorage`
  - `removeItem()`: Remove an item by key from `localStorage`
  - `clear()`: Clear all `localStorage`
  - `key()`: Passed a number to retrieve nth key of a `localStorage`