



# FEWD

Week 5 • Class 10

# Functions

# Quick Review

- What method do we use to replace the text inside the selected element(s)?
- What HTML tag is used to add a field to get user input?
- How do you *declare* a variable?
- How can we reassign a variable?
- What does bang (!) mean?

# What We'll Cover

- Functions
- Reading the jQuery API Doc
- Working with Events

# Functions

# Objectives: Functions

- Write functions with the proper syntax
- Create functions that return values
- Execute functions
- Understand the difference between named and anonymous functions

# What is a Function?

A function is a block of code within our overall script that performs some task. We use functions to make our code more readable, reuseable and DRY.

# Function Types

- **Named Functions:** Named functions are executed when called by name.
- **Anonymous Functions:** Anonymous functions are most often run when triggered by a specific event.
- **IIFE:** Immediately Invoked Function Expressions are run the moment the javascript engine encounters them.

# Function Syntax

```
function functionName(arg1, arg2) {  
    /* Code block of stuff to do when this function is called. */  
}
```

- Functions start with the keyword `function`.
- Named functions are given a name that follows the function keyword.
- The function keyword or name is followed by `()`, which may or **may not** contain any arguments.
- The entire code block is then wrapped in `{ }`



# Calling Named Functions

```
function sayHello() {  
  console.log('Hello!');  
}  
  
sayHello();
```

- ***Calling a function*** is just a way of saying make the function run or execute.
- We call named functions with the name followed by **()** wherever we want the function to execute in our overall script.

# What about Arguments?

```
function sayHello(name) {  
  console.log('Hello, ' + name + '!');  
}  
  
sayHello('Jen');
```

- Arguments are sort of like variables.
- Whatever value you pass to the argument is accessible with the argument name inside the function.

# Arguments Are Awesome!

```
function sayHello(fname, lname) {  
    console.log('Hello, ' + fname + ' ' + lname + '!');  
}  
  
var first = 'Jen';  
var last = 'Meade';  
  
sayHello(first, last);    /* output: "Hello, Jen Meade!" */  
sayHello('James', 'Bond'); /* output: "Hello, James Bond!" */
```

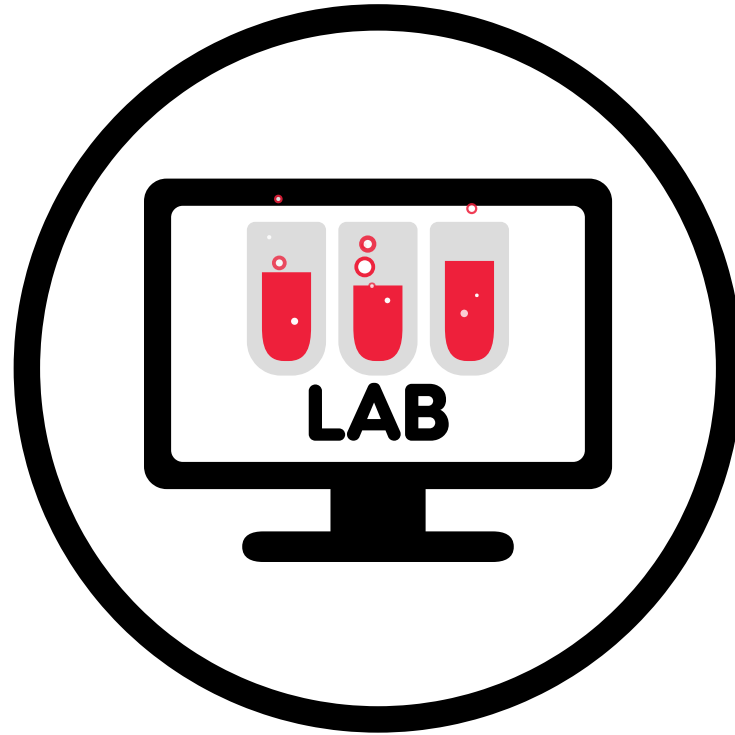
# Functions that Give Back

```
function convertText(string, type) {  
  if (type === 'uppercase') {  
    return string.toUpperCase();  
  } else if (type === 'lowercase') {  
    return string.toLowerCase();  
  }  
}  
  
var lowerJen = convertText('Jen', 'lowercase');
```

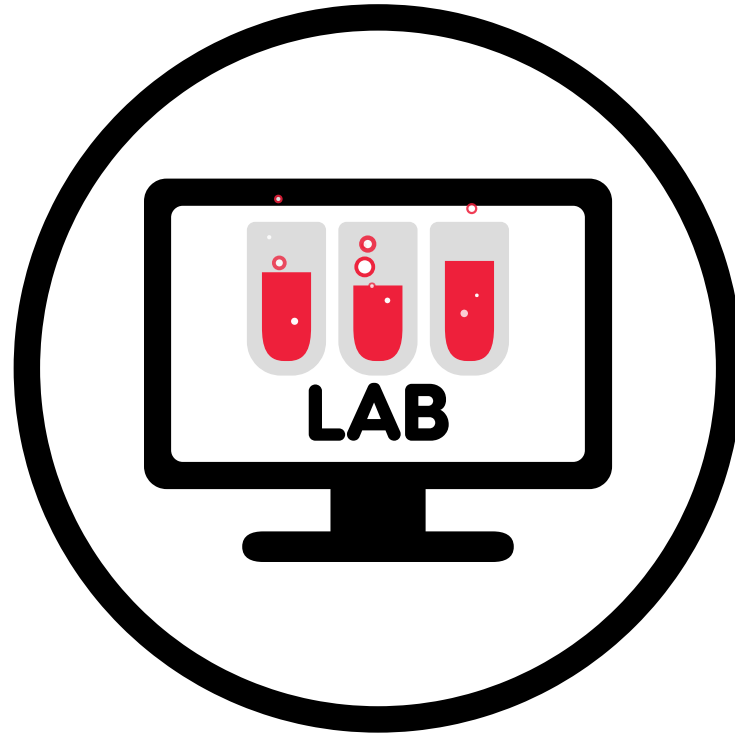
- Functions can return a value to the caller using the **return** keyword.
- Mostly used with variables and inside other functions.



**Functions, functions, functions**



# Refactor Temp Converter



# Refactor Score Keeper

# jQuery Docs



# Objectives: jQuery Docs

- Know how to navigate and read the documentation

# jQuery html() Method

Unlike the text() method that can only replaces what is inside the selector element(s) with text, the html() method lets us replace what is inside with html.

```
$('div').html('<h2>New Heading</h2><h3>Subheading</h3>')
```

# Events in JQuery

# Objectives: Events

- Understand how to work with events in jQuery

# What are Events?

Events are the things that happen outside of our script. They most often result from the user taking some action, such as: scrolling, pressing a key, mousing over a target, clicking a button, swiping, resizing the screen, etc.

# Responding to Events

jQuery has a whole host of event listeners you can use. The basic pattern is:

```
$( 'thing-receiving-the-event' ).eventName( function() {  
    // A function that is called when the event happens  
});
```



# Events in jQuery

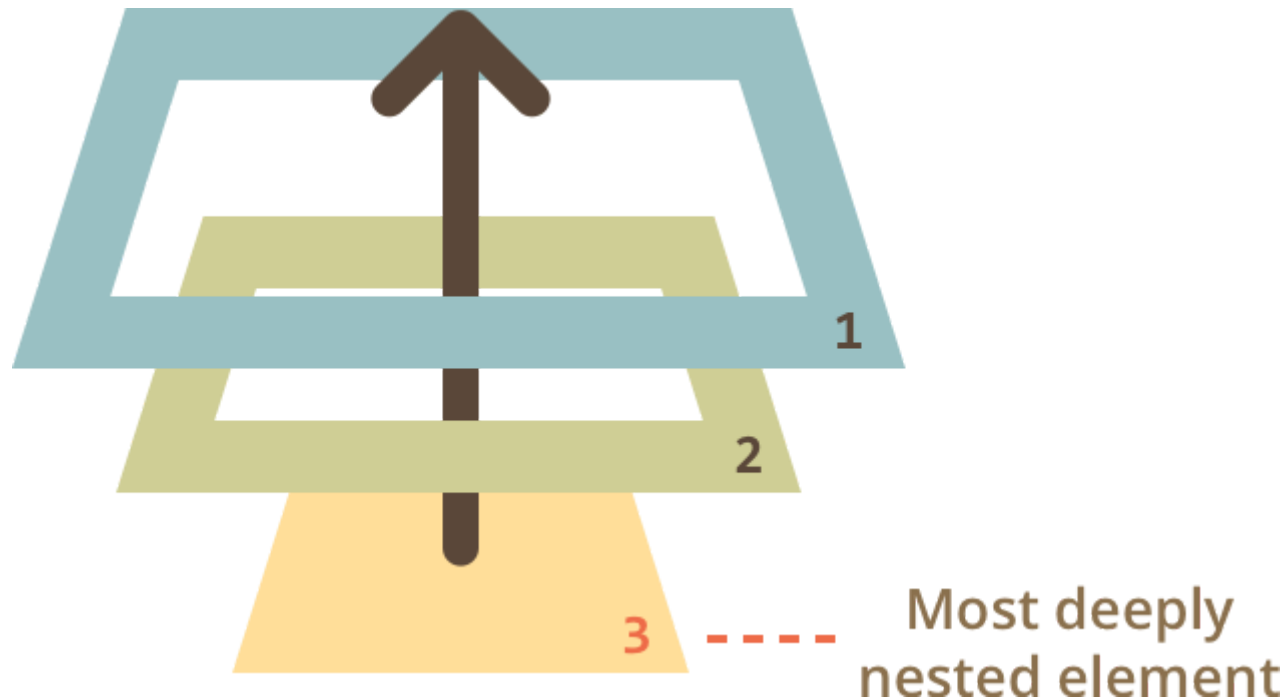
# Preventing Default Events

```
$( 'a' ).click(function(event){  
  
    event.preventDefault(); /* Prevents the default link navigation */  
    console.log('Link navigation prevented!');  
  
});
```



# Event Bubbling

Events in Javascript *bubble*. When an event happens on an element, it first runs the handlers on it, then on its parent, then all the way up on other ancestors.



# Stopping Bubbling

We can also prevent this behavior if we need to by passing in the event to the handler and using the `stopPropagation()` method.

```
$('#div').click(function(event) {  
    event.stopPropagation();  
    // Do some stuff here...  
});
```

# Event Delegation

Event delegation takes advantage of bubbling and allows us to use one click handler for multiple elements. This is much more efficient and it works with injected elements!

```
$('#div').on('click', 'button', function(event) {  
    event.preventDefault();  
    console.log($(this).text());  
});
```



**Hello Badge**

**Go Build Awesome Things!**