

MODERN JAVASCRIPT
PEMOGRAMAN BERBASIS FRAMEWORK



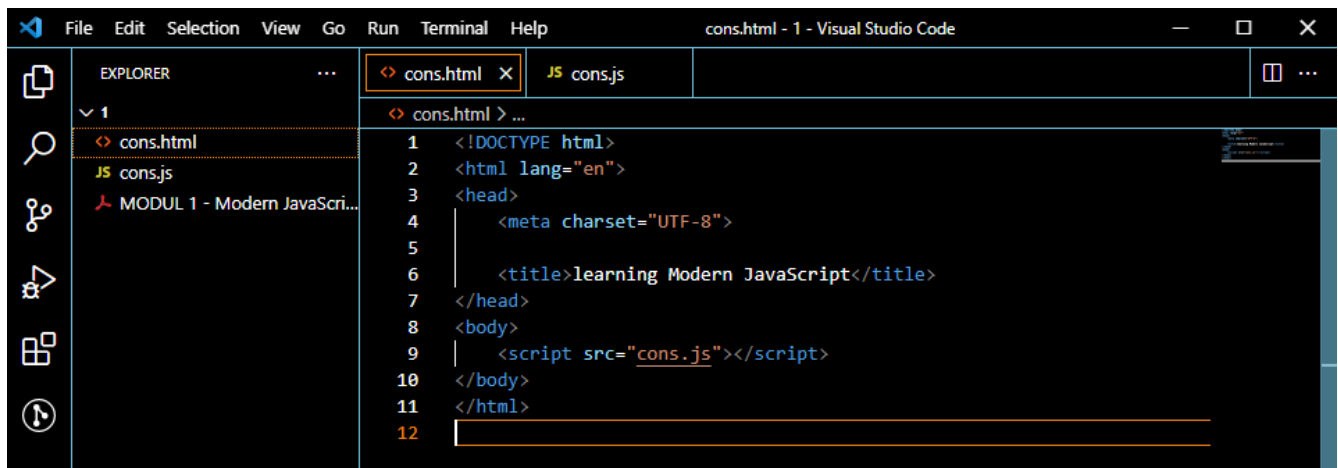
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Jurusan Teknologi Informasi
Prodi D4 Teknik Informatika
Politeknik Negeri Malang
2022

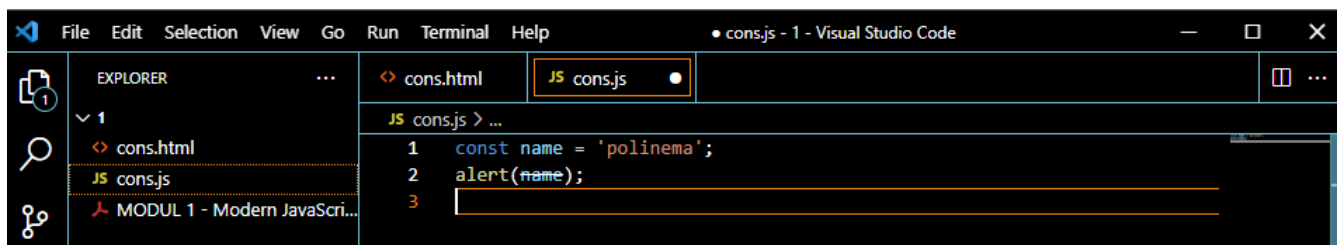
C. PRAKTIKUM

a. Membuat variabel menggunakan const



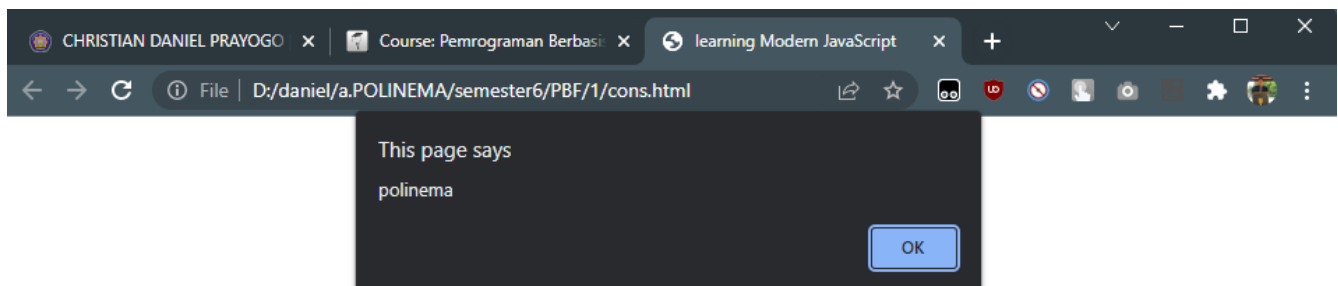
```
1 <!DOCTYPE html>
2 <html lang="en">
3 <head>
4   <meta charset="UTF-8">
5
6   <title>learning Modern JavaScript</title>
7 </head>
8 <body>
9   <script src="cons.js"></script>
10 </body>
11 </html>
12
```

Const.html



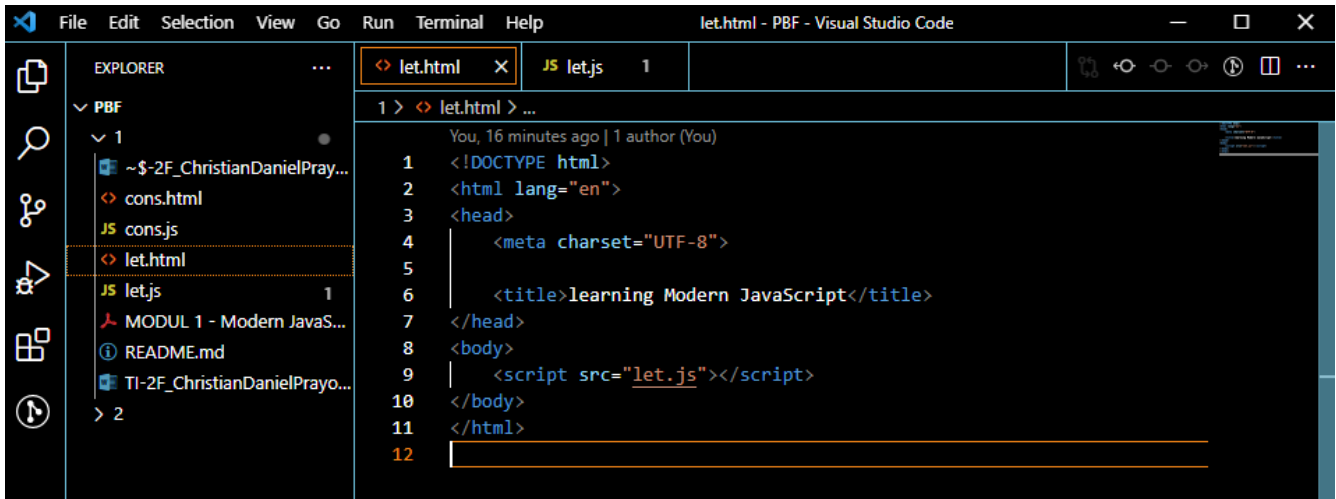
```
1 const name = 'polinema';
2 alert(name);
3
```

Const.js



Output

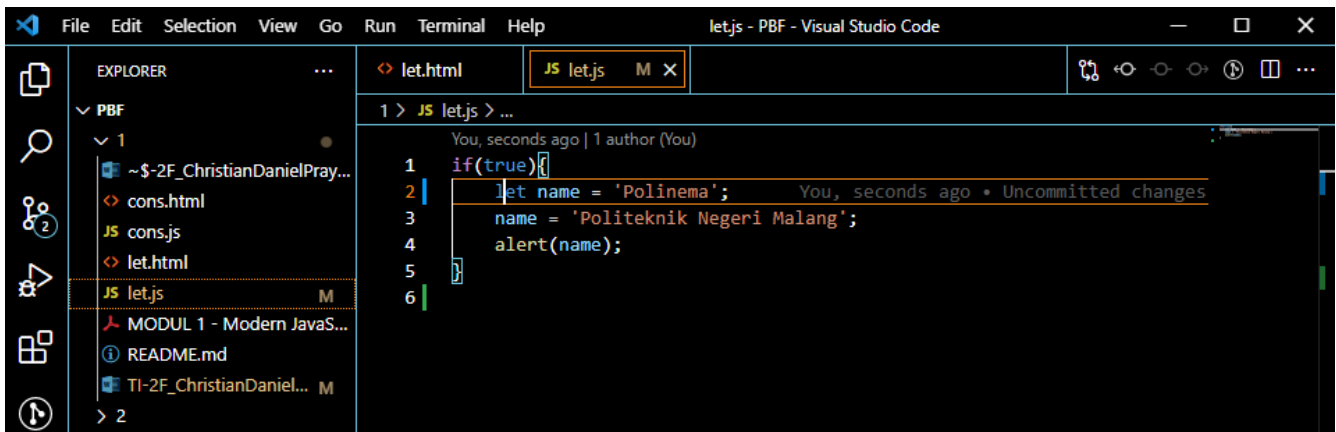
b. Membuat variabel menggunakan let



The screenshot shows the Visual Studio Code interface with the Explorer sidebar on the left. The file explorer shows a folder named 'PBF' containing several files, including 'let.html'. The main editor area displays the content of 'let.html', which is an HTML document. The code includes a DOCTYPE declaration, a head section with a title 'learning Modern JavaScript', and a body section with a script tag that references 'let.js'.

```
1 <!DOCTYPE html>
2 <html lang="en">
3 <head>
4   <meta charset="UTF-8">
5
6   <title>learning Modern JavaScript</title>
7 </head>
8 <body>
9   <script src="let.js"></script>
10 </body>
11 </html>
12
```

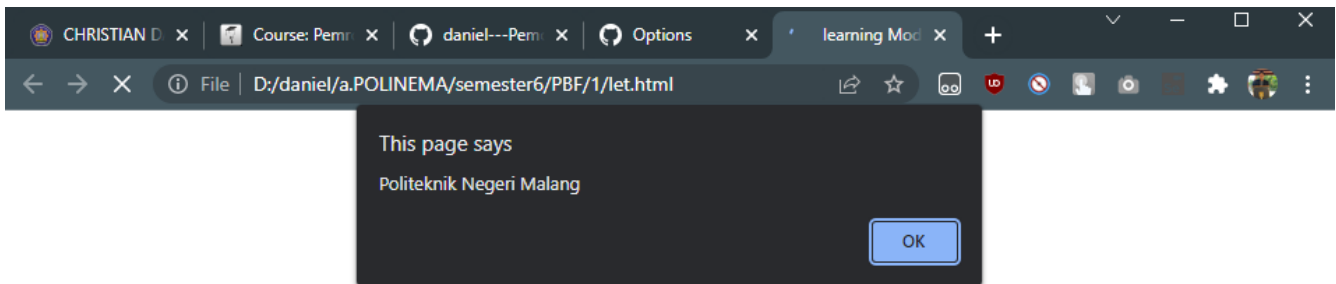
Let.html



The screenshot shows the Visual Studio Code interface with the Explorer sidebar on the left. The file explorer shows a folder named 'PBF' containing several files, including 'let.js'. The main editor area displays the content of 'let.js', which is a JavaScript file. The code includes an if statement that checks if 'true' and then declares a variable 'name' using 'let', assigns it the value 'Polinema', and alerts the value.

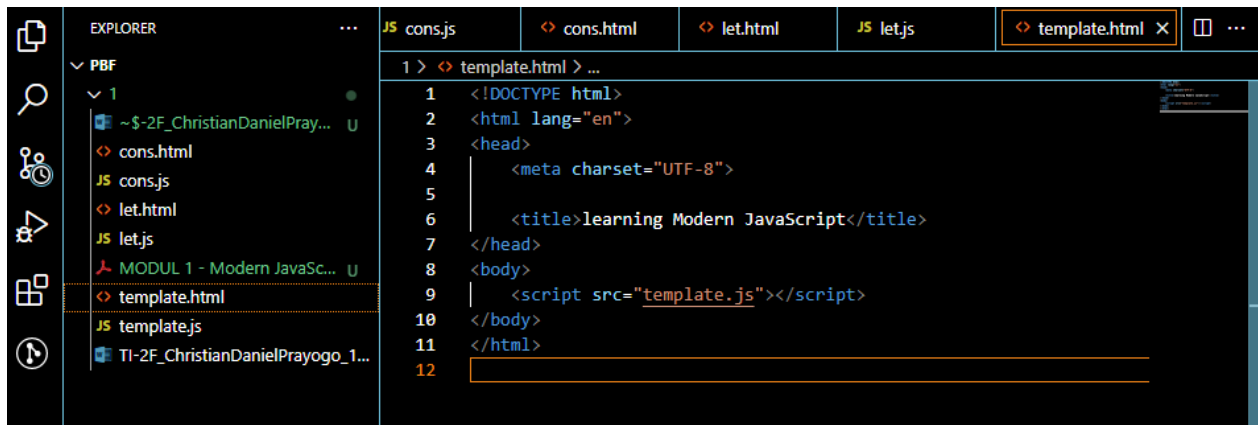
```
1 if(true){
2   let name = 'Polinema';
3   name = 'Politeknik Negeri Malang';
4   alert(name);
5 }
6
```

Let.js



Output

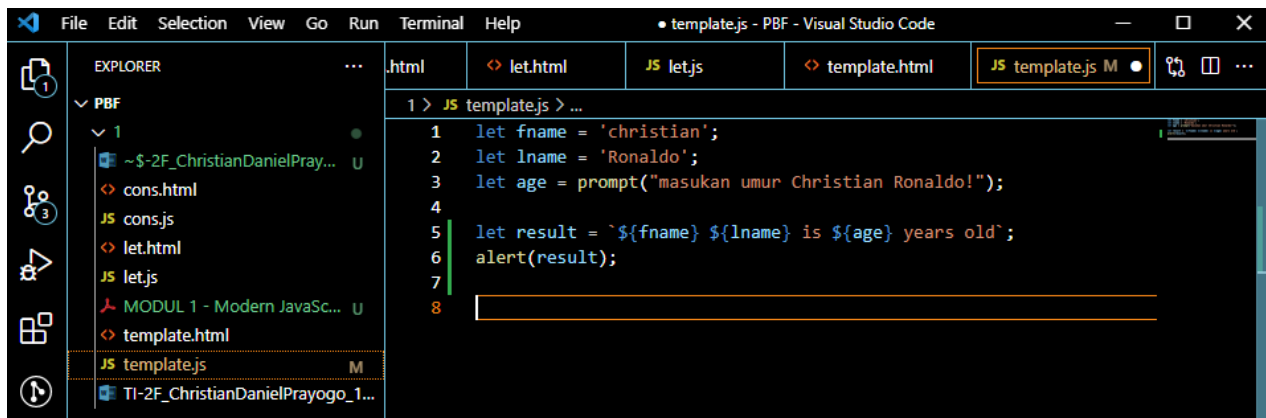
c. Membuat Template Strings



The screenshot shows the Visual Studio Code editor with the Explorer sidebar on the left. The Explorer shows a folder named 'PBF' containing several files: 'cons.html', 'cons.js', 'let.html', 'let.js', 'template.html', 'template.js', and 'TI-2F_ChristianDanielPrayogo_1...'. The 'template.html' file is selected and its content is displayed in the main editor area. The code is as follows:

```
1 <!DOCTYPE html>
2 <html lang="en">
3 <head>
4   <meta charset="UTF-8">
5
6   <title>learning Modern JavaScript</title>
7 </head>
8 <body>
9   <script src="template.js"></script>
10 </body>
11 </html>
12
```

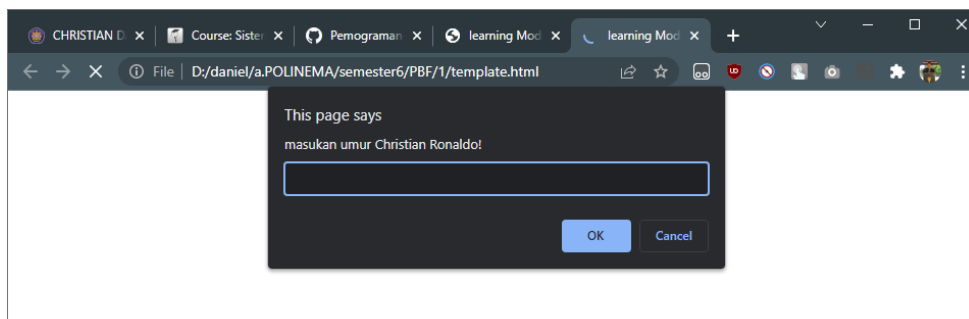
Template.html



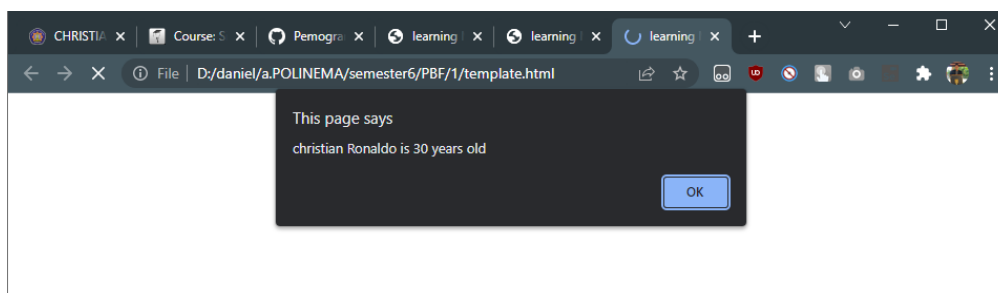
The screenshot shows the Visual Studio Code editor with the Explorer sidebar on the left. The Explorer shows the same folder 'PBF' with the same files. The 'template.js' file is selected and its content is displayed in the main editor area. The code is as follows:

```
1 let fname = 'christian';
2 let lname = 'Ronaldo';
3 let age = prompt("masukan umur Christian Ronaldo!");
4
5 let result = `${fname} ${lname} is ${age} years old`;
6 alert(result);
7
8
```


Template.js



Output

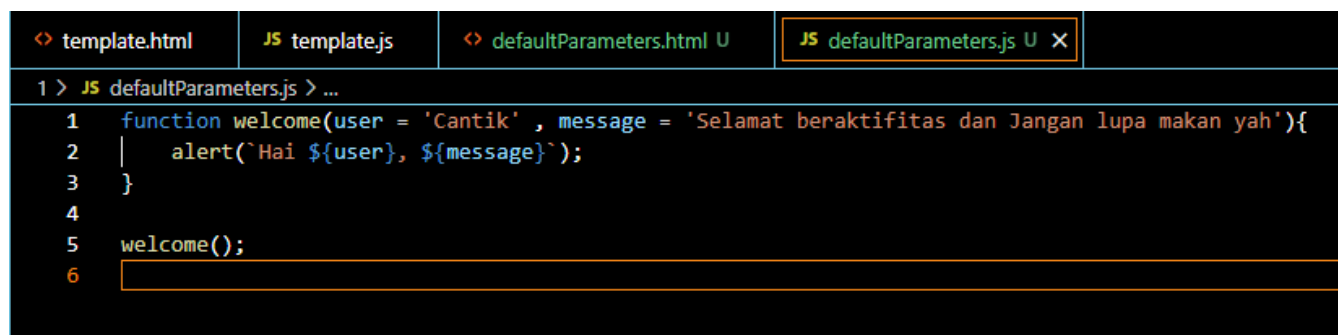


d. Membuat default parameters



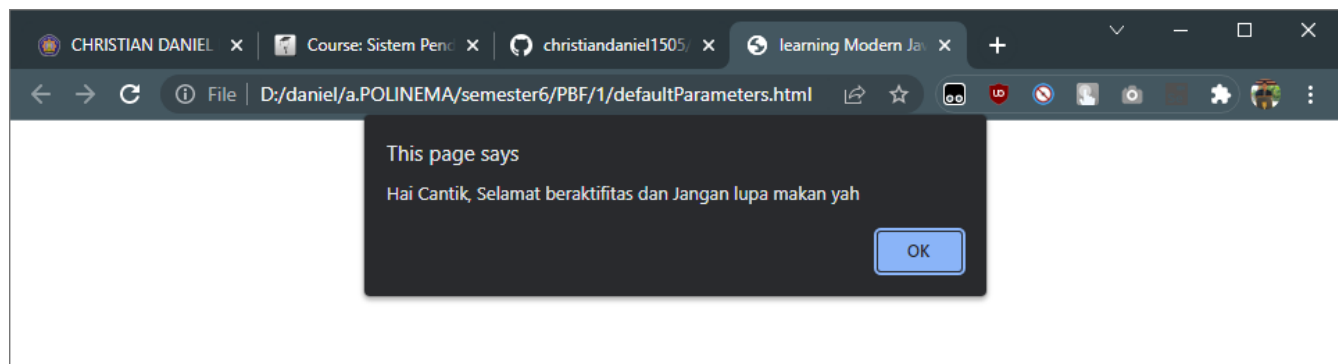
```
1 > <> defaultParameters.html > ...
1 <!DOCTYPE html>
2 <html lang="en">
3 <head>
4   <meta charset="UTF-8">
5
6   <title>learning Modern JavaScript</title>
7 </head>
8 <body>
9   <script src="defaultParameters.js"></script>
10 </body>
11 </html>
12
```

defaultParameters.html



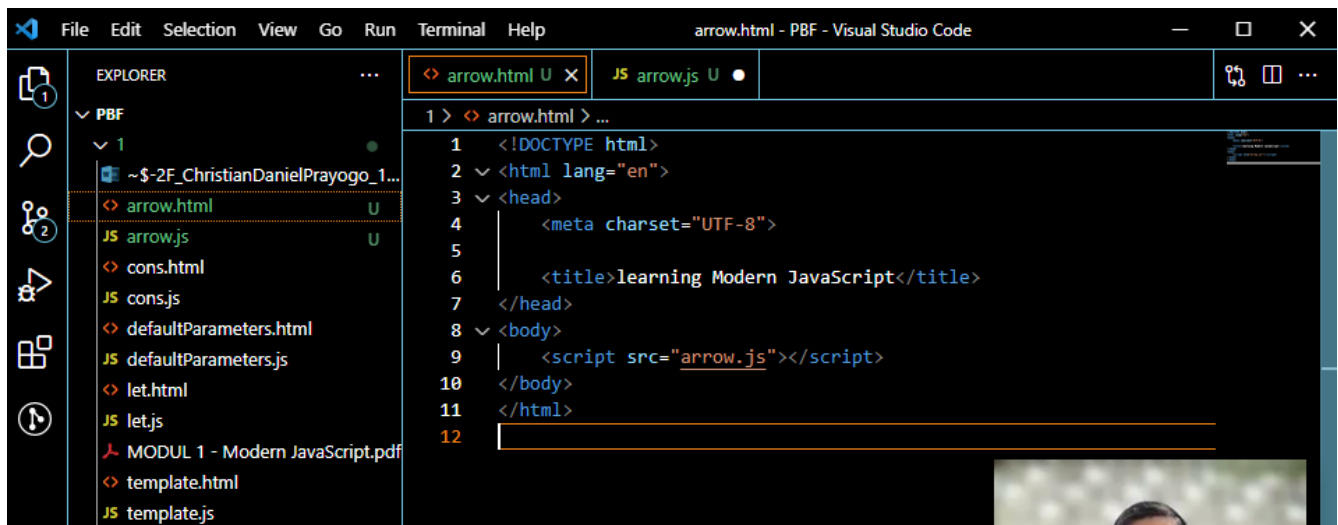
```
<> template.html JS template.js <> defaultParameters.html U JS defaultParameters.js U X
1 > JS defaultParameters.js > ...
1 function welcome(user = 'Cantik' , message = 'Selamat beraktifitas dan Jangan lupa makan yah'){
2   alert(`Hai ${user}, ${message}`);
3 }
4
5 welcome();
6
```

defaultParameters.js



Output

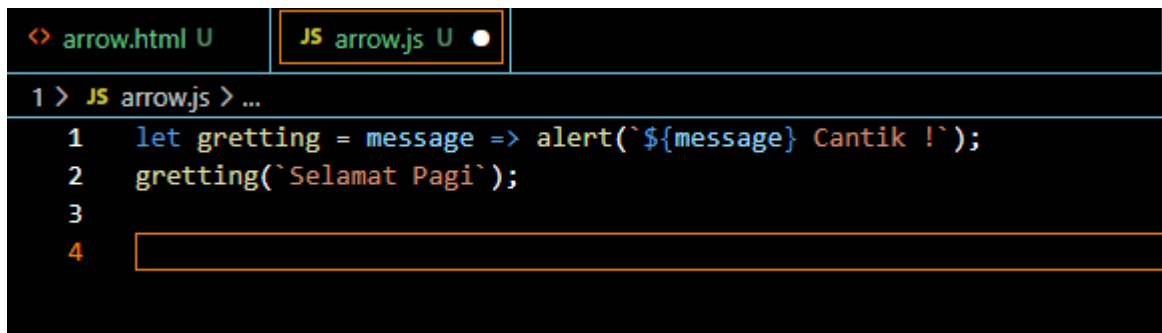
e. Membuat Arrow Function 1



The screenshot shows the Visual Studio Code interface. The Explorer on the left lists files in a folder named 'PBF', including 'arrow.html' and 'arrow.js'. The main editor window displays the content of 'arrow.html', which is an HTML document with a title 'learning Modern JavaScript' and a script tag that includes 'arrow.js'.

```
1 <!DOCTYPE html>
2 <html lang="en">
3 <head>
4   <meta charset="UTF-8">
5
6   <title>learning Modern JavaScript</title>
7 </head>
8 <body>
9   <script src="arrow.js"></script>
10 </body>
11 </html>
12
```

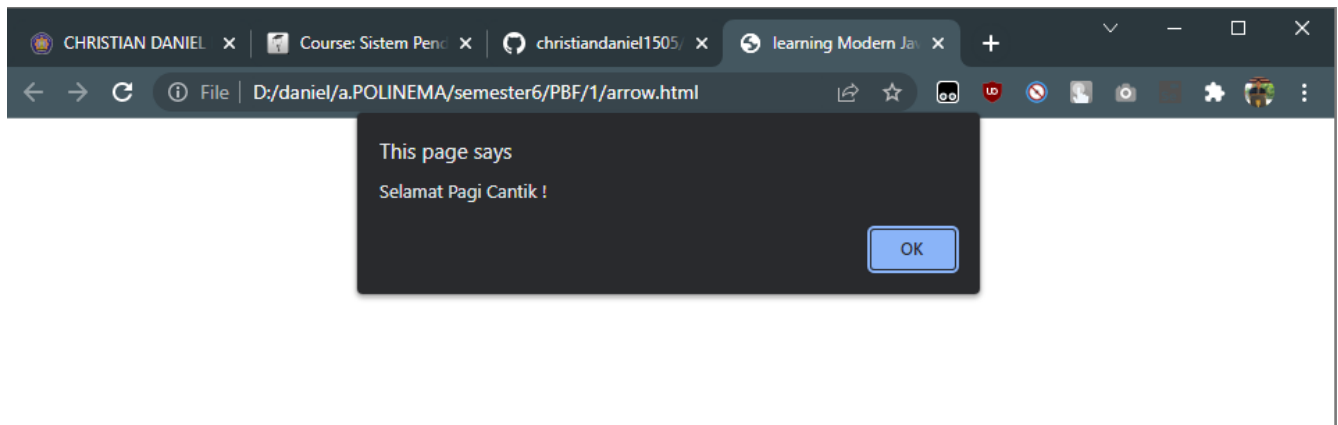
Arrow.html



The screenshot shows the 'arrow.js' file in the Visual Studio Code editor. It contains two lines of JavaScript code: an arrow function definition and a function call.

```
1 let gretting = message => alert(`${message} Cantik !`);
2 gretting(`Selamat Pagi`);
3
4
```

Arrow.js

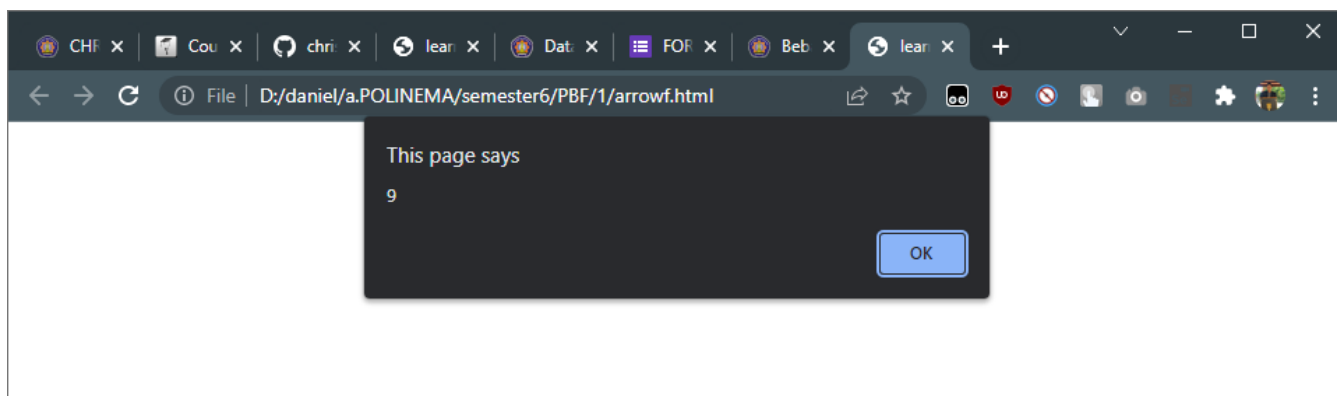


Output

f. Membuat Arrow Function 2

```
<> arrowf.html U x JS arrowf.js U
1 > <> arrowf.html > ...
1  <!DOCTYPE html>
2  <html lang="en">
3  <head>
4    <meta charset="UTF-8">
5
6    <title>learning Modern JavaScript</title>
7  </head>
8  <body>
9    <script src="arrowf.js"></script>
10 </body>
11 </html>
12
```

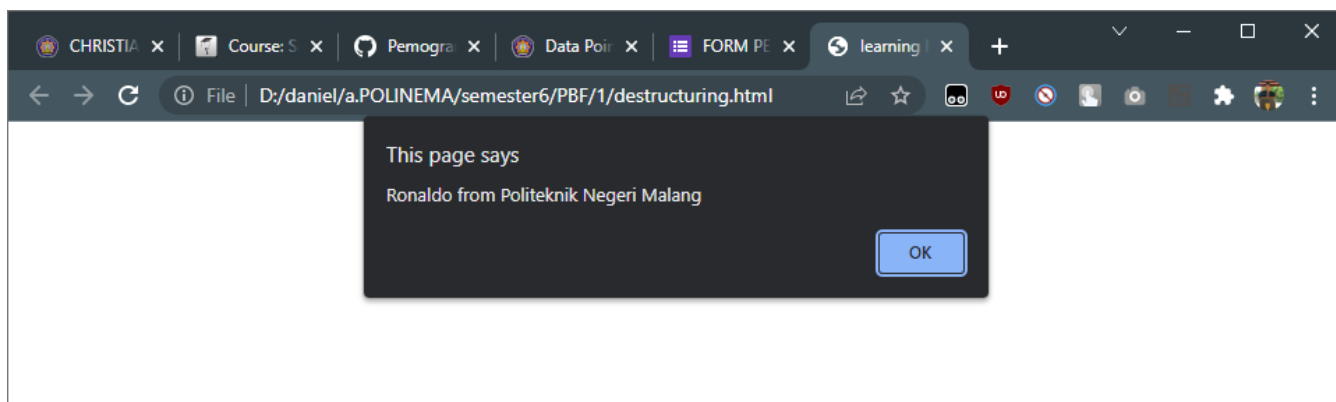
```
<> arrowf.html U JS arrowf.js U ●
1 > JS arrowf.js > ...
1  const func = (a, b) => {
2    return a + b;
3  };
4  alert(func(5,4));
5
6
```



g. Membuat Destructuring Object

```
<> destructuring.html U • JS destructuring.js U
1 > <> destructuring.html > ...
1  <!DOCTYPE html>
2  <html lang="en">
3  <head>
4    <meta charset="UTF-8">
5
6    <title>learning Modern JavaScript</title>
7  </head>
8  <body>
9    <script src="destructuring.js"></script>
10 </body>
11 </html>
12
13
```

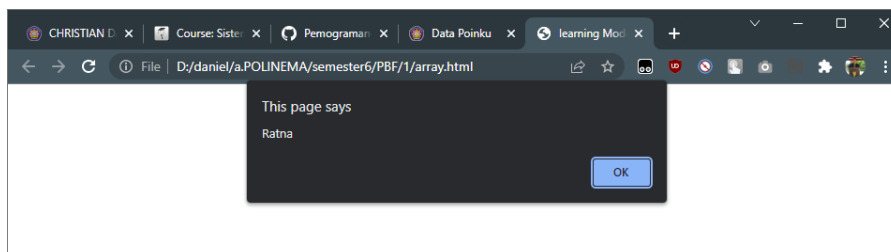
```
<> destructuring.html U • JS destructuring.js U •
1 > JS destructuring.js > ...
1  let polStudent = ({name, polytechnic}) => {
2    alert(`${name} from ${polytechnic}`);
3  };
4
5  polStudent({
6    name: 'Ronaldo' ,
7    polytechnic: 'Politeknik Negeri Malang'
8  });
```



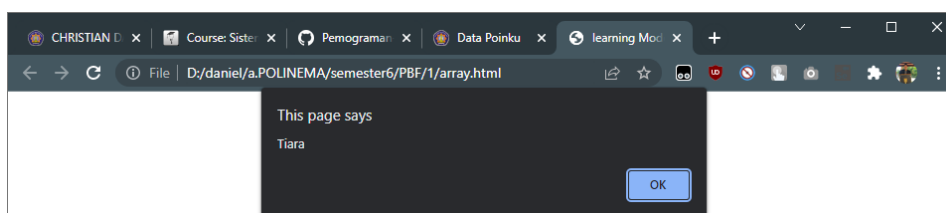
h. Membuat Destructuring an Array

```
array.html U x JS array.js U
1 > array.html > ...
1 <!DOCTYPE html>
2 <html lang="en">
3 <head>
4   <meta charset="UTF-8">
5
6   <title>learning Modern JavaScript</title>
7 </head>
8 <body>
9   <script src="array.js"></script>
10 </body>
11 </html>
12
13
```

```
array.html U JS array.js U x
1 > JS array.js > ...
1 let [wife] = ['Ratna' , 'Bunga' , 'Tiara'];
2 alert(wife);
3
4
```



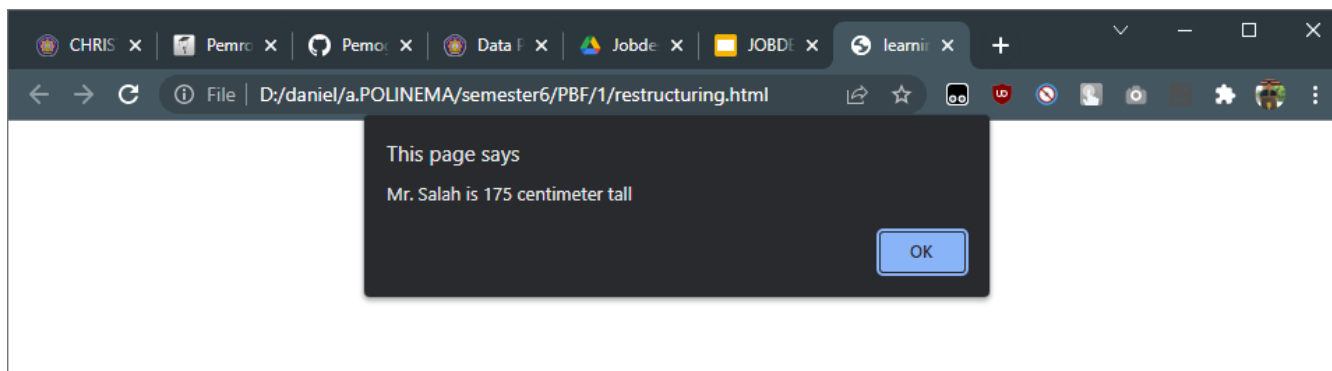
```
array.html JS array.js M x
1 > JS array.js > ...
You, seconds ago | 1 author (You)
1 let [, , wife] = ['Ratna' , 'Bunga' , 'Tiara'];
2 alert(wife);
3
4
```



i. Membuat Restructuring

```
<> restructuring.html U x JS restructuring.js U
1 > <> restructuring.html > ...
1  <!DOCTYPE html>
2  <html lang="en">
3  <head>
4    <meta charset="UTF-8">
5
6    <title>learning Modern JavaScript</title>
7  </head>
8  <body>
9    <script src="restructuring.js"></script>
10 </body>
11 </html>
12
13
```

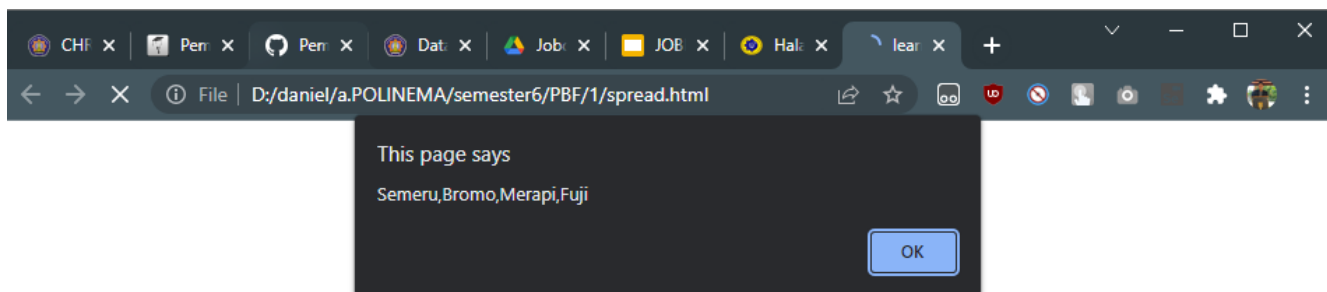
```
<> restructuring.html U JS restructuring.js U
1 > JS restructuring.js > ...
1  var pemainSepakbola = {
2    name: 'Salah' ,
3    height: '175' ,
4    output(){
5      alert(`Mr. ${this.name} is ${this.height} centimeter tall`)
6    }
7  };
8  pemainSepakbola.output();
9
```



j. Membuat Spread and Rest operator

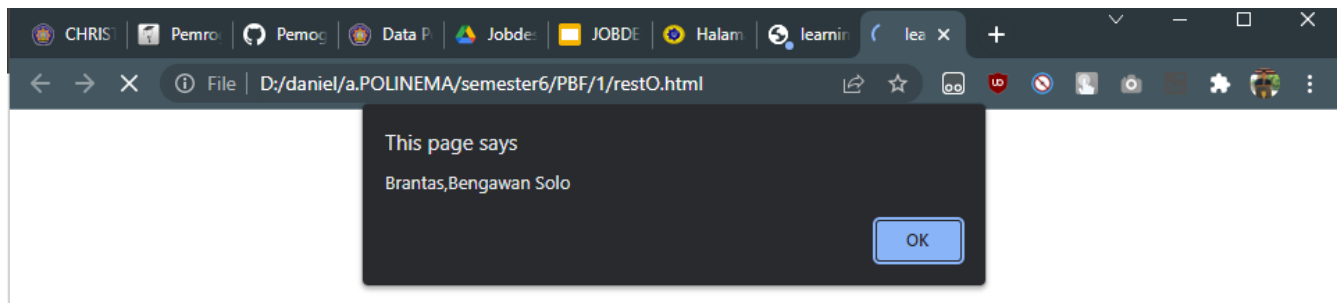
```
<> restructuring.html <> spread.html x JS spread.js
1 > <> spread.html > ...
    You, seconds ago | 1 author (You)
1  <!DOCTYPE html>
2  <html lang="en">
3  <head>
4  |   <meta charset="UTF-8">
5  |
6  |   <title>learning Modern JavaScript</title>
7  </head>
8  <body>
9  |   <script src="spread.js"></script>
10 </body>
11 </html>
12
```

```
<> restructuring.html <> spread.html JS spread.js
1 > JS spread.js > ...
2  var mountains = ["Semeru", "Bromo", "Merapi", "Fuji"];
3
4  var allMountains = [...mountains, ...mountainsFromJapan];
5  alert(allMountains);
6
```



```
<> restO.html U X JS restO.js
1 > <> restO.html > ...
1 <!DOCTYPE html>
2 <html lang="en">
3 <head>
4   <meta charset="UTF-8">
5
6   <title>learning Modern JavaScript</title>
7 </head>
8 <body>
9   <script src="restO.js"></script>
10 </body>
11 </html>
12
13
```

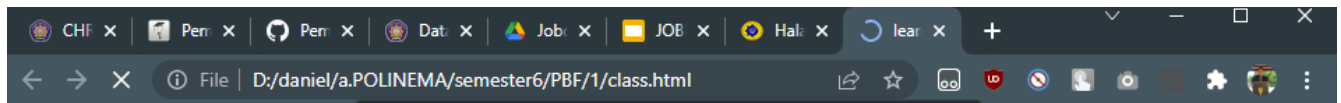
```
<> restO.html U JS restO.js X
1 > JS restO.js > ...
You, 10 minutes ago | 1 author (You)
1 var rivers = ['ciliwung', 'Brantas', 'Bengawan Solo'];
2 var [first, ...rest] = rivers;
3
4 alert(rest); You, 10 minutes ago • update8
```



k. Membuat Classes Constructor and Super

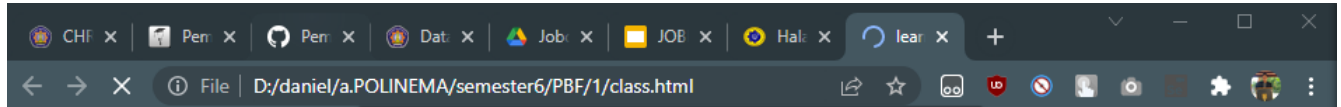
```
class.html x JS class.js
1 > <> class.html > ...
    You, seconds ago | 1 author (You)
1  <!DOCTYPE html>
2  <html lang="en">
3  <head>
4  |   <meta charset="UTF-8">
5  |
6  |   <title>learning Modern JavaScript</title>
7  </head>
8  <body>
9  |   <script src="class.js"></script>
10 </body>
11 </html>
12
13
```

```
class.html JS class.js
1 > JS class.js > ...
...
1  class Holiday {
2  |   constructor(destination, days){
3  |   |   this.destination = destination;
4  |   |   this.days = days;
5  |   }
6  |
7  |   info(){
8  |   |   alert(`${this.destination} will take ${this.days} days.`);
9  |   }
10 }
11
...
12 class Expedition extends Holiday {
13 |   constructor(destination, days, gear){
14 |   |   super(destination, days);
15 |   |   this.gear = gear;
16 |   }
17 |
18 |   info(){
19 |   |   super.info();
20 |   |   alert(`Bring your ${this.gear.join(` and your `)}`);
21 |   }
22 }
23
24 const tripWithGear = new Expedition('Semeru', 10, ['Sunglasses', 'F
25 tripWithGear.info();
26
```



This page says
Semeru will take 10 days.

OK



This page says
Bring your Sunglasses and your Flags and your Camera

OK

Link Github :

[git@github.com:christiandaniel1505/Pemograman-Berbasis-Framework.git](https://github.com/christiandaniel1505/Pemograman-Berbasis-Framework.git)