

# 1 Functions and Prototyping

## index.html

```
<html>

  <body>

    <h1>MEAN Stack</h1>

    <p> Lesson 3 Demos </p>

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

  </body>

</html>
```

## functions\_and\_prototypes.js

```
function Employee(name, designation, yearOfBirth){

  this.name= name;

  this.designation= designation;

  this.yearOfBirth= yearOfBirth;

}

Employee.prototype.calculateAge= function(){

  console.log('The current age is: '+(2019- this.yearOfBirth));

}

console.log(Employee.prototype);

let Emp1= new Employee('Alex', 'Junior Tester', 1995);

console.log(Emp1) ;

Emp1.calculateAge();


let Emp2= new Employee('Dexter', 'Senior Software Developer', 1990);

console.log(Emp2)

Emp2.calculateAge();


let Emp3= new Employee('Annie', 'Junior HR', 1998);

console.log(Emp3)

Emp3.calculateAge();
```

## 2 Working with Functions

### index.html

```
<html>

  <body>

    <h1>MEAN Stack</h1>

    <p> Lesson 3 Demos </p>

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

  </body>

</html>
```

### function.js

```
<!DOCTYPE html>

<html>

<body>

<h1>Javascript – Function<h1>

<script>

  var x = (2 * 3) + 5;

  var y = 3 * 4;

  var result = myFunction(2,3);

  console.log(result);

  function myFunction(num1, num2) {

    var a = num1 * num2;

    var b = num1 + num2;

    return(a + b);

  }

  console.log( myFunction(3, 4));
```

```
function toCelcius(f){  
  return (5/9) * (f-32);  
}  
  
console.log("The temperature is "+ toCelcius(60));  
</script>  
</body>  
</html>
```

## 3 IIFEs, Callbacks, and Closures

### index.html

```
<html>  
  
  <body>  
  
    <h1>MEAN Stack</h1>  
  
    <p> Lesson 3 Demos </p>  
  
    <script src="IIFEs_Callbacks_Closures.js"></script>  
  
  </body>  
</html>
```

### IIFEs\_Callbacks\_Closures.js

```
const empld = (function() {  
  let count = 0;  
  return function() {  
    ++count;  
    return `emp${count}`;  
  };  
})();  
  
console.log("New Empldyee IDs are listed here");  
console.log("Alex: "+empld());  
console.log("Dexter: "+empld());
```

```
console.log("Annie: "+empld());

//Callbacks
console.log("\n"); //to start the output from the neext line
function fullName(firstName, lastName, callback){
    console.log("My name is " + firstName + " " + lastName);
    callback(lastName);
}

var greeting = function(ln){
    console.log('Welcome ' + ln);
};

fullName("Alex", "Wilson", greeting);
console.log("\n");
fullName("Dexter", "Johnson", greeting);
console.log("\n");
fullName("Annie", "Butler", greeting);
```

## 4 Maps and Classes

### index.html

```
<html>
  <body>
    <h1>MEAN Stack</h1>
    <p> Lesson 3 Demos </p>
    <script src="maps_and_classes.js"></script>
  </body>
</html>
```

## maps\_and\_classes.js

```
<!DOCTYPE html>
```

```
<html>
```

```
<body>
```

```
<h1>Javascript – Maps and Classes</h1>
```

```
<script>
```

```
var map1 = new Map();
```

```
map1.set("first name", "Robb");
```

```
map1.set("last name", "Stark");
```

```
map1.set("friend 1", "Bran")
```

```
    .set("friend 2", "Arya");
```

```
console.log(map1);
```

```
console.log("map1 has friend 3 ? " + map1.has("friend 3"));
```

```
console.log("get value for key = friend 3 - " + map1.get("friend 3"));
```

```
console.log("delete element with key = friend 2 - " + map1.delete("friend 2"));
```

```
map1.clear();
```

```
console.log(map1);
```

```
class Employee
```

```
{
```

```
    constructor(id,name)
```

```
    {
```

```
        this.id=id;
```

```
        this.name=name;
```

```
    }
```

```
    detail()
```

```
{  
document.writeln(this.id+" "+this.name+"<br>")  
}  
}  
  
//passing object to a variable  
var e1=new Employee(101,"Michael");  
var e2=new Employee(102,"Bob");  
e1.detail();  
e2.detail();
```