

Session 3 exercises

Advanced JavaScript for Web Sites and Web Applications

Question 1

When the following code runs, what will be displayed in the console, and why?

```
var a = "hello";

if (true) {
  (function() {
    a = 1;
  })();
}

console.log(a);
```

Question 2

When the following code runs, what will be displayed in the console, and why?

```
function func1() {
  var a = 10;
  function func2() {
    var b = 4;
  }
  function func3() {
    var c = 17;
    if (typeof b !== "undefined") {
      c = 13;
    }
    console.log(c + a);
  }
  func2();
  func3(); // what does this display?
}

// Call the function
func1();
```

Question 3

When the following code runs, what will be displayed in the console, and why?

```
(function() {  
  test = 5;  
  if(false) {  
    var test;  
  } else{  
    // do something here  
  }  
})();  
  
console.log(test);
```

Question 4

When the following code runs, what will be displayed in the console, and why?

```
(function() {  
  test = 5;  
  if (false) {  
    var test = 3;  
  } else {  
    console.log(addOne(test));  
  }  
  function addOne(value) {  
    return value + 1;  
  }  
})();
```

Question 5

When the following code runs, what will be displayed in the console, and why?

```
(function() {  
  test = 5;  
  if (true) {  
    var test = 3;  
    console.log(addOne(test));  
  }  
  function addOne(value) {  
    return value + 1;  
  }  
})();
```

Question 6a

Consider the following code. What will be displayed in the console, and why?

```
var fullname = "John";
var obj = {
  fullname: "Jane",
  prop: {
    fullname: "Tom",
    getName: function () {
      return this.fullname;
    }
  }
};
var test = obj.prop.getName;

// What does the console display?
console.log(obj.prop.getName());
console.log(test());
```

Question 6b

Download the workshop3.zip file from Moodle and extract it to your workspace.

In workshop3.js, use bind() to amend the code from the Question 6a so that:

- The test() function returns the value: *Tom*.
- A new function is created from getName (test2) which will return the value: *Jane*.

Hint: It is all about which object you bind the method to!

Question 7

In workshop3.js, define an object called Calc that has a total property set to the value 0.

You should also define these *methods* within the object:

- add(number): Accepts a number as an argument and adds it to the total property of the object
- subtract(number): Accepts a number as an argument and subtracts it from the total property of the object.
- increment(): Accepts no arguments, simply adds 1 to the total property
- decrement(): Accepts no arguments, simply subtracts 1 from the total property
- getTotal(): Accepts no arguments, returns the current value of the total property

Notes:

- The methods will not return the result of their respective operation. They will all return *this* to allow for chaining, except for the getTotal method which should return an actual value.
- Each of the methods operate on the object's total property. In other words, the value of total will change each time you call a method. When you call the getTotal method, the value it returns will be the cumulative result of all other methods that had been called up to that point.

Test your code with these chained method calls:

```
// Chain some methods
result1 = calc.increment().add(10).getTotal();
console.log(result1); // 11

// reset total
calc.total = 0;

// Chain some methods
result2 = calc.add(7).subtract(3).getTotal();
console.log(result2); // 4

// reset total
calc.total = 0;

// Chain some methods
result3 = calc.increment().decrement().getTotal();
console.log(result3); // 0
```

Note, chaining methods in this manner is not always appropriate as it can make the code difficult to read/follow.

However, when the code involves a sequence of *steps* to reach it's result, as in the `Calc` example, chained methods can actually enhance code readability.

Look up *fluent interfaces* for more information about this technique and when it should be used.