

MODULE 3: FRONT END

JavaScript Essentials Part 2



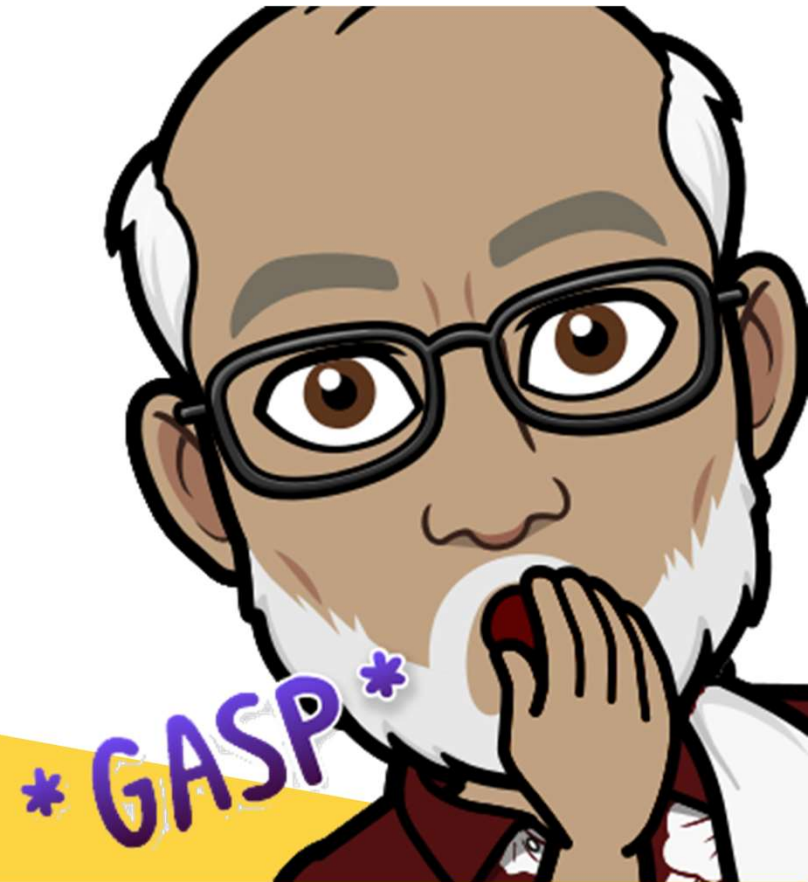
JavaScript Language Features



Object Literals

```
const obj = {  
  firstName: "Henry",  
  lastName: "Edwards",  
  age: 40  
};
```

- Simple Key:Value pairs



Object Prototype

- First, we write a method to use as a constructor:

```
const obj = {  
  firstName: "Henry",  
  lastName: "Edwards",  
  age: 40  
};
```

```
function Person(firstName,lastName,age) {  
  this.firstName = firstName;  
  this.lastName = lastName;  
  this.age = age;  
};
```



Object Prototype

- JavaScript added the ***new*** keyword to create a special type of object.

```
function Person(firstName,lastName,age) {  
  this.firstName = firstName;  
  this.lastName = lastName;  
  this.age = age;  
};
```

```
const henry = new Person('Henry','Edwards',32);  
const mimi = new Person('Mimi','Malone',32);
```

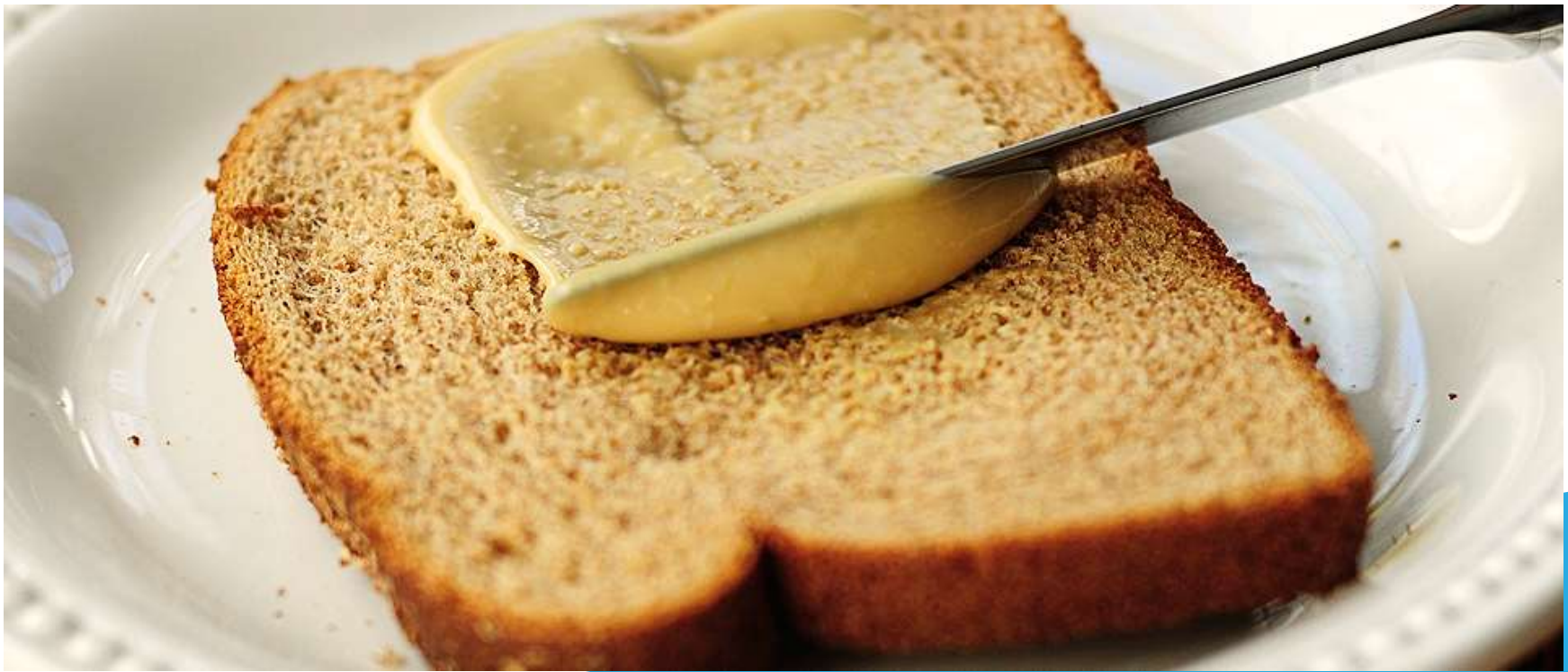
Object Prototype

- Now, let's add methods to our object:

```
function Person(firstName,lastName,age) {  
  this.firstName = firstName;  
  this.lastName = lastName;  
  this.age = age;  
};  
  
Person.prototype.fullName = function() {  
  return `${this.firstName} ${this.lastName}`;  
}  
  
const henry = new Person('Henry','Edwards',32);  
const mimi = new Person('Mimi','Malone',32);  
  
console.log(henry.fullName());
```



Spread Syntax



Spread Syntax – Arrays

... is the syntax to spread out an array or object

```
const letters = ['a', 'b', 'c'];  
const numbers = [1, 2, 3];
```

```
const combined = [...numbers, ...letters];  
console.log(combined); // [1, 2, 3, 'a', 'b', 'c']
```

```
const numbers = [99, 23, 37];
```

```
const newNumbers = [0, ...numbers, 4, 5];  
console.log(newNumbers); // [0, 99, 23, 37, 4, 5]
```



Spread Syntax – Objects

- Same as with arrays, except we are working with object -- {} not []

```
// A person object literal
const person = {
  firstName: 'Alex',
  lastName: 'Rodriguez',
};
```

```
// An address object literal
const address = {
  streetAddress: '312 Oak St',
  city: 'Paterson',
  state: 'NJ',
  zip: '07501',
};
```

```
// Creating a combined object literal with properties from both
const mailingAddress = { ...person, ...address };
```

```
// This is mailingAddress
{
  firstName: 'Alex',
  lastName: 'Rodriguez',
  streetAddress: '312 Oak St',
  city: 'Paterson',
  state: 'NJ',
  zip: '07501',
}
```

Destructuring



Destructuring Syntax – Arrays

```
const numbers = [1, 2, 3, 4, 5];
```

```
const [x, y] = numbers;
```

```
console.log(x); // prints 1
```

```
console.log(y); // prints 2
```

```
console.log(numbers); // prints [1, 2, 3, 4, 5]
```

Destructuring Syntax – Objects

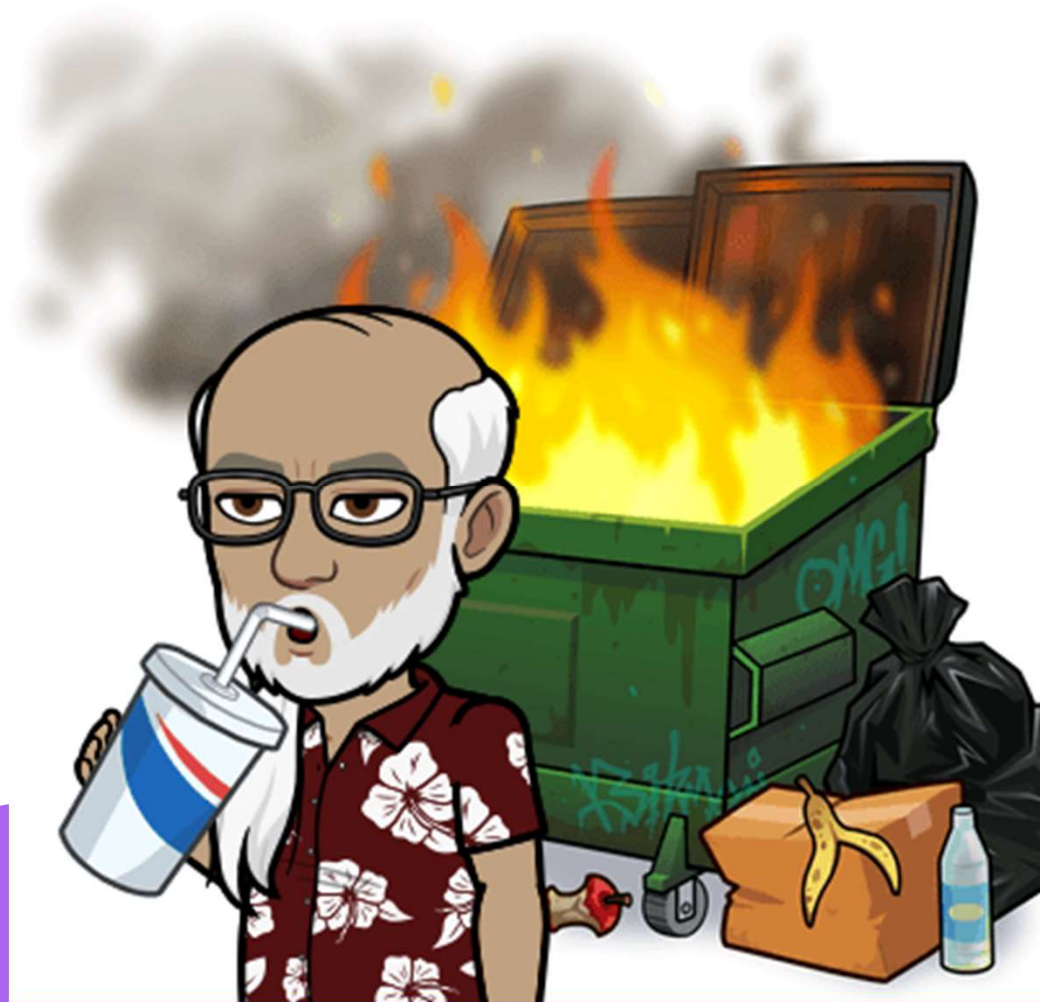
```
const person = {  
  firstName: 'Alex',  
  lastName: 'Rodriguez',  
  phone: '987-654-3210',  
};
```

```
const { firstName, phone } = person;  
console.log(firstName); // prints Alex  
console.log(phone); // prints 987-654-3210
```



How to keep it straight?

ELEVATE  YOURSELF



JavaScript Modules



ECMAScript 2015 introduced modules (ES6)



Uses the **export** keyword to share functions, constants, or object types



A Deck of Cards Module

```
// Card object constructor function
```

```
function Card(suit, rank) {
```

```
  this.suit = suit;
```

```
  this.rank = rank;
```

```
  Object.freeze(this);
```

```
}
```

```
// Deck object constructor function
```

```
function Deck() {
```

```
  this.cards = [];
```

```
  for (const suit of suits) {
```

```
    for (const rank of ranks) {
```

```
      this.cards.push(new Card(suit, rank));
```

```
    }
```

```
  }
```

```
  Object.freeze(this);
```

```
}
```

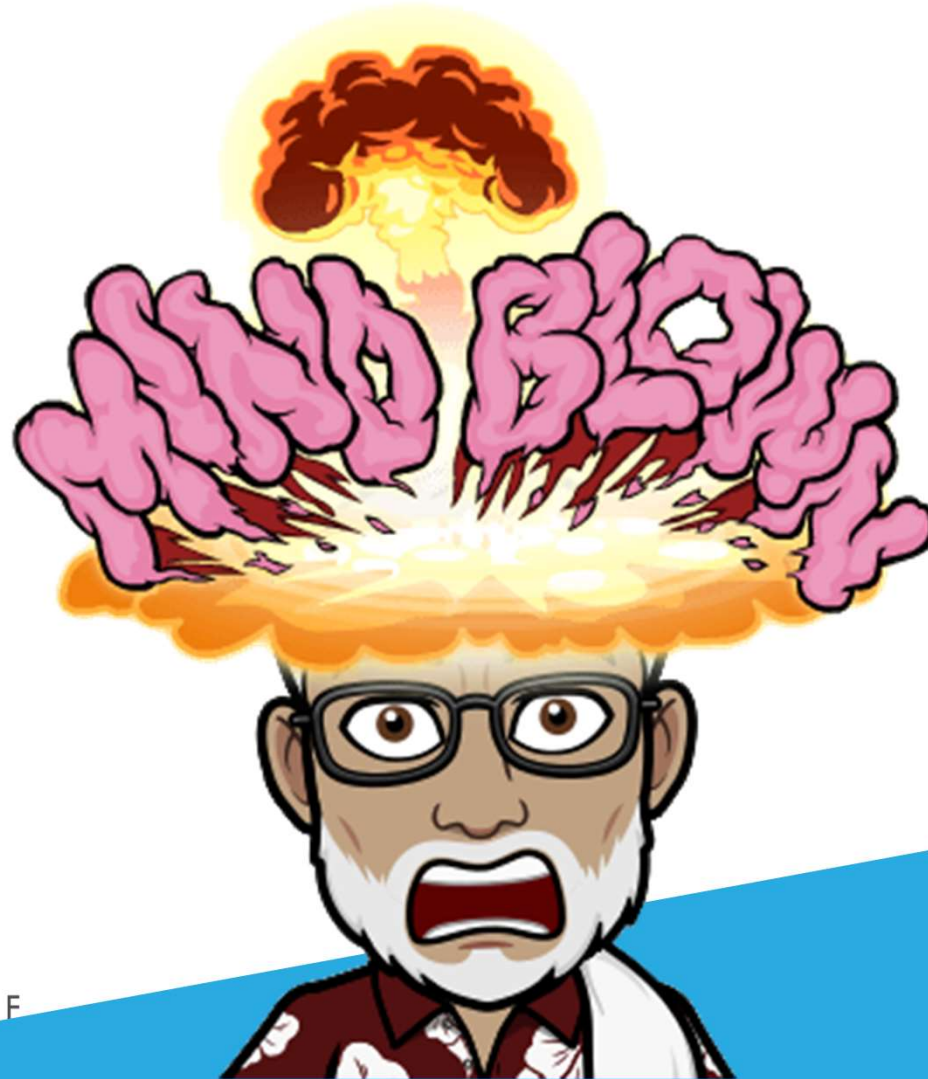
```
// Exporting Card and Deck
```

```
export { Card, Deck };
```

```
Import {Card,Deck} from “./deck.js”;
```

```
const kingOfHearts = new Card(“Hearts”, “King”);
```





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LET'S CODE!



WHAT QUESTIONS DO
YOU HAVE?



Reading for tonight:
JavaScript Essentials Part 2

