

Let's do a brief recap about the JavaScript we learned in the pre-work.



We will see a lot of analogies with what we learned in Ruby.



Ruby and JavaScript are programming languages so they share many concepts.



But there are some differences.



Let's look at some general differences between JavaScript and Ruby.



First, Ruby and JavaScript can run in different environments sometimes.



JavaScript runs on all browsers.



Ruby can't do that! X

Ruby runs on the server.







This week we are going to see how we can run JavaScript like we've run Ruby.

Which is to say, in the terminal.



Node.js allows us to do that.





You should already have Node.js installed.

nodejs.org



Just like in Ruby, we create JavaScript files. These will have the js extension.



#### **EXERCISE**

Write a function that takes an array of numbers. Return every pair of positions where the addition of numbers sums to zero.

```
var exampleArray = [ 2, -5, 10, 5, 4, -10, 0 ];
```

Save the file as file.js.

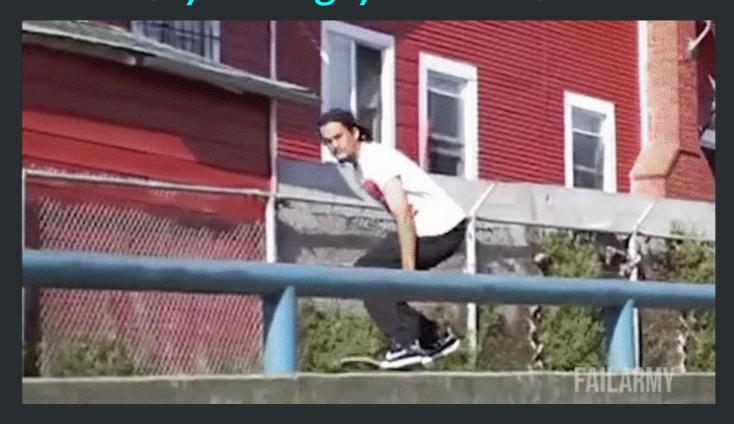


#### EXAMPLE



#### Let's see our failures!

(by failing, you learn)





In JavaScript functions are of greater importance.



### Functions

To define a function you use the function keyword.

```
function eat (food) {
    console.log('Eating some ' + food);
}
eat('pizza');
```



### Functions

Named functions are also values that can be passed around.

```
function eat (food) {
    console.log('Eating some ' + food);
}
console.log(eat);
```



### Functions

But we'll talk more about that in a future session.



# Start your code by defining the function EXERCISE

```
function process(data){
}
```



Did you use curly braces to open and close sections?

In JavaScript, there is no end keyword. Braces are your loyal friends {}



## Let's create an array and variables to help us with the

```
SUM
EXERCISE
```

```
var sample_array = [2, -5, 10, 5, 4, -10, 0 ]
function process(data){
   var positions = [];
}
```



Instructions need to end with a semicolon;



Although often if you forget the semicolon it will work anyway.

Be that as it may, try your best to not leave semicolons out



Parentheses () are not optional.



You MUST declare your variables using var.

```
var positions = [];
```

If you don't use var, the variable bubbles up through the layers of scope.



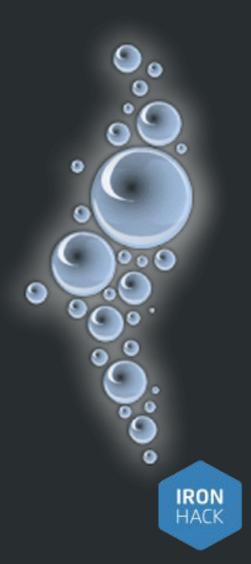
#### **Wait!!!**

Let's take our time to explain this singularity...

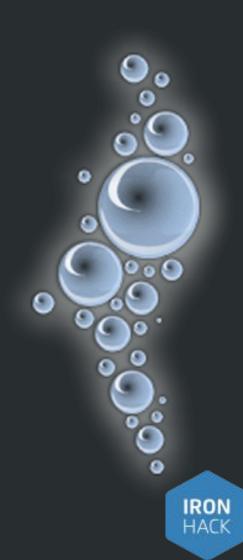


If you don't use var, the variable bubbles up through the layers of scope.

Then, two different things could happen

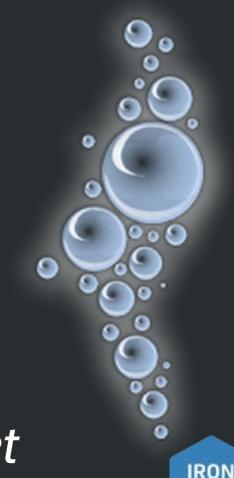


1) It finds a variable by the given name and then attaches to it



```
2) It ends up in the global object (window, if you are doing it in the browser)
```

This is the most common result when we forget to use var



HACK

#### Let's go back to our exercise...

```
var sample_array = [2, -5, 10, 5, 4, -10, 0 ]
function process(data){
   var positions = [];
}
```



You also need to call the function to execute it, remember to include your array as a parameter

```
process(sample_array);
```



You can use a for to loop in your program.

```
var i;
for (i = 1; i <= 42; i += 1) {
    console.log(i);
}</pre>
```



There are also array methods for looping similar to those in Ruby's Enumerable.



Except that JavaScript's versions use functions instead of blocks.



Here's the basic .forEach (instead of Ruby's .each).

```
var foods = [ 'pizza', 'cookies', 'bread' ];
foods.forEach(function (food) {
    console.log(food);
});
```



We've also got .map.

```
var foods = [ 'pizza', 'cookies', 'bread' ];
var capsFoods = foods.map(function (food) {
    return food.toUpperCase();
});
console.log(capsFoods);
// [ 'PIZZA', 'COOKIES', 'BREAD' ]
```



### Loops

#### And .reduce.

```
var foods = [ 'pizza', 'cookies', 'bread' ];
var msg = foods.reduce(function (pre, food) {
    return pre + ' AND ' + food;
});
console.log(msg);
// pizza AND cookies AND bread
```



#### Loops

# And .filter (instead of Ruby's .select).

```
var foods = [ 'pizza', 'cookies', 'bread' ];
var best = foods.filter(function (food) {
    return food !== 'bread';
});
console.log(best);
// [ 'pizza', 'cookies' ]
```



Back to our exercise...

We need two loops to iterate on the array and make combinations between numbers

```
function process(data){
   var positions = [];
   data.forEach (function (value, i) {
       data.forEach (function (value2, j) {
       });
   });
}
process(sample_array);
```



#### Conditions

Conditions work pretty much the same in JavaScript.



#### Conditions

The only difference is that you should use === for equal comparisons.



#### if..else

The if..else blocks in JavaScript use curly braces instead of end.

```
if (food === 'pizza') {
   console.log('Oh dear lord, pizza.');
} else if (food === 'cookies') {
   console.log('Mmmm cookies.');
} else {
   console.log('What the hell...');
}
```



#### In our exercise...



Unlike Ruby, JavaScript returns undefined if you don't indicate what should the function return return positions;





### Strings

Double quotes " " and single quotes ' are exactly the same in JavaScript.



### Strings

```
// Escape double quotes in a double quote string
"My friend Izzy is \"special\"."
// Escape single quotes in a single quote string
'Don\'t mess with JavaScript\'s quotes.'
```

# The only difference is which quotes must be *escaped*.



Let's show our array directly in the console and create another console.log for a nice comment to our users



#### **EXERCISE:**

Check your code and notice that we are using two console.log statements. Why?

Change your code, concatenate the text to the array and use one console.log. What happened?

Use few minutes to print the result in the console with the appropriate format



#### Documentation

There is no official JavaScript documentation.



#### Documentation

# But Mozilla has your back

developer.mozilla.org/en-US/docs/Web/JavaScript



#### Exercise

Write a function that receives a string of numbers separated by colons. Have the function turn that string into an array of numbers and calculate their average.

```
var numbers = '80:70:90:100';
averageColon(numbers);
//=> 85
```

