OOP Using JavaScript

Outline

- JavaScript OOP
  - Object Literal using JSON
  - Class-based OOP
  - Prototypal Inheritance
- Prototype Chain
- Modules

JavaScript OOP

Properties & Methods

JavaScript OOP

- JavaScript object is a **dynamic** collection of **properties**
- An object **property** is association between a **key** and a **value**.
  - **Key** is a string that is unique within that object.
  - **Value** can be either:
    - a **data** (e.g., number, string, object …) or
    - a **method** (i.e., function)
- Classes and objects can be altered during the execution of a program

OOP in JavaScript

JavaScript has 3 ways to create an objects:

- **Object Literal**: create an object using JSON notation
- **Instantiate a Class**: create a class then instantiate objects from the class
- **Create an object based on another object**: prototype-based programming
  - Make a prototype object then make new instances from it (objects inherit from objects)
    - Augment the new instances with new properties and methods

```
let cat = { legs : 4, eyes: 2 };
let myCat = Object.create(cat);
myCat.name  = 'Garfield';
```

Object Literal using JSON

Create an Object Literal using JSON

```
let person = {
    firstName: 'Samir',
    lastName: 'Saghir',
    height: 54,
    getName () {
      return `${this.firstName} ${this.lastName}`;
    }
};

//Two ways to access the object properties
console.log(person['height'] === person.height);

console.log(person.getName());
```

Creating an object using {}

- Another way to create an object is to simply assigning {} to the variable

```
let joha = {}; //or new Object();
joha.name = "Juha Nasreddin";
joha.age = 28;

joha.toString = function() {
      return `Name: ${this.name} Age: ${this.age}`;
};
```

```
//Creating an object using variables
let name = 'Samir Saghir'; age = 25;
let person = {name, age };
```

Get, set and delete

- **get**

  object.name

- **set**

  object.name = value;

- **delete**

  delete object.name

JSON.stringify and JSON.parse

```
/* Serialise the object to a string in JSON
  format -- only attributes gets serialised */

let jsonString = JSON.stringify(person);
console.log(jsonString);


//Deserialise a JSON string to an object
//Create an object from a string!

let personObject = JSON.parse(jsonString);
console.log(personObject);
```

- More info https://developer.mozilla.org/en-US/docs/JSON

Destructuring Object

- Destructuring assignments allow to extract values from an object and assign them to variables in an easier way:

```
let person = {
    firstname: 'Ali', lastname: 'Faleh', age: 18, gpa: 3.6,
    address: {
        city: 'Doha',
        street: 'University St'
    }
}
let { firstname, lastname, address: {city}, ...otherDetails } = person
```

Rest operator (…) assigns the remaining properties to the ***otherDetails*** variable

Class-based OOP

Class-based OOP

- Class-based OOP uses classes

```
class Person {
    constructor(firstname, lastname){
        this.firstname = firstname;
        this.lastname = lastname;
    }

    get fullname() {
        return `${this.firstname} ${this.lastname}`;
    }

    set fullname(fullname) {
        [this.firstname, this.lastname] = fullname.split(" ");
    }

    greet() {
        return `Hello, my name is ${this.fullname}`;
    }
}
```

Constructor of the class

Getter, defines a computed property

Method

Class-based Inheritance

- A class can extend another one

```
class Student extends Person {
    constructor(firstname, lastname, gpa){
        super(firstname, lastname);
        this.gpa = gpa;
    }
    greet() {
        return `${super.greet()}. My gpa is ${this.gpa}`;
    }
}

let student1 = new Student("Ali", "Faleh", 3.5);
//Change the first name and last name
student1.fullname = "Ahmed Saleh";
console.log(student1.greet());
```

Prototype property can be used to extend a class

- **Classes** has a special property called **prototype**
- It can be used to add properties / methods to a class
  - Change reflected on all instances of the class

```
class Circle {
    constructor(r) {
        this.radius = r;
    }
}
let circle = new Circle(3.5);

//Add getArea method to the class at runtime
Circle.prototype.getArea = function () {
    return Math.PI * this.radius * 2;
}
let area = circle.getArea();
console.log(area);  // 21.9
```

Using prototype property to Add Functionality even to Build-in Classes

- Dynamically add a function to a built-in class using the **prototype** property:

Attaching a method to the Array class

```
Array.prototype.getMax = function() {
    let max = Math.max(...this);
    return max;
}

let numbers = [9, 1, 11, 3, 4];
let max = numbers.getMax();
```

Here this means the array

Prototypal Inheritance

Prototypal Inheritance

- Prototypal Inheritance (aka Object-Based Inheritance) enables creating an object from other object
  - Instead of creating classes, you **make prototype object**, and then use **Object.setPrototypeOf**(..) or **Object.create**(..) to make new instances that inherit form the prototype object
  - Customize the new objects by adding new properties and methods
- We don't need classes to make lots of similar objects. **Objects inherit from objects!**

Example

```
let cat = { legs : 4, eyes: 2 };

let myCat = { name: 'Garfield' };

Object.setPrototypeOf(myCat, cat);

myCat.breed = 'Persian';

console.log( `${myCat.name} is a ${myCat.breed}
             cat with ${myCat.legs} legs
             and ${myCat.eyes} eyes`);
```

Prototypal Inheritance

- Make an object that you like (i.e., prototype object)
- Create new instances from that object
  - Resulting object **maintains an explicit** link (**delegation** pointer) to its prototype
  - JavaScript runtime is capable of dispatching the correct method or finding the value of a property by simply following a series of delegation pointers (i.e., Prototype Chain) until a match is found
- Changes in the prototype are visible to the new instances
- New objects can add their own custom properties and methods

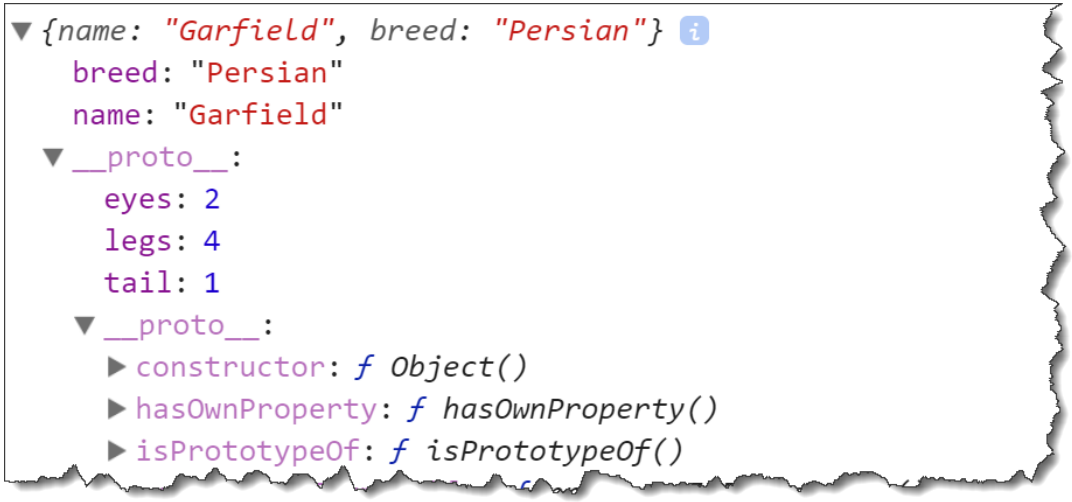
The spread operator (...)

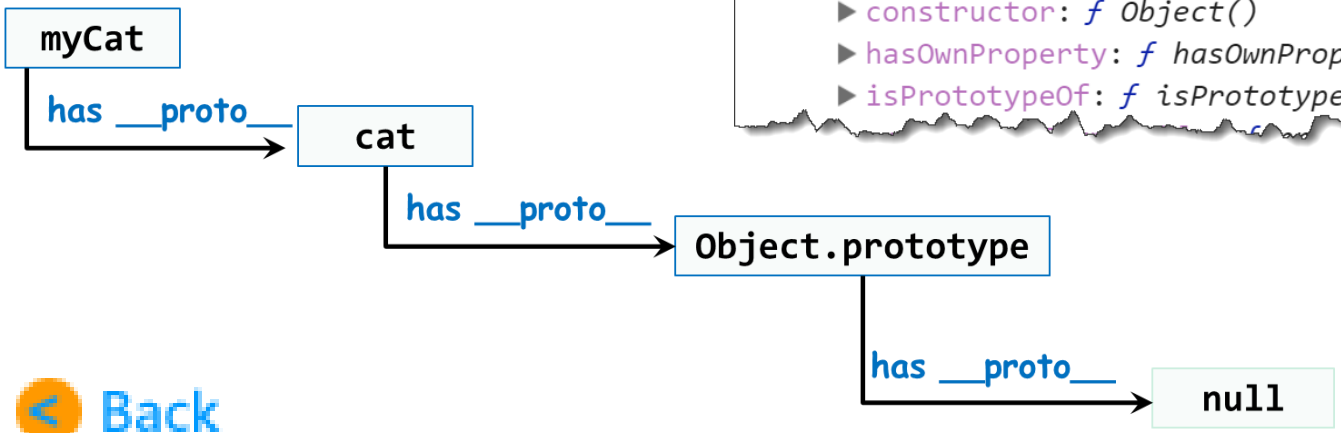
- The spread operator (...) is used to merge one or more objects to a target object while **replacing** values of properties with matching names
  - Used for cloning => no inheritance
- Alternative way is to use **Object.assign**

```
let movie1 = {
    name: 'Star Wars',
    episode: 7
};

//We clone movie 1 and override the episode property
let movie2 = {...movie1, episode: 8, rating: 5 };
//Another way of doing the same using Object.assign
//let movie2 = Object.assign({}, movie1, { episode: 8, rating: 5});

console.log('\n');
console.log(movie1.name, "movie1.episode: ", movie1.episode); // writes 7
console.log(movie2.name, "movie2.episode: ", movie2.episode); // writes 8
```


21

Prototype Chain





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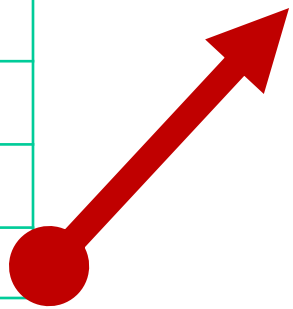
Prototype Chain

- **Prototype Chain** is the mechanism used for inheritance in JavaScript
  - Establish behavior-sharing between objects using delegation pointers (called Prototype Chain)
- Every object has a an internal __proto__ property **pointing** to another object
  - **`Object.prototype.__proto__`** equals null
- It can be accessed using **`Object.getPrototypeOf`**`(obj)` method

```
let cat = {
      name : 'cat',
      legs : 4,
      eyes : 2
};
```

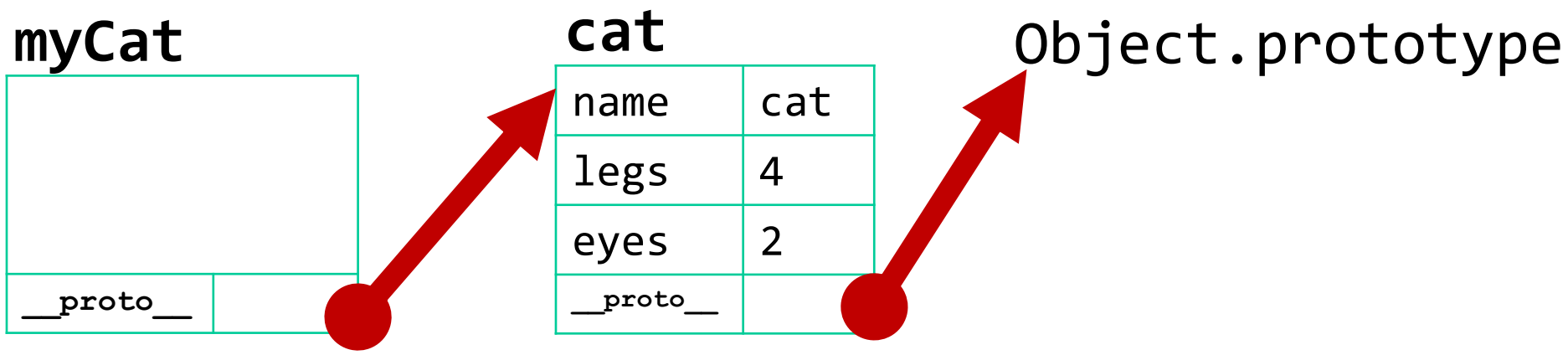
cat

name	cat
legs	4
eyes	2
__proto__	



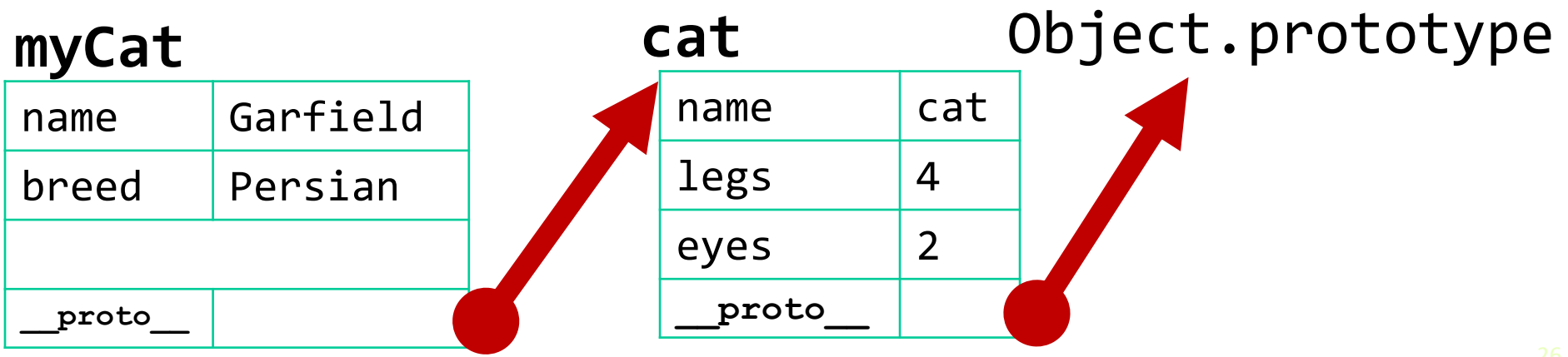
Object.prototype

```
let cat = {
      name : 'cat',
      legs : 4,
      eyes : 2
};
let myCat = Object.create(cat);
```



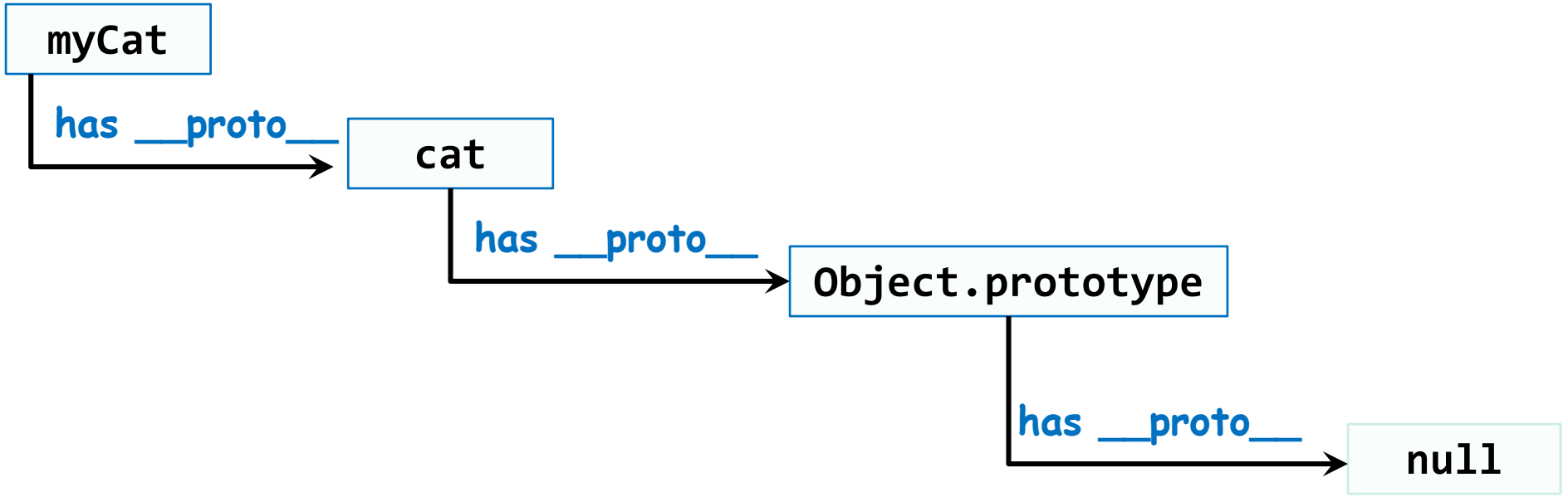
```
let cat = {
        name : 'cat',
        legs : 4,
        eyes : 2
};
let myCat = Object.create(cat);
myCat.name  = 'Garfield';
myCat.breed = 'Persian';
```

Changes to a child object are always recorded in the child object itself and never in its prototype (i.e. the child's value **shadows** the prototype's value rather than changing it).



26

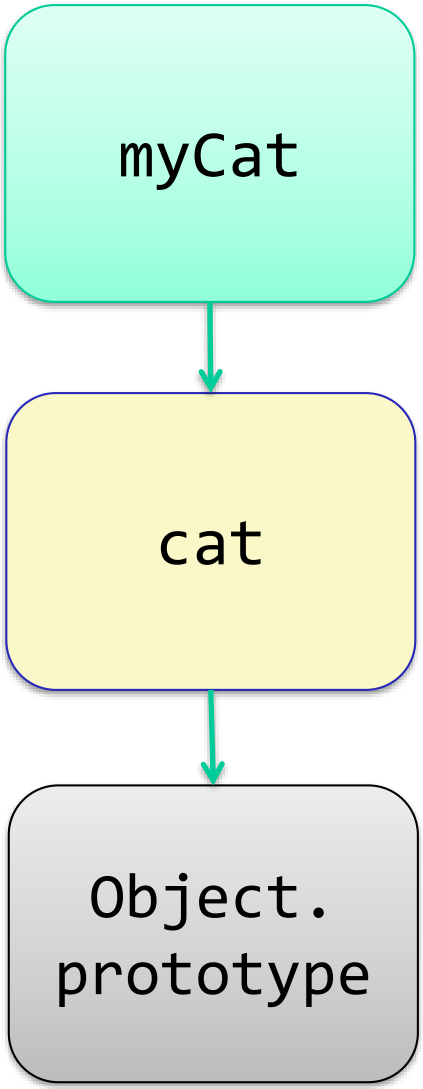
Prototype Chain example



__proto__ is the actual object that is used in **the lookup the chain** to resolve methods

Prototype Chain

```
let cat = {
      name : 'cat',
      legs : 4,
      eyes : 2
};
let myCat = Object.create(cat);
myCat.name  = 'Garfield';
myCat.breed = 'Persian';
```

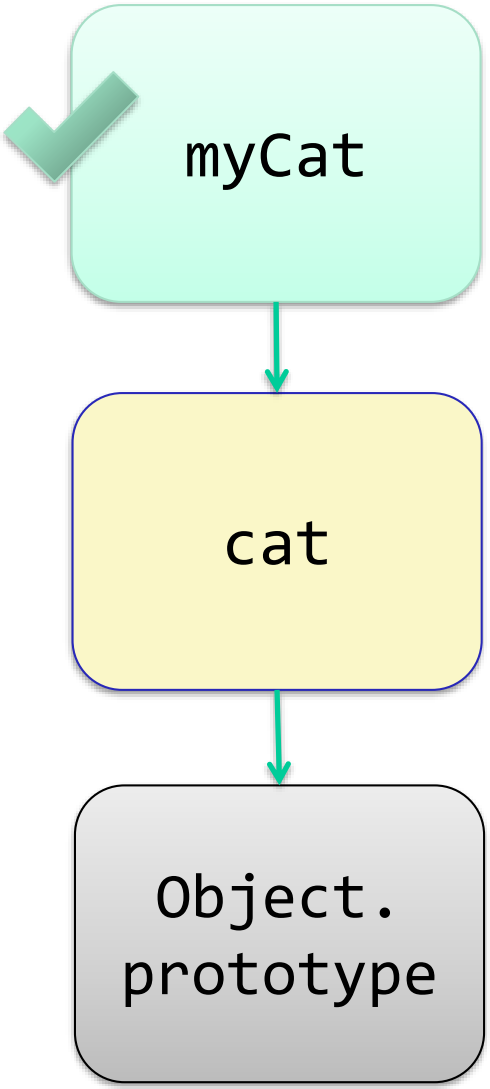


Prototype Chain (lookup myCat.name)

```
let cat = { name: 'cat', legs : 4, eyes: 2 };
let myCat = { name: 'Garfield' };
Object.setPrototypeOf(myCat, cat);
myCat.name = 'Garfield';
myCat.breed = 'Persian';
```

```
console.log(myCat.name);
```

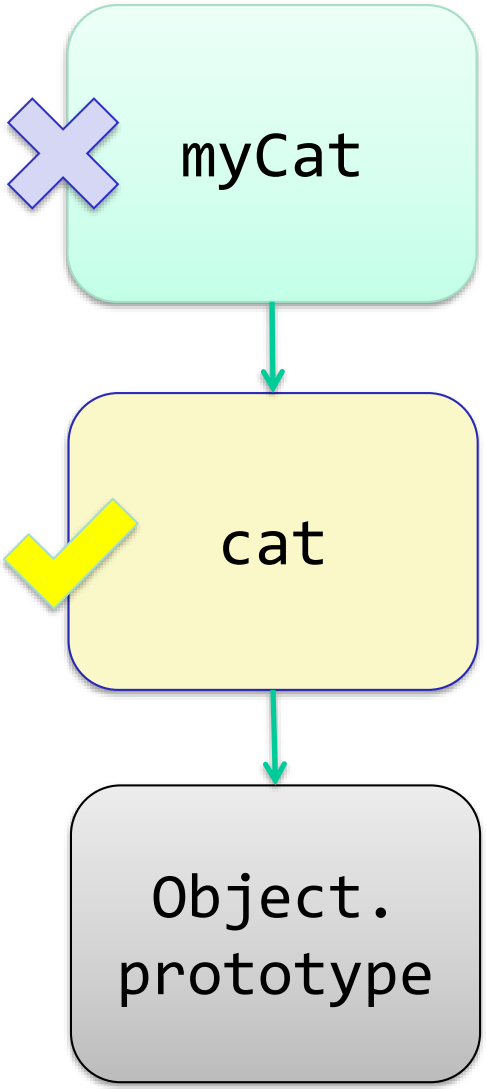
```
console.log(myCat.legs);

console.log(myCat.hasOwnProperty('eyes'));
```



Prototype Chain (lookup myCat.legs)

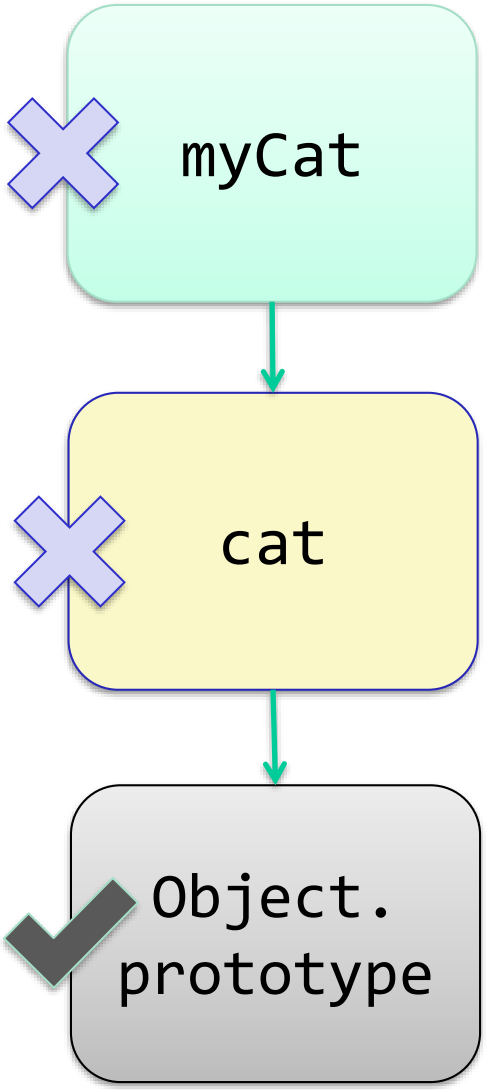
```
let cat = { name: 'cat', legs : 4, eyes: 2 };
let myCat = { name: 'Garfield' };
Object.setPrototypeOf(myCat, cat);
myCat.name = 'Garfield';
myCat.breed = 'Persian';
```

```
console.log(myCat.name);
console.log(myCat.legs);
console.log(myCat.hasOwnProperty('eyes'));
```



Prototype Chain (lookup myCat. hasOwnProperty)

```
let cat = { name: 'cat', legs : 4, eyes: 2 };
let myCat = { name: 'Garfield' };
Object.setPrototypeOf(myCat, cat);
myCat.name = 'Garfield';
myCat.breed = 'Persian';



console.log(myCat.name);

console.log(myCat.legs);

console.log(myCat.hasOwnProperty('eyes'));
```



Modules

CommonJS Modules

- Modules allow reusing code stored in different .js files
- CommonJS Modules implemented by Node.js for synchronous module loading system (files correspond to modules)

circle.js

```
//Export 2 functions to make functions available in other files
exports.area = r => Math.PI * r ** 2;
exports.circumference = r => 2 * Math.PI * r;
```

app.js

```
const circle = require('./circle');
console.log(`The area of radius 4: ${circle.area(4)}`);
```

calculator.js

```
class Calculator {
  ...
}
module.exports = new Calculator();
```

app.js

```
const calculator = require('./calculator');
```

ES6 Modules

- ES6 introduced new modules syntax
  - ES6 modules are supported by most browsers
  - Node.js has an initial support (using node --experimental-modules flag)
- Export the objects you want from a module:

```
// Car.js
export class Car { ... }
export class Convertible extends Car { ... }
```

- Use the module in another file:

```
// App.js
import {Car, Convertible} from 'Car';
let bmw = new Car();
let cabrio = new Convertible();
```

Node Package Management (NPM)

- npm is used to download Node.js packages from https://npmjs.com

  - First, **`npm init`** can be used to initialize a *package.json* file to define the **project dependencies**

```
$ npm init
//enter package details
name: "NPM demos"
version: 0.0.1
description: "Demos for the NPM package management"
entry point: main.js
test command: test
git repository: http://github.com/user/repository-name
keywords: npm, package management
author: ae@qu.edu.qa
license: MIT
```

Node Package Management (NPM)

- Install a package and adds dependency in *package.json* using **npm install package-name**

```
npm install axios
npm install mocha -D
//-D for installing dev dependencies (not needed in production)
```

- Do not push the downloaded packages to GitHub by adding *node_modules/* to .gitignore file

- When cloning a project from GitHub before running it do:

```
$ npm install
```

=> Installs all missing packages from *package.json*

Resources

- Best JavaScript eBooks

http://exploringjs.com/es6/

http://exploringjs.com/es2016-es2017/

http://exploringjs.com/es2018-es2019/

- More Resources

https://github.com/ericdouglas/ES6-Learning