

# Functions

## Introduction

Shadi Lahham - Programmazione web - Frontend - Javascript

# Functions in Javascript

# Functions

Functions are reusable collections of statements.

```
// declare  
function sayMyName() {  
    console.log('Hi Claire!');  
}
```

```
// use  
sayMyName();
```

```
// use again  
sayMyName();
```

# Arguments

```
function sayMyName(name) {  
  console.log('Hi, ' + name);  
}
```

```
sayMyName('Claire');  
sayMyName('Adam');
```

# Arguments

```
function addNumbers(num1, num2) {  
  let result = num1 + num2;  
  console.log(result);  
}
```

```
addNumbers(7, 21);  
addNumbers(3, 10);
```

You can also pass variables:

```
let number = 10;  
addNumbers(number, 2);  
addNumbers(number, 4);
```

# Return Values

The `return` keyword returns a value to whoever calls the function (and exits the function):

```
function addNumbers(num1, num2) {  
  let result = num1 + num2;  
  return result; // Anything after this line won't be executed  
}  
  
let sum = addNumbers(5, 2);
```

# Return Values

You can use function calls in expressions:

```
let biggerSum = addNumbers(2, 5) + addNumbers(3, 2);
```

You can even call functions inside function calls:

```
let hugeSum = addNumbers(addNumbers(5, 2), addNumbers(3, 7));
```

# Circular Dependencies

```
function chicken() {  
  egg();  
}
```

```
function egg() {  
  chicken();  
}
```

```
egg();
```



# Recursion

```
function fibonacci(n) {  
  if (n < 2) {  
    return n;  
  }  
  return fibonacci(n - 1) + fibonacci(n - 2);  
}
```

```
fibonacci(30); // 1439 ms
```

```
fibonacci(35); // 12765 ms
```

```
fibonacci(40); // 121211 ms
```

**Note:** recursive functions can be exponentially slow

[Recursion: The Pros and Cons](#)

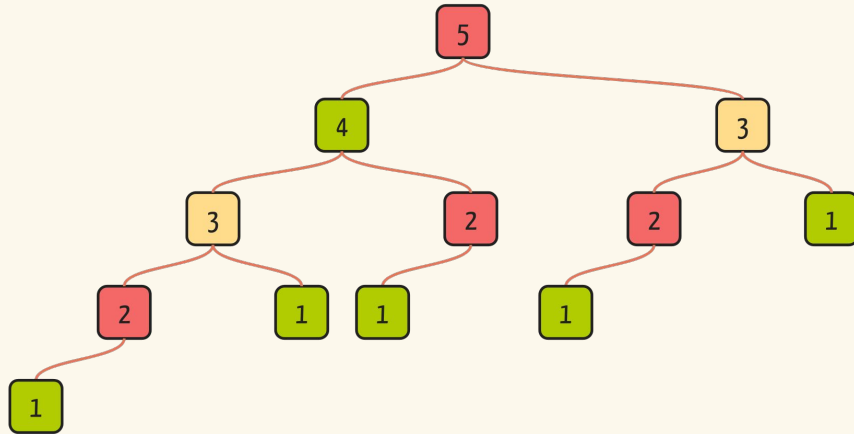
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# Recursion

## Fibonacci tree

### Recursion

An exponential calculation



# Variable Scope

- JS Variables are either "block scoped" or "function scope", depending on how they were declared, with let or var
- They are visible in the block or function where they're defined
- Variables can belong to the local or global scope

# Local Scope

A variable with "local" scope:

```
function addNumbers(num1, num2) {  
  let localResult = num1 + num2;  
  console.log("The local result is: " + localResult);  
}
```

```
addNumbers(5, 7);  
console.log(localResult);
```

# Global Scope

A variable with "global" scope:

```
let globalResult;
```

```
function addNumbers(num1, num2) {  
  globalResult = num1 + num2;  
  console.log("The global result is: " + globalResult);  
}
```

```
addNumbers(5, 7);  
console.log(globalResult);
```

# Global Scope - side effects

Forgetting to use `let` has "global" consequences:

```
function addNumbers(num1, num2) {  
  localResult = num1 + num2;  
  console.log("The local result is: " + localResult);  
}
```

```
addNumbers(5, 7);  
console.log(localResult);
```

# Coding Conventions: Indentation

Use newlines between statements and use spaces or tabs to indent blocks.

**Bad:**

```
function addNumbers(num1,num2) {return num1 + num2;}
```

**Bad:**

```
function addNumbers(num1, num2) {  
  return num1 + num2;  
}
```

**Better:**

```
function addNumbers(num1, num2) {  
    return num1 + num2;  
}
```

# Convention: Comments & documentation

Comment functions properly.

OK, but not great:

```
/*  
 * Adds two numbers and returns the sum  
 */  
function addNumbers(num1, num2) {  
    return num1 + num2;  
}
```



# Convention: Comments & documentation

Comment functions properly. Use JSDoc

Much better:

```
/**
 * Returns the sum of num1 and num2
 * @param {number} num1 - the first number
 * @param {number} num2 - the second number
 * @returns {number} Sum of num1 and num2
 */
function addNumbers(num1, num2) {
    return num1 + num2;
}
```

[Use JSDoc: Documentation](#)

[JSDoc on github](#)

# Advanced functions

# Another way to look at functions

```
let add = function(a, b) {  
  return a + b;  
};  
  
let mad = add;  
  
let resultA = add(5, 4); // 9  
  
let resultB = mad(21, 7); // 28  
  
console.log(typeof add); // function
```

**note:** functions are regular objects with the additional capability of being callable

# Another way to look at functions

```
function add(a, b) {  
  return a + b;  
}
```

```
let mult = function(a, b) {  
  return a * b;  
};
```

```
let calculate = function(fn, a, b) {  
  console.log('This is your result:', fn(a, b));  
};
```

```
calculate(add, 2, 4);  
calculate(mult, 2, 4);
```

**note:** functions can be passed as parameters

# Arrow Functions

# Arrow Functions: Syntax

- A function shorthand
- Use the `=>` syntax
- Share the same lexical `this` as their surrounding code

## Syntax

```
(x, y, z) => { statements }
```

```
(x, y, z) => expression // same as: (x, y, z) => { return expression; }
```

## Optional parentheses

```
(x) => { statements }
```

```
x => { statements }
```

## No parameters syntax

```
() => { statements }
```

# Arrow Functions: Variants

```
function square(a) {  
  return a * a;  
}
```

```
let square = (a) => {  
  return a * a;  
};
```

```
// equivalent  
let square = (a) => a * a;
```

```
// equivalent  
let square = a => a * a;
```

# Arrow functions are functions

```
let add = (x, y) => { return x + y; };
```

```
console.log(typeof add); // function
```

```
console.log(add instanceof Function); // true
```

**note:** instanceof is a binary operator



Your turn

# 1.Variable Scope

1. Recreate the local and global scope examples in your browser
2. Try to call the function “addNumbers” a few more times
3. Write a new .js file that uses both local and global variables in the same project
4. Make sure that you understand exactly what’s happening at every stage

## 2. Fortune calculator

- Write a function named `tellFortune` that:
  - Takes 4 arguments: number of children, partner's name, geographic location, job title.
  - outputs your fortune to the screen like so: "You will be a X in Y, and married to Z with N kids."
- Call that function 3 times with 3 different values for the arguments

# 3.Dog age calculator

Calculate a puppy's age in dog years

- Write a function named `calculateDogAge` that:
  - takes 1 argument: the dog's age in human years
  - calculates the dog's age based on the conversion rate of 1 human year to 7 dog years
  - outputs the result to the screen like so: "Your dog is NN years old in dog years!"
- Call the function three times with different sets of values
- Bonus:
  - Add another argument to the function that takes the conversion rate of human to dog years

## 4.Coffee supply calculator

- Write a function named `calculateSupply` that:
  - takes 2 arguments: age, amount per day.
  - calculates the amount consumed for rest of the life (based on a constant max age).
- outputs the result to the screen like so: "You will need NN cups of coffee to last you until the ripe old age of X"
- Call that function three times, passing in different values each time
- Bonus:
  - Calculate in liters, accepting floating point values for amount per day (0.3 liters of coffee)
  - Round the result to a round number

## 5.Geometry library

- Create a function called calcCircumference:
  - Pass the radius to the function
  - Calculate the circumference based on the radius, and output "The circumference is NN"
- Create a function called calcArea:
  - Pass the radius to the function.
  - Calculate the area based on the radius, and output "The area is NN"

Reference:

[JavaScript Math Object](#)

[Circles](#)

Bonus

## 6. Temperature conversion library

Create a function called `celsiusToFahrenheit`:

- Store a celsius temperature into a variable.
- Convert it to fahrenheit and output "NN°C is NN°F".

Create a function called `fahrenheitToCelsius`:

- Now store a fahrenheit temperature into a variable.
- Convert it to celsius and output "NN°F is NN°C."



## 7.Math library

- Write a function called `squareNumber` that will take one argument (a number), square that number, and return the result. It should also log a string like "The result of squaring the number 3 is 9."
- Write a function called `halfNumber` that will take one argument (a number), divide it by 2, and return the result. It should also log a string like "Half of 5 is 2.5."

## 7.Math library

- Write a function called `percentOf` that will take two numbers, figure out what percent the first number represents of the second number, and return the result. It should also log a string like "2 is 50% of 4."
- Write a function called `areaOfCircle` that will take one argument (the radius), calculate the area based on that, and return the result. It should also log a string like "The area for a circle with radius 2 is 12.566370614359172."
- Bonus:
  - Round the result so there are only two digits after the decimal

## 7.The Calculator

Write a function that will take one argument (a number) and perform the following operations, using the functions you wrote earlier:

- Take half of the number and store the result
- Square the result of #1 and store that result
- Calculate the area of a circle with the result of #2 as the radius
- Calculate what percentage that area is of the squared result (#3)

## 8.Merger

Write a function called `merger()` that takes two arguments and performs the following operation:

- If both arguments are numbers, return the sum
- If both arguments are strings, return the concatenation of the strings
- If the arguments are anything else, return null

Include a doc file in which you explain why two operators might have the same symbol but work differently based on the type of the parameters

# References

[JavaScript Function Definitions](#)

[JavaScript - Functions](#)