

UI Engineering Studio. Day 8

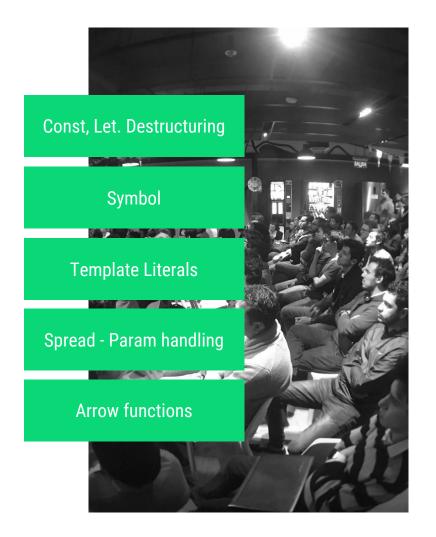


JS



Ecma 2015

ECMAScript 2015 is the sixth edition of the ECMAScript Language Specification standard. It defines the standard for the <u>JavaScript</u> implementation in <u>SpiderMonkey</u>, the engine used in Firefox and other Mozilla applications, Chrome's V8 and so on . . .



UI Boot Camp: JS Collections

Const - Let

Const: you can only assign once a value in a variable. Only the reference is immutable, the value can change.

Let: The new var but better;) New ability of the variable to be scoped to the block level.

```
let hey = [1, 2, 3, 4, 5];
const name = 'Pipo';
```

UI Boot Camp: JS Collections **Destructuring**

The **destructuring assignment** syntax is a JavaScript expression that makes it possible to unpack values from arrays, or properties from objects, into distinct variables.

```
let [one, two] = [1, 2];

var a = 1
var b = 3

//Easiest way to swap the values ?
//(a = 3 , b = 1)
```

UI Boot Camp: JS Collections Symbol

New primitive!. Has the capability to be UNIQUE.

Pen

const name = Symbol('Pipo');

UI Boot Camp: JS Collections Template literals

Template literals are string literals allowing embedded expressions. You can use multi-line strings and string interpolation features with them.

```
let a = 'better?'
let b = 'strings'

let subtitle = `this is a ${a} way to concat and handle ${b}`
```

UI Boot Camp: JS Collections Spread and Rest

Spread syntax: allows an iterable such as an array expression or string to be expanded

rest parameter : syntax allows us to represent an indefinite number of arguments as an array.

Spread Rest

```
//something to log stuff easier
let log = (...x) => { //this is actually a REST operator
  console.log(...x);
}
//create a simple array
let args = [0, 1, 2];
//log(...args);
```

UI Boot Camp: JS Collections

Arrow Functions

Arrow function expression has a shorter syntax than a function expression and does not have its own this, arguments or super. These function expressions are best suited for non-method functions, and they cannot be used as constructors.

var mainConciseSyntax = (x,y) => x+y;

UI Boot Camp: HTML

Homework: Sliding Puzzle

A combination puzzle that challenges a player to slide pieces along certain routes to establish a certain end-configuration. The pieces to be moved may consist of simple shapes, or they may be imprinted with colors, patterns, sections of a larger picture (like a jigsaw puzzle), numbers, or letters.

- <u>Wikipedia</u>

Develop a Sliding Puzzle using HTML,CSS and JS. Please avoid the use of any library or framework.



