JavaScript

Lab 1

[1 Lab Setup 1](#_Toc98444215)

[2 Executing a JavaScript program 2](#_Toc98444216)

[3 Basic Syntax 2](#_Toc98444217)

[4 Working with variables 2](#_Toc98444218)

[5 Data types 2](#_Toc98444219)

[6 Function Basics 3](#_Toc98444220)

[7 Object Basics 3](#_Toc98444221)

[7.1 Primitives vs references 3](#_Toc98444222)

[8 string, template literals and String object 3](#_Toc98444223)

[9 Arrays 4](#_Toc98444224)

# Lab Setup

You should have received installation instructions on setting up Node as well as a suitable IDE (VS Code / Notepad++).

You should also have received the source code for the lab sessions, which should have been downloaded from the course LMS or a GitHub repo. If you are using VS Code, you can open up the folder containing the JavaScript files for the lab, which should be labcode/js.

If you are using Windows, make sure that you have checked the File name extensions in your File Explorer in order for us to be able to directly manipulate the file extensions when creating or modifying files.

Graphical user interface, application, Word

Description automatically generated

# Executing a JavaScript program

There are a multitude of ways to execute a JavaScript program.

1. Using the Node.js runtime environment to directly execute a JavaScript program
2. Including JavaScript into a HTML document
3. Running JavaScript in console tab of Dev Tools
4. Using an online JavaScript playground (https://www.better.dev/javascript-playgrounds-to-use)
5. Using a framework that is based on JavaScript (e.g. Angular, React, Vue)

We will use approach 1 for now and examine the others later on.

To run Node.js, we need a shell terminal. We can use the one directly embedded in the IDE (VS Code) or we can just use the standard command prompt.

Navigate to the labcode/js folder in the shell terminal, and open up the file hello-world.js in the IDE (or you can simply use Notepad++).

Run the program by simply typing:

node *name-of-file*

You can choose to include the extension \*.js as well if you wish to explicit. Node will automatically assume that extension if none is included.

Files to use: hello-world.js

# Basic Syntax

<https://www.javascripttutorial.net/javascript-syntax/>

# Working with variables

<https://www.javascripttutorial.net/javascript-variables/>

Files to use: variables-basic.js

# Data types

<https://developer.mozilla.org/en-US/docs/Glossary/Primitive>

<https://www.javascripttutorial.net/javascript-data-types/>

<https://codeburst.io/javascript-whats-the-difference-between-null-undefined-37793b5bfce6>

Files to use: datatypes-basic.js

# Function Basics

<https://www.javascripttutorial.net/javascript-function/>

Files to use: functions-basic.js

# Object Basics

<https://www.javascripttutorial.net/javascript-objects/>

<https://www.javascripttutorial.net/javascript-object-methods/>

Files to use:

objects-basic.js

object-methods-basic.js

## Primitives vs references

<https://www.javascripttutorial.net/javascript-primitive-vs-reference-values/>

<https://www.javascripttutorial.net/javascript-pass-by-value/>

Files to use:

primitive-reference.js

# string, template literals and String object

<https://www.javascripttutorial.net/javascript-string/>

String comparison is based on the ASCII code for the respective characters

<https://theasciicode.com.ar/>

When you attempt to call a method or access a property on a string variable initialized with a primitive string value, automatic conversion to a String object occurs. This is known as autoboxing

<https://dev.to/benjaminmock/do-you-know-what-autoboxing-in-js-is-enl>

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

<https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/String>

Commonly used String methods

<https://www.w3schools.com/js/js_string_methods.asp>

<https://www.w3schools.com/js/js_string_search.asp>

Template literals

<https://www.javascripttutorial.net/es6/javascript-template-literals/>

Files to use:

string-methods.js

template-literals.js

# Arrays

<https://www.javascripttutorial.net/javascript-array/>

<https://www.javascripttutorial.net/javascript-array-methods/>

<https://www.javascripttutorial.net/javascript-array-splice/>

Files to use:

arrays-basic.js