

JavaScript Extras: Scopes & Closures

Olivier Liechti & Simon Oulevay
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heig-vd

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How do functions, scope and closures work in JavaScript?

#1 There are 2 scopes in JavaScript (before ES6)

```
var globalVariable = "pollution...";  
var f = function() {  
    var localVariable = "good";  
    globalVariable2 = "bad"; // "use strict" prevents this type of error  
};
```

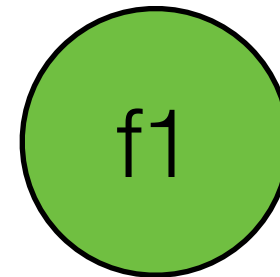
#2 Functions can be nested. This creates a scope chain.

```
var vInGlobalScope;  
var f1 = function() {  
    var vInScope1;  
    var f2 = function() {  
        var vInScope2;  
        var f3 = function() {  
            var vInScope3;  
        };  
    };  
};
```

#3 Every function is an object

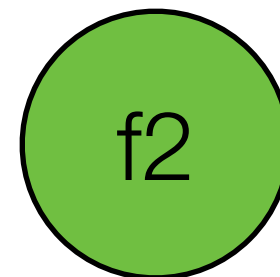
```
var f1 = function() {  
    console.log("hello");  
};
```

```
f1();
```



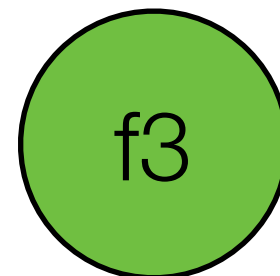
```
function f2() {  
    console.log("hello");  
};
```

```
f2();
```



```
var o = {  
    foo: function() {}  
};  
var f3 = o.foo;
```

```
f3();
```



#4 Functions can return functions

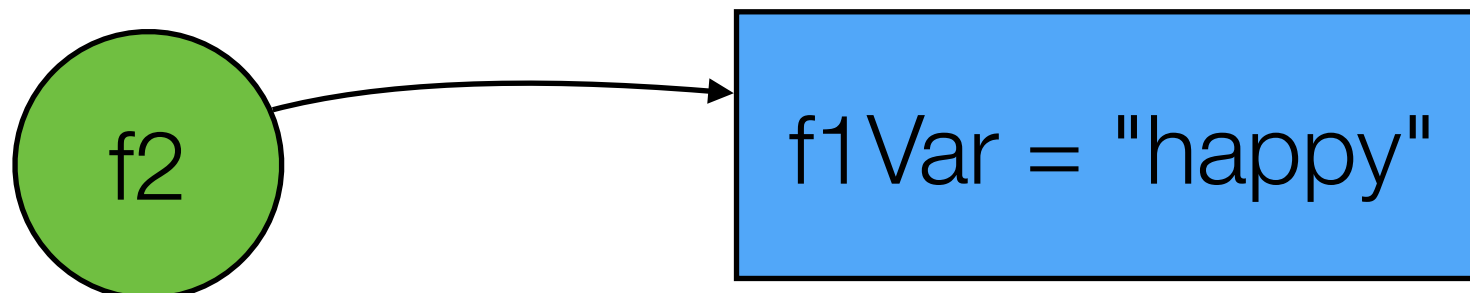
```
function createMultiplier(factor) {  
    return function(value) {  
        return value * factor;  
    };  
}  
  
var multiplyByThree = createMultiplier(3);  
  
multiplyByThree(15); // 45
```

#5 A function which access a variable from an outer scope creates a **closure**. It keeps a reference to the outer variables forever.

```
var gVar = "world";

var f1 = function() {
  var f1Var = "happy";
  return function() {
    var f2Var = "hello"
    console.log(f1Var + " " + f2Var + " " + gVar);
  };
};

var f2 = f1()
f2();
```



#5 Beware of functions created in loops!

```
var generateFunctions = function() {  
  var generatedFunctions = [];  
  for (var i = 0; i < 10; i++) {  
    var g = function() {  
      console.log(i);  
    };  
    generatedFunctions.push(g);  
  }  
  return generatedFunctions;  
};  
  
var fs = generateFunctions();  
  
fs.forEach(function( currentFunction ) {  
  currentFunction();  
});
```

closure

i = 10

fs[0]

fs[1]

fs[2]

fs[9]

#6 Functions created in loops: capture variables

```
var generateFunctions = function() {  
  var generatedFunctions = [];  
  for (var i=0; i<10; i++) {  
    var g = function(captureMe) {  
      var captured = captureMe;  
      return function() {  
        console.log(captured);  
      };  
    };  
    generatedFunctions.push(g(i));  
  }  
  return generatedFunctions;  
};  
  
var fs = generateFunctions();  
  
fs.forEach(function( currentFunction ) {  
  currentFunction();  
});
```

