

TWeb

☰ Foundations of JavaScript

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☰ Overview of Today's Class

- Quiz about last week's lecture
- Correction of last week's assignment
- JavaScript
 - Values, Types, and Operators
 - Program Structure
 - Functions
- Developer Tools
 - Chrome DevTools
 - Visual Studio Code
- Introduction of next week's assignment

Quiz



You can answer to the following Quiz on Speakup.

<http://www.speakup.info/>

Room Number: **XXXXX**

Once connected, answer to the first test question.

Question 1

A quelle couche de la Suite des protocoles Internet (Internet Protocol Suite) le protocole TCP appartient-il?

A) Application

B) *Transport*

C) Internet

D) Link

Question 2

Quel protocole est utilisé par DNS pour transférer les fichiers de Zone?

A) HTTP

B) *TCP*

C) IP

D) UDP

Question 3

Qu'est qu'un Root Server dans le Domain Name System (DNS)?

- A) Un serveur qui gère les sous domaine d'un nom de domaine racine (www.domaine.com, web.domaine.com, etc.)
- B) Un serveur qui gère la racine des noms appartenant à un domaine (domaine1.com, domaine2.com, etc.)
- C) *Un serveur qui gère la racine des noms de domaine (com, org, net, etc.)*
- D) Aucune affirmation correcte

Question 4

Dans le domaine `www.example.com`, qu'est-ce que le sous-domaine (subdomain)?

- A) `www`
- B) `example`
- C) `com`
- D) Aucune affirmation correcte

Question 5

A quoi sert un DNS lookup?

- A) A assigner une adresse IP à un nom de domaine?
- B) A obtenir une connexion HTTP à partir d'un nom de domaine?
- C) A visualiser la route prise par les packets sur le réseau?
- D) *Aucune affirmation correcte*

Question 6

A quelle partie de l'url correspond le fragment?

`https://tim:1234@example.com:443/index.html?param=value#home`

A) ?param=value

B) /index.html

C) tim:1234

D) *#home*

E) https://

Question 7

Une requête HTTP contient toujours:

- A) *une méthode*
- B) *une resource*
- C) *des headers*
- D) un body
- E) un port de destination
- F) une code de status (status code)
- G) un user agent (User-Agent)

Question 8

Parmis les éléments suivants, identifiez le ou lesquels correspondent à du HTML valide:

A) `Heig-vd<a>`

B) ``

C) `<p>Mon paragraphe</p>`

D) `<!DOCTYPE html>`

E) Aucun element correct

Question 9

Qu'est ce que le DOM?

- A) Un arbre (tree) qui représente le CSS en mémoire
- B) La structure d'un fichier HTML sauveé sur le disque
- C) Un langage de programmation permettant de manipuler des documents
- D) *Aucune réponse correcte*

Question 10

Qu'est-ce qu'une déclaration CSS?

- A) *Une paire propriété et valeur*
- B) Un bloc contenant une liste de propriétés CSS
- C) Un sélecteur CSS associé à une liste de propriétés CSS
- D) La valeur d'une propriété CSS

? Question 11

Quelles elements HTML de la structure suivante sont sélectionnés par le sélecteur `ul li:nth-child(1)?`

```
<ul>
  <li>A</li>
  <li>B</li>
  <li>C
    <ul>
      <li>D</li>
      <li>E
        <ol>
          <li>F</li>
          <li>G</li>
        </ol>
      </li>
    </ul>
  </li>
</ul>
```

Bonne réponses: A, D, F

? Question 12

A quel rendu correspond le code HTML/CSS suivant? (Bonne réponse: C)

```
<div id="a">
  <div id="b">
    Hello World!
  </div>
</div>
```

```
#a {
  display: block;
  padding: 10px;
  background-color: red;
  border: solid 10px black;
}
#b {
  text-align: center;
  display: block;
  background-color: white;
}
```





Correction



👋 Questions ?



JavaScript*

JavaScript is a lightweight, **interpreted**, or **just-in-time** compiled programming language with first-class functions.

Interpreted

The execution does not require the compilation of the program into machine-code.

Just-in-time (JIT)

The parts of the the program that are hot (called a lot) are compiled into machine code.

* <https://developer.mozilla.org/en-US/docs/Web/JavaScript>

JavaScript*

JavaScript is a **prototype-based**, multi-paradigm, **dynamic** language, supporting **object-oriented**, **imperative**, and **declarative** (e.g. functional programming) styles.

Dynamic

Performs at runtime what static languages perform at compilation time (e.g. dynamic typing).

Object Oriented and Prototype-based

Behavior reuse (and inheritance) is performed by cloning and extending objects.

Imperative

Mutates the state of the program using statements.

Declarative

A programming style that avoids side effects by describing what a computation should perform.

* <https://developer.mozilla.org/en-US/docs/Web/JavaScript>

JavaScript and ECMAScript History

ECMAScript (or ES) is a specification created by Ecma International to standardize JavaScript.

 JavaScript History

From the browser to the server

Server-side JavaScript is not a novel idea (Netscape was already doing it in 1996).

Rhino, a JavaScript engine written in Java by has been released as early as 1997.

In 2008, the first version of Chrome includes **V8**, an open-source JavaScript engine created by Lars Bak.

In 2009, Ryan Dahl creates node.js, a JavaScript environment based on V8 that runs on the server.



Client-side and Server-side Programming

Today, JavaScript is commonly used in the browser (client-side) and on the server (server-side).



JS ECMAScript 6 Support*



* <https://kangax.github.io/compat-table/es6/>

Eloquent Javascript*



* <https://eloquentjavascript.net/>

Client-side Javascript

Include JavaScript stored in the HTML:

```
<script type='text/javascript'>
  console.log('Hello, World!');
  document.writeln('Hello, World!')
</script>
```

Include JavaScript stored in a separate file:

```
<script src="script.js"></script>
```

The `async` attribute indicates that the browser should load the script asynchronously and then execute it as soon as it's downloaded.

The `defer` attribute indicates that the browser should execute the script after the document has been parsed but before the DOM content has been loaded.

The `type="module"` attribute causes the code to be treated as a JavaScript module (ECMAScript 6).

Server-side Javascript*

After installing nodejs, a REPL (Read-Eval-Print-Loop) can be obtained by typing the node command:

```
$ node
Welcome to Node.js v12.8.0.
Type ".help" for more information.
> console.log("Hello, World!")
Hello World!
```

* <https://nodejs.org/api/repl.html>

Get to know the REPL commands*

- `.clear` - Resets the REPL context to an empty object and clears any multi-line expression currently being input.
- `.exit` - Close the I/O stream, causing the REPL to exit.
- `.help` - Show this list of special commands.
- `.save` - Save the current REPL session to a file: `> .save ./file/to/save.js`
- `.load` - Load a file into the current REPL session. `> .load ./file/to/load.js`
- `.editor` - Enter editor mode (-D to finish, -C to cancel).

* https://nodejs.org/api/repl.html#repl_commands_and_special_keys

Js JavaScript's Types

ECMAScript defines 7 **primitive** (Immutable) types for values.

```
3.14; // Number
true; // Boolean
"Heig-vd"; // String
undefined; // Undefined
null; // Null
9007199254740992n; // BigInt
Symbol("Symbol") // Symbol
```

ECMAScript defines a special mutable type called **object** for collections of properties (objects and array).

```
{prop: "value"}; // Object
```

In a dynamic language you don't specify the type when you declare a variable and the type of a variable can change.

* https://developer.mozilla.org/en-US/docs/Web/JavaScript/Data_structures#Data_types

JavaScript Operators

Typeof

The `typeof` operator returns a string indicating the type of the unevaluated operand.

Assignment

An assignment operator assigns a value to its left operand based on the value of its right operand.

```
a = 1;  
  
// arithmetic assignments  
a += 1; // addition  
a -= 1; // subtraction  
a *= 1; // multiplication  
a /= 1; // division  
a %= 1; // modulo  
a **= 1; // exponentiation
```


JavaScript Operators

Arithmetic

```
1 + 1; // addition
1 - 1; // subtraction
1 / 1; // division
1 * 1; // multiplication
1 % 1; // modulo
1 ** 1; // exponentiation
```

String

```
"con" + "cat" + "e" + "nate";
`PI = ${Math.PI}`; // template literals
```

Logical

```
!true // false
true && false // false
true || false // true
true ? true : false // true
```

JavaScript Operators

Comparison

```
1 < 2;  
2 > 1;  
1 == 1;  
1 != 2;
```

Automatic Type Conversion

Automatic type conversion is a the root of many issues.

```
"1" == 1 // true  
false == 0 // true  
8 * null // 0
```

Strict equality

Strict equality compares both the type and the value.

```
"1" === 1 // false
```

JS JavaScript Statements

The `var` statement declares a variable, optionally initializing it to a value. The **scope** of a variable declared with `var` is its current execution context, which is either the enclosing function or, for variables declared outside any function, global.

```
var x = 1;
{var x = 2;} // same variable
console.log(x); // 2
```

The `let` statement declares a block scope local variable, optionally initializing it to a value. The **scope** of a variable declared with `let` is limited to its block or expression.

```
let x = 1;
{let x = 2;} // different variable
console.log(x); // 1
```

Constants are block-scoped, much like variables defined using the `let` statement. The value of a constant can't be changed through reassignment, and it can't be redeclared.

```
const x = 1;
x = 2; // raises an error
```

A single statement can define multiple variables or constants: `let one = 1, two = 2;`.

JavaScript Conditional Execution

In JavaScript, conditional execution is created with the if keyword.

```
let num = 1;
if (num < 10) {
  console.log("Small!");
} else if (num < 100) {
  console.log("Medium");
} else {
  console.log("Large");
}
```

JavaScript While and Do While

While and do while are used to loop until a condition is met.

```
let num = 0;
while (num < 10) {
  console.log(num);
  num += 1;
}
```

```
let num = 0;
do {
  console.log(num);
  num += 1;
} while (num < 10);
```

Js JavaScript For Loops

The classic `for` statement is used to loop a given number of times over a block.

```
for (let num = 0; num < 10; num++) {  
  console.log(num);  
}
```

The `for...in` statement iterates over the enumerable properties of an object.

```
var object1 = {a: 1, b: 2, c: 3};  
for (var property1 in object1) {  
  string1 += object1[property1];  
}
```

The `for...of` statement creates a loop iterating over iterable objects.

```
let nums = [0, 1, 2, 3, 4, 5, 6, 7, 8, 9];  
for (let num of nums) {  
  console.log(num);  
}
```

Js JavaScript Break and Continue*

The `break` statement terminates the current loop.

The `continue` statement terminates execution of the current iteration and continues execution of the loop with the next iteration.

`break` and `continue` can also be used with labelled statements.

```
mylabel:
for (let num = 0; num < 5; num++) {
  if (num === 5) {
    continue mylabel;
  }
  console.log(num)
}
```

* <https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Statements/label>

Js JavaScript Switch

Sometimes a switch is more direct than an `if...elseif...else` statement.

```
let val = "a";
switch(val) {
  case "a":
    doSomething(val);
    break;
  case "b":
    doSomethingElse(val);
    break;
  default:
    doNothing(val);
    break;
}
```


Js JavaScript Exceptions

In Javascript, exceptions can be handled using the `try...catch` statement.

```
try {  
  variable; // ReferenceError: variable is not defined  
} catch (error) {  
  // Fails silently  
}
```

Exceptions can be triggered using `throw` and `Error`:

```
throw new Error("AAHHARG!!!");
```

Js JavaScript Functions

A function is created with an expression that starts with the keyword `function` and can be assigned to a regular regular variable. It can have parameters and may `return` a value.

```
var square = function(x) {  
  return x * x;  
}
```

Declaration Notation

```
function square(x) {  
  return x * x;  
}
```

Arrow Functions

```
var square = x => x * x
```

```
var square = (x) => {  
  return x * x;  
}
```

JavaScript Function Parameters

Function parameters can be made optional by specifying default values.

```
var square = function(x = 2) {  
  return x * x;  
}  
square() // 4
```

JS JavaScript Function Scopes

The scope of a variable, is the part of the program in which it is visible.

The scope of the variables defined with `var` outside of a function is `global`, it is visible everywhere.

The scope of the variables defined with `let` and `const` are `local` to the block that they are declared in.

The scope of function parameters can be referenced only in that function and are `local`.

Local variables added to the **call stack** every time a function is called and freed it returns.

Closure

A closure is the combination of a function and the local scope within which that function was declared.

```
function wrap(value) {  
  let v = value;  
  return () => v;  
}  
wrap(1)() // 1
```

JS JavaScript Recursion

It is fine for a function to call itself.

```
function factorial(n) {  
  return n == 1 ? n : n * factorial(n-1);  
}  
factorial(5) // 5 * 4 * 3 * 2 * 1 = 120
```

.. as long as it does not overflow the call stack.

JavaScript DevTools

- Experiment with the Chrome DevTools
- Experiment with the Visual Studio Code



JavaScript Exercise

- Implement a recursive function that computes the fibonacci sequence.
- Look the call stack with the Chrome DevTools.

👋 Questions?

Questions about Today's Lecture

- JavaScript
 - Values, Types, and Operators
 - Program Structure
 - Functions
- Developer Tools
 - Chrome DevTools
 - Visual Studio Code

Group Assignment

☑️☰ Group Assignment

- Same groups as last week
- Install Visual Studio Code, Node.js and Docker
- If needed, watch Olivier's webcasts on **client-side** and **server-side** debugging.
- Go to the **Github Classroom** and start exercise 2 (Introduction to JavaScript)
- **Interact** with the assistants if needed... ;)
- The repository will be frozen **next Tuesday at 12am**