

# JS FUNCTIONS

Objects and Functions

# OBJECTIVES

- Discuss and use function declarations
- Identify the parts of a function: name, arguments, parameters and returns.
- Review and apply objects for problem solving.



- Why create functions?
  - They help us wrap up common procedures we've written into readable and reusable pieces
  - They force us to give a name to refer to something we are doing.
    - `createUser`: might create a user for an application
    - `authenticateUser`: might attempt to verify a users credentials
    - `renderPosts`: might attempt to display facebook posts
    - `validateBlogPost`: might check that post has a title and body for a blog.

# FUNCTIONS IN THE WILD

- When you start writing an email there is a function that creates a new draft and saves it to gmail's servers
  - `createDraftResponse(sendeers, previousEmail)`
- As you write an email there might be a function that updates your changes to a draft.
  - `updateDraft(draftInfo, newText);`

# FUNCTIONS IN THE WILD

- As you scroll through your twitter timeline and reach the bottom the current tweets there might be function that grabs the next page of tweets.
  - `fetchNext(currentPage)`
- Since each tweet is very similar in their structure there might be one rendering function that renders a tweet
  - `renderTweet(tweetData)`
- As you write a new tweet there might be function check the count of the number of characters you've written.
  - `countCharacters(tweetText);`

# FUNCTIONS

To create a function we start by declaring it using a `function` keyword. This communicates that we are attempting to define a new function.

```
function fullName(first, last) {  
  // the function body  
  return first + " " + last;  
}
```

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Function name

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  // the function body  
  return first + " " + last;  
}
```

Function name

parameters



# FUNCTIONS

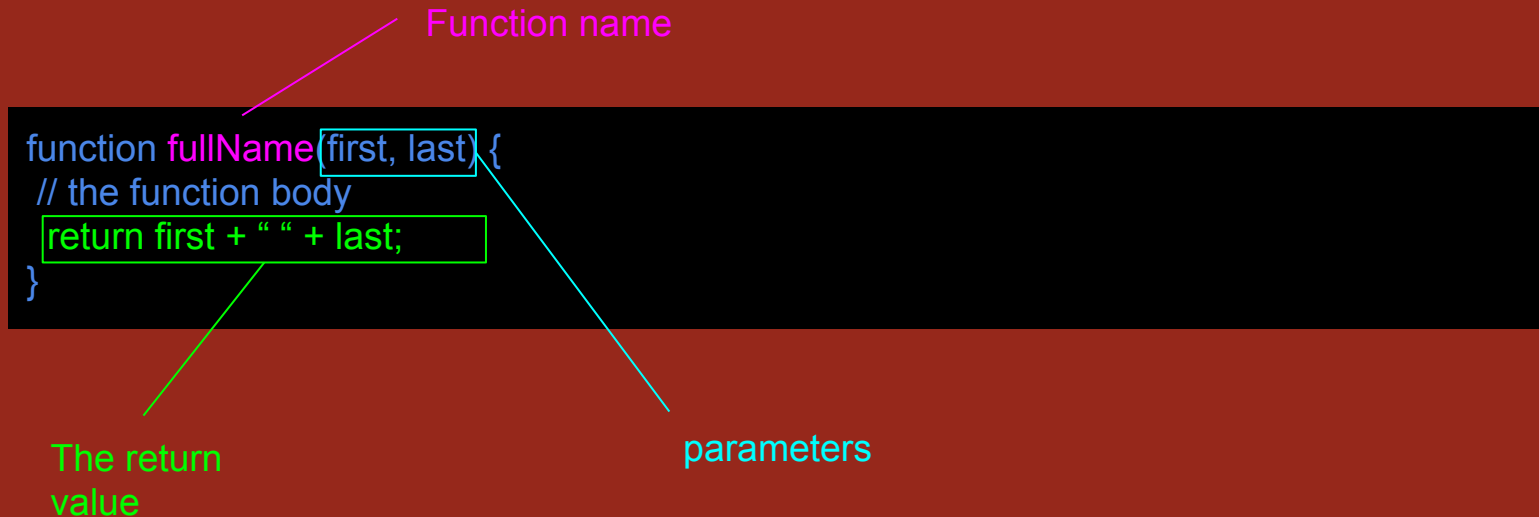
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  // the function body  
  return first + " " + last;  
}
```

Everything between  
curly's is part of the  
body

# FUNCTIONS

To create a function we start by declaring it using a `function` keyword. This communicates that we are attempting to define a new function.



```
function fullName(first, last) {  
  // the function body  
  return first + " " + last;  
}
```

The diagram illustrates the components of a JavaScript function declaration. A pink line points from the text "Function name" to the `fullName` part of the function signature. A cyan line points from the text "parameters" to the `(first, last)` part of the function signature. A green line points from the text "The return value" to the `return` statement in the function body.

# FUNCTIONS

## Our first function declaration

- It has no parameters
- It just runs a series of statements we've defined

```
function greet() {  
  alert("Welcome!");  
  alert("Nice to meet you");  
}
```

# CALLING FUNCTIONS

To call our function

- We must first declare it

```
function greet() {  
  alert("Welcome!");  
  alert("Nice to meet you");  
}
```

- Then we can call it

```
greet();
```

# FUNCTION PARAMS

Lets modify our greet function take a name to greet

- We must first declare it

```
function greetUser(userName) {  
  alert("Welcome, " + userName);  
  alert("Nice to meet you, " + userName);  
}
```

- Then we can call it

```
greetUser("Jane");  
greetUser("John");
```

# FUNCTION SCOPE

Lets modify our greet function to use variables outside the body

- We redefine greetUser with the following

```
var salutation = "Welcome, ";  
  
function greetUser(userName) {  
    alert(salutation + userName);  
    alert("Nice to meet you, " + userName);  
}
```

- Then we can call it

```
greetUser("Jane");
```

# EXERCISE

- Without changing anything else set the salutation to “Hello”
- What do you see when you run `greetUser(“Jane”);`
- Bonus: Move the “Nice to meet you, ” to a variable called `compliment` outside the function, and redefine `greetUser` to use the `compliment`.
- Bonus: Change `compliment` to “You’re awesome, ”.

# FUNCTION: RETURNS

- Let's write a function that computes something and returns the value.

```
function fullName(first, last) {  
  return first + " " + last;  
}
```

- This function takes the first name and last name adds them together



# FUNCTION: USING RETURNS

- Let's write a function that computes something and returns the value.

```
function fullName(first, last) {  
    return first + " " + last;  
}
```

- Now when we call the function we can use the return value in our program!

```
var myName = fullName("Delmer", "Reed");  
var friendName = fullName("Jane", "Doe");
```

# EXERCISE: USING RETURNS

- Now when we call the function we can use the return value in our program!

```
var myName = fullName("Delmer", "Reed");  
var friendName = fullName("Jane", "Doe");
```

- Try the above using our fullName function
  - What is the value of myName
  - What is the value of friendName

# FUNCTION: ARGUMENTS VS PARAMS

- When we define a function the **names of the values** are called **parameters**.

```
function fullName(first, last) {  
  return first + " " + last;  
}
```

- When we call the function **the values provided** are called **arguments**

```
var myName = fullName("Delmer", "Reed");  
var friendName = fullName("Jane", "Doe");
```

# FUNCTION=INPUTS

- When we define a function with two to three parameters this is fine to use positional parameters.

```
function fullName(first, last) {  
  return first + " " + last;  
}
```

# FUNCTION=INPUTS

- If our inputs are going to have more than 3 arguments you might want to consider rewriting the function to use one parameter object with attributes

```
function fullName(user) {  
  return user.first + " " + user.middle + " " + user.last;  
}
```

# FUNCTION=INPUTS

- If our inputs are going to have more than 3 arguments you might want to consider rewriting the function to use one parameter object with attributes

```
function fullName(user) {  
  return user.first + " " + user.middle + " " + user.last;  
}
```

```
fullName({ first: "John", middle: "Joe", last: "Doe" });  
// => "John Joe Doe"
```

# ASSESSMENT

- Identify the following in the function below: name, parameters, body, and return values.
  - Hint: unless a function has at least one return it will always return `undefined`.
  - Describe what the function does.

```
var greeting = "Hello";

function greet(userName) {
    alert(greeting + " " + userName );
}
```

# ASSESSMENT

- Use the `greet` function to do the following:
  - `greet("Jane");`
  - `greet("John");`
  - `greet("Jane", "John");`
  - `greet();`



# ASSESSMENT

- Identify the following in the function below: name, parameters, body, and return values.
  - Describe what the function does.

```
function fullName(first, last) {  
  alert(first + " " + last);  
};
```

# ASSESSMENT

- Identify the following in the function below: name, parameters, body, and return values.
  - Describe what the function does.

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

# ASSESSMENT

- Use the `add` function to evaluate the following:
  - What is the value of `numOne`
  - What is the value of `numTwo`

```
var numOne = add(6, 5);  
var numTwo = add(9, 10);
```

# ASSESSMENT

- Identify the following in the function below: name, parameters, body, and return values.
  - Describe what the function does.
  - When will it return true?

```
function canDrink(person) {  
  if (person.age >= 21) {  
    return true;  
  } else {  
    return false;  
  }  
}
```

# ASSESSMENT

- Identify the following in the function below: name, parameters, body, and return values. **NOTE:** The % operation returns the remainder after division.
  - Describe what the function does.
  - When will it return true?

```
function isEven(number) {  
  if (number % 2 === 0) {  
    return true;  
  } else {  
    return false;  
  }  
}
```

# ASSESSMENT

- **CHALLENGE:** Identify the following in the function below: name, parameters, body, and return values.
  - Describe what the function does.
  - When will it return true?

```
function contains(items, value) {  
  for (var i = 0; i < items.length; i += 1) {  
    if (items[i] === value) {  
      return true;  
    }  
  }  
  
  return false;  
}
```

# ASSESSMENT

- Use the function below to evaluate the following in the developer JS console:
  - `add(5, 2);`
  - `add(9, 7);`
  - `add(2 + 3, 2);`
  - `add(5 + 4, 7);`
  - `add(5, add(2, 3));`

```
function add(a, b) {  
  console.log("Adding values:", a, b);  
  return a + b;  
}
```

# ASSESSMENT

- Use the function below to evaluate the following:

- `canDrink({ age: 32 })`

- 

```
var john = { age: 22 };  
canDrink(john);
```

```
function canDrink(person) {  
  if (person.age >= 21) {  
    return true;  
  } else {  
    return false;  
  }  
}
```



# ASSESSMENT

- Use the function below to determine the following:
  - What argument should you provide to `canDrink` to have it return false?

```
function canDrink(person) {  
  if (person.age >= 21) {  
    return true;  
  } else {  
    return false;  
  }  
}
```

# ASSESSMENT

- Declare a function named `addTen` that a number, adds ten, and then returns the sum.
- Compute the following:
  - `addTen(24);`
  - `addTen(39);`
  - `addTen(12);`
  - `addTen(addTen(10));`

# ASSESSMENT

- Declare a function named `subtract` that computes the difference between two numbers.
- Compute the following:
  - `subtract(10, 2);`
  - `subtract(2, 10);`
  - `subtract(100, 50);`
  - `subtract(100);`
  - `subtract();`

# ASSESSMENT

- Declare a function named `initials` that takes the first and last name of a person and returns their initials:
  - `initials("John", "Doe") // => "JD"`
  - `initials("Delmer", "Reed") // => "DR"`
- Compute the following:
  - `initials("Jane", "Austin");`
  - `initials("Robert", "Frost");`

# ASSESSMENT

- Declare a function named `isOdd` that takes a number and determines if it is odd:
- Compute the following:
  - `isOdd(1);`
  - `isOdd(21);`
  - `isOdd(2);`
  - `isOdd(34);`

# ASSESSMENT

- Declare a function named `last` that takes an array and returns the last value without modifying the array.
- Compute the following:
  - `last([1, 2, 3, 4, 5]);`
  - `last([8]);`
  - `last([9, 3, 1]);`

# ASSESSMENT

- Declare a function named `isLarge` that an object with a `size` property that can be one of the following values and returns `true` or `false` if the size is large:

`"small", "medium", or "large".`

- `isLarge({ size: "small" }); // => false`
- `isLarge({ size: "large" }) // => true`

- Compute the following:

- `isLarge({ color: "green", size: "small" });`
- `isLarge({ type: "V neck", size: "large" });`
- `isLarge({ make: "Ford", model: "Focus", size: "large" });`
- `isLarge({ make: "Honda", model: "Accord", size: "small" });`