JavaScript Modules Patterns

JavaScript Objects

What is a JavaScript object?

{}

{}:

- A collection of properties
- Each property has a value
- A value can be a number, string, boolean, object or function

What Isn't An Object

Only null and undefined are not objects

How Do You Create Objects?

Using an object initializer {}:

Version 1

```
// create an empty object
var emptyObject = {};
// create an object with properties
var obj = {
    stringProperty : "hello",
    integerProperty : 123,
    functionProperty : function() {
    return 0;
    },
    "a property with spaces" : false,
    subObject : {
        booleanProperty : true
    }
};
```

How Do You Create Objects?

Using a constructor function (new keyword):

Version 2

```
// create an empty object
var emptyObject = new Object();
// define an object constructor
function Keg(contains, amount) {
    this.contains = contains;
    this.amount = amount;
}
// create an object
var keg = new Keg("Soda", 100.0);
```

How Do You Create Objects?

Using Object.create():

Version 3

```
// create an empty object
var emptyObject =
Object.create(Object.prototype);
// define an object with default properties
var Keg = {
    contains : "Unknown",
    amount : 0.0
}
// create an object
var keg = Object.create(Keg);
// modify its properties
keg.contains = "Soda";
keg.abv = 100.0;
```

JavaScript Module Patterns

JavaScript Module Patterns

- A **module** helps keep units of code cleanly separated & organized
- A **pattern** is a common technique that can be re-used & applied to every-day software design problems
- **JavaScript Module Patterns** help us organize and limit code scope in any project

JavaScript Modules

- The JavaScript language doesn't have **classes**, but we can emulate what classes can do with modules
- A module helps **encapsulate** data and functions into a single component
- A module limits **scope** so the variables you create in the module only live within it
- A module gives **privacy** by only allowing access to data and functions that the module wants to expose

Basic Object

- Let's build a module for a Keg that can be filled with soda. It has two basic properties:

```
function Keg(contains, amount) {
    this.contains = contains;
    this.amount = amount;
}
```

Basic Object

- We can add a fill() function so others can fill it with something tasty:

```
function Keg(contains, amount) {
    this.contains = contains;
    this.amount = amount;
    this.fill = function(beverage, amountAdded) {
        this.contains = beverage;
        this.amount = amountAdded;
    };
}
```

Basic Object

- Right now, all of the Keg's properties are public. The world has full access to change our data:

```
var keg = new Keg();
keg.fill("Soda", 100.0);
keg.amount = 9999; // oh no! they
accessed our internal data
```

Basic Module Pattern: Constructors

- Let's switch to the Module Pattern, which gives us the ability to have public and private members:

```
// define the constructor
function Keg(_contains, _amount) {
    // private members
    var contains = _contains;
    var amount = _amount;
    // public methods
    return {
        fill : function(beverage, amountAdded) {
            contains = beverage;
            amount = amountAdded;
        }
    }
}
// create an instance of a Keg
var keg = new Keg("Soda", 100.0);
// modify its properties
keg.fill("Pop", 50.0); // this is the only public member
var amt = keg.amount; // undefined! hidden from us
```

Basic Module Pattern: Constructors

- We can add additional methods to give access to our private variables without changing them:

```
function Keg(_contains, _amount) {
    /* ... private members ... */
    return {
        fill: function() { ... },
        getAmount: function() {
            return amount;
        },
        getContents: function() {
            return contains;
        }
    }
}
var keg = new Keg("Soda", 100.0);
var amt = keg.getAmount(); // 100.0
keg.fill("Pop", 50.0);
amt = keg.getAmount(); // 50.0
```

Basic Module Pattern: Constructors

- You can have private functions as well:

```
function Keg(_contains, _amount) {
	// private members
	var contains = _contains;
	var amount = _amount;
	// private function
	function updateAmount(newAmount) {
		if (newAmount < 0) {
			newAmount = 0;
		}
		amount = newAmount;
	}
	// public methods
	return {
		fill : function(beverage, amountAdded){
			contains = beverage;
			updateAmount(amountAdded);
		}
	}
}
```

Basic Module Pattern: Constructors

Completed:

```
function Keg(_contains, _amount) {
        // private members
        var contains = _contains;
        var amount = _amount;
        // private function
        function updateAmount(newAmount) {
                if (newAmount < 0) {
                newAmount = 0;
                }
                amount = newAmount;
        }
        // public methods
        return {
                fill : function(beverage, amountAdded) {
                        contains = beverage;
                        updateAmount(amountAdded);
                },
                getAmount : function() {
                        return amount;
                },
                getContents : function() {
                        return contains;
                }}}
```

Disadvantages

- The Basic Module Pattern for constructing objects has one big disadvantage: you're not taking advantage of **prototypes**
- A prototype is a value (number, string, function, etc) that you can assign to *all* instances of a class using ClassName.prototype.
- Instead of each instance having a *copy* of the member, the single prototype member is shared
- This gives you substantial memory savings if you have many instances of the object

Keg Using Prototype

- Instead of each instance having it's own version of the same fill() function, there's one global Keg.prototype.fill:

```
function Keg(contains, amount) {
      // these now need to be public members
      this.contains = contains;
      this.amount = amount;
}
Keg.prototype.fill = function(beverage, amountAdded) {
      // because this doesn't have access to 'vars' in
      the Keg function
      this.contains = beverage;
      this.amount = amountAdded;
};
Keg.prototype.getAmount = function() {
      return this.amount;
};
Keg.prototype.getContents = function() {
      return this.contains;
};
```

Keg Using Prototype

- The Keg's internal properties (contains and amount) need to change from being defined within the Keg function's closure (var contains = ...) to be public properties (this.contains = ...)
- This is because the Keg.prototype.fill function wasn't defined within the Keg's function closure, so it would have no visibility to vars defined within it
- Thus the properties can be modified by anyone, outside of the protection of your module

BASIC MODULE PATTERN: NON-CONSTRUCTORS

```
var KegManager = (function() {
    var kegs = [];
    // exports
    return {
    addKeg: function(keg) { kegs.push(keg); }
    getKegs: function() { return kegs; }
    }
})();
var sodaKeg = new Keg("Soda", 100.0);
KegManager.addKeg(sodaKeg);
var kegs = KegManager.getKegs(); // a list of Keg objects
```

Thank You!

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