JAVASCRIPT PATTERN

THE IMMEDIATE INVOKED FUNCTION EXPRESSION

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```
(function () {
    'use strict';
    // - - - - - - - - -
    var onLoad = null;

onLoad = function () {
        console.log('window loaded!');
    };

window.addEventListener('load', onLoad)
    // - - - - - - - - - - -
}());
```

THE MODULE BLOCK PATTERN

THE MODULE BLOCK PATTERN

```
(function () {
    'use strict';
    var fn = \{\},
         a = 42;
    fn.log = function (message) {
        console.log(message);
    };
    fn.alert = function () {};
    window.myNamespace = window.myNamespace || {};
    window.myNamespace.myModuleName = fn;
})();
```

```
(function () {
    var fn = {};
    fn.log = function (message) {
        console.log(message);
    };
    console.log('Tut was in Module 2!');
    window.app = window.app || {}; // Defaultoperator
    window.app.myModule2 = fn;
    window.app.myModule1.log('Aufruf an 1 aus 2');
}());
```

SINGLETON

SINGLETON

```
var mySingleton = (function () {
  // Instance stores a reference to the Singleton
  var instance;
  function init() {
    // Singleton
    // Private methods and variables
    function privateMethod(){
        console.log( "I am private" );
    var privateVariable = "Im also private";
    var privateRandomNumber = Math.random();
    return {
      // Public methods and variables
      publicMethod: function () {
        console.log( "The public can see me!" );
      publicProperty: "I am also public",
      getRandomNumber: function() {
        return privateRandomNumber;
    };
  };
```

SINGLETON

```
return {
   // Get the Singleton instance if one exists
    // or create one if it doesn't
    getInstance: function () {
      if (!instance) {
        instance = init();
      return instance;
  };
})();
```

"https://addyosmani.com/resources/ essentialjsdesignpatterns/book/ #constructorpatternjavascript"

CONSTRUCTOR PATTERN

OBJEKT ALS KONSTRUKTOR

```
function Person(firstName, lastName) {
  this.firstName = firstName;
  this.lastName = lastName;
 this.fullName = function() {
    return this.firstName + ' ' + this.lastName;
 };
// Use it like this:
var john = new Person('John', 'Doe');
john.firstName; // "John"
john.fullName(); // "John Doe"
john.firstName = 'John';
john.fullName(); // John Doe
```

KONSTRUKTOR OHNE THIS

```
function Person(firstName, lastName) {
  var _firstName = firstName,
    _lastName = lastName;

var my = {
  firstName: _firstName,
    lastName: _lastName
};

my.fullName = function() {
  return _firstName + ' ' + _lastName;
};
```

KONSTRUKTOR OHNE THIS

```
// Getter/setters
  my.firstName = function(value) {
    if (!arguments.length) return _firstName;
    _firstName = value;
    return my;
  };
  my.lastName = function(value) {
    if (!arguments.length) return _lastName;
    _lastName = value;
    return my;
  };
  return my;
```

KONSTRUKTOR OHNE THIS

```
// Use it like this:
var chuck = Person('Chuck', 'Norris');
chuck.firstName('Jackie');
chuck.lastName('Chan');
chuck.fullName(); // Jackie Chan
```

"http://www.samselikoff.com/blog/some-Javascript-constructor-patterns/"

INHERTITANCE PATTERN

PROTOTYPES IN KONSTRUKTOREN

```
var Shipment = function (state, type) {
  var
   _state = undefined,
   _type = undefined,
  endvar;

this.state = state || undefined;
  this.type = type || undefined;

this.setState = function () {};
};
```

PROTOTYPES IN KONSTRUKTOREN

```
// Nachträglich hinzugefügte Methoden
Shipment.prototype.setState = function (value) {
 this.state = value;
};
Shipment.prototype.setType = function (value) {
 this.type = value;
Shipment.prototype.save
  function () {
    console.log( 'saving shipment '
                  + this.state + ', '
                      this.type + '.');
  };
```

```
var shipment = [];
shipment[0] = new Shipment(3, 1);
shipment[1] = new Shipment();
shipment[0].save();
shipment[1].setState(4);
shipment[1].setType(2);
shipment[1].save();
```

```
var shipmentRainbow = new
ShipmentRainbow(3,1,'typeOfDocText','referenceText');
shipmentRainbow.save();
console.dir(shipmentRainbow);
console.log( shipmentRainbow instanceof Shipment );
console.log( shipmentRainbow instanceof ShipmentRainbow );
```

```
_fn.prototype.setVersion = function(version) {
  this version = version;
  return this;
};
_fn.prototype.set0s = function(os) {
  this.os = os:
  return this;
};
_fn.prototype.setBrowser = function(browser) {
  this.browser = browser;
  return this;
};
_fn.prototype.save = function() {
  console.log(
    'saving ' + this version + ', on ' +
    this.os + ' with ' + this.browser + '.'
  return this;
};
```

```
Let fn = new _fn();
fn.setVersion('1');
fn.setOs('MacOS XI');
fn.setBrowser('Chrome Xtra');
fn.save();

fn
    .setVersion('2')
    .setOs('MacOS XII')
    .setBrowser('Chrome Xtra Large')
    .save();
```

KLASSEN

CLASS

```
class SimpleDate {
  constructor(year, month, day) {
    // Check that (year, month, day) is a valid date
    // ...
    this._year = year;
    this._month = month;
    this._day = day;
  addDays(nDays) {
   // Increase "this" date by n days
    // . . .
  getDay() {
    return this._day;
```

INSTANTIIERUNG

```
let today = new SimpleDate(2000, 2, 28);
today.addDays(1);
```

PRIVATE PROPERTIES

```
class SimpleDate {
  constructor(year, month, day) {
    let _year = year;
    let _month = month;
    let _day = day;
    // Methods defined in the constructor
    // capture variables in a closure
    this.addDays = function(nDays) {
      // Increase "this" date by n days
      // ...
    this.getDay = function() {
      return _day;
```

STATIC PROPERTIES AND METHODS

```
class SimpleDate {
  static setDefaultDate(year, month, day) {
   SimpleDate._defaultDate = new SimpleDate(year, month, day);
  constructor(year, month, day) {
   if (arguments.length === 0) {
      this. year = SimpleDate. defaultDate. year;
      this. month = SimpleDate. defaultDate. month;
      this. day = SimpleDate. defaultDate. day;
      return;
   // Check that (year, month, day) is a valid date
   // ...
   this. year = year;
   this._month = month;
    this._day = day;
  addDays(nDays) {
   // Increase "this" date by n days
   // ...
  getDay() {
    return this. day;
```

SimpleDate.setDefaultDate(1970, 1, 1);
let defaultDate = new SimpleDate();

```
class Employee {
  constructor(firstName, familyName) {
    this._firstName = firstName;
    this._familyName = familyName;
  getFullName() {
    return `${this._firstName} ${this._familyName}`;
class Manager {
  constructor(firstName, familyName) {
    this._firstName = firstName;
    this._familyName = familyName;
    this._managedEmployees = [];
  getFullName() {
    return `${this._firstName} ${this._familyName}`;
  addEmployee(employee) {
    this._managedEmployees.push(employee);
```

```
class Employee {
  constructor(firstName, familyName) {
    this._firstName = firstName;
    this._familyName = familyName;
  }

getFullName() {
  return `${this._firstName} ${this._familyName}`;
  }
}
```

```
class Manager extends Employee {
  constructor(firstName, familyName) {
    super(firstName, familyName);
    this._managedEmployees = [];
  }
  addEmployee(employee) {
    this._managedEmployees.push(employee);
  }
}
```

"https://www.sitepoint.com/object-orientedjavascript-deep-dive-es6-classes/"