

# **Comp 324/424 - Client-side Web Design**

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Fall Semester 2019 - Week 6

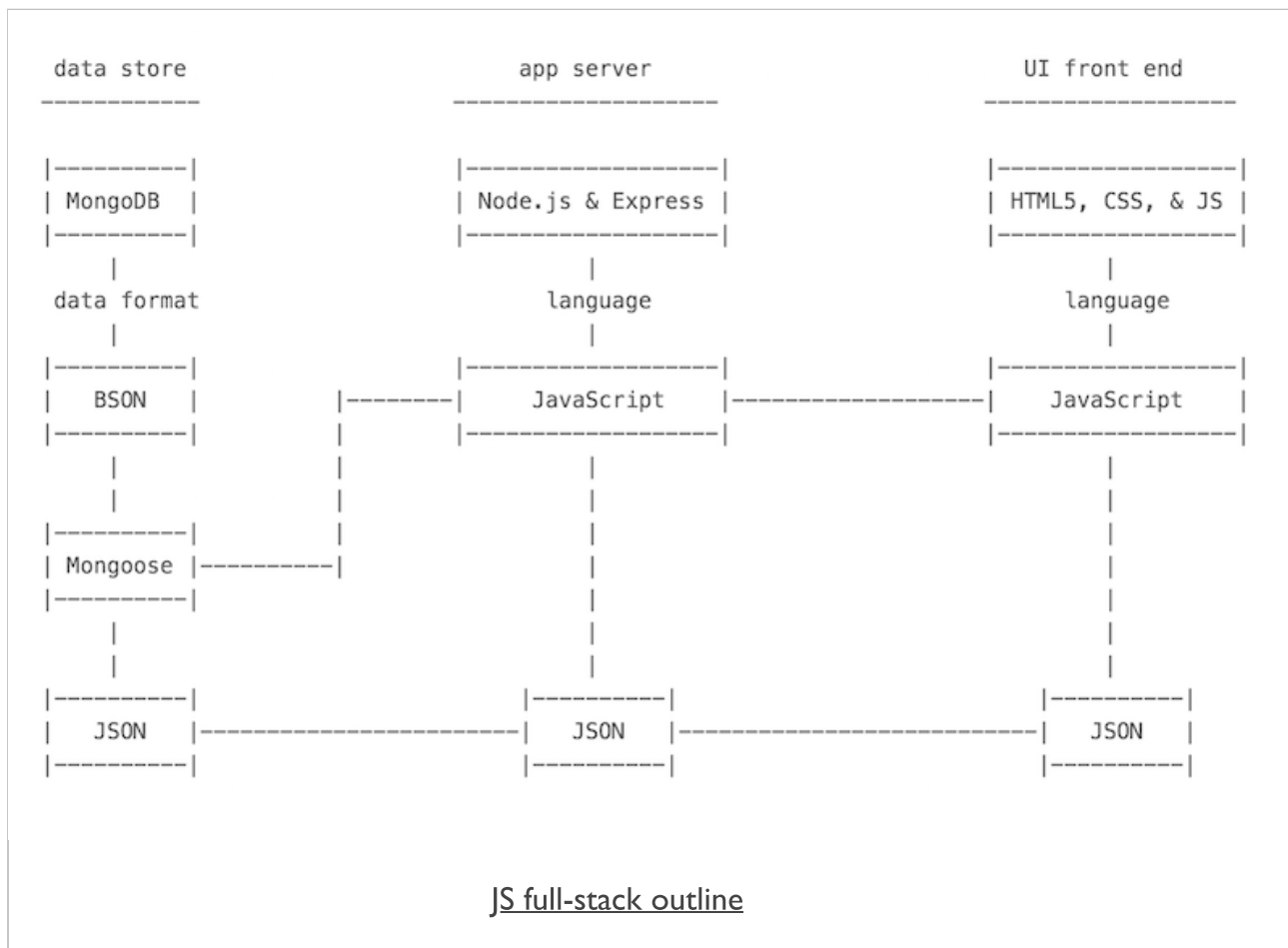
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# building a web app - sample outline of underlying structure

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- apps developed using a full JavaScript stack
- using and incorporating JS into each part of app's development
  - *UI front-end*
  - *app server and management*
  - *data store and management*
- Technologies will include
  - *front-end: HTML5, CSS, JS...*
  - *app server: Node.js, Express...*
  - *data store: MongoDB, Redis, Mongoose...*
- Data format is JSON

## Image - building a web app - sample outline



**n.b.** I've explicitly omitted any arrows for flow within this diagram. This is something we'll return to as we start to work with Node.js, Mongoose, and MongoDB.

# JS Intro

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- JavaScript (JS) a core technology for client-side design and development
- now being used as a powerful technology to help us
  - *rapidly prototype and develop web, mobile, and desktop apps*
- libraries such as jQuery, React, AngularJS, and Node.js
- helps develop cross-platform apps
  - *Apache Cordova*
  - *Electron*
- Embedded systems
  - *Espruino - <http://www.espruino.com/>*
  - *Tessel - <https://tessel.io/>*

# JS Basics - operators

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- operators allow us to perform
  - *mathematical calculations*
  - *assign one thing to another*
  - *compare and contrast...*
- simple \* operator, we can perform multiplication

```
2 * 4
```

- we can add, subtract, and divide numbers as required
- mix mathematical with simple assignment

```
a = 4;  
b = a + 2;
```

# JS Basics - some common operators - part I

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## Assignment

- `=`
- eg: `a = 4`

## Comparison

- `<`, `>`, `<=`, `>=`
- eg: `a <= b`

## Compound assignment

- `+=`, `-=`, `*=`, `/=`
- compound operators are used to combine a mathematical operation with assignment
- same as `result = result + expression`
- eg: `a += 4`

## Equality

operator	description
<code>==</code>	loose equals
<code>===</code>	strict equals
<code>!=</code>	loose not equals
<code>!==</code>	strict not equals

- eg: `a != b`

# JS Basics - some common operators - part 2

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## **Increment/Decrement**

- increment or decrement an existing value by 1
  - `++`, `--`
  - eg: `a++` is equal to `a = a + 1`

## **Logical**

- used to express compound conditionals - **and**, **or**
  - `&&`, `||`
  - eg: `a || b`

## **Mathematical**

- `+`, `-`, `*`, `/`
  - eg: `a * 4` or `a / 4`

## **Object property access**

- properties in objects are specific named locations for holding values and data
- effectively, values within values
  - `.`
  - eg: `a.b` means object `a` with a property of `b`

# JS Basics - values and types

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- able to express different representations of values
  - *often based upon need or intention*
  - *known as **types***
- JS has built-in types
  - *allow us to represent **primitive** values*
  - *eg: **numbers, strings, booleans***
- such values in the source code are simply known as **literals**
- **literals** can be represented as follows,
  - *string literals use double or single quotes eg: "some text" or 'some more text'*
  - *numbers and booleans are represented without being escaped eg: 49, true;*
- also consider arrays, objects, functions...



## JS Basics - type conversion

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- option and ability to convert types in JS
  - in effect, **coerce** our values and types from one type to another
- convert a number, or coerce it, to a string
- built-in JS function, `Number ( )`, is an explicit coercion
  - explicit coercion, convert any type to a number type
- implicit coercion, JS will often perform as part of a comparison

```
"49" == 49
```

- JS implicitly coerces left string to a matching number
  - then performs the comparison
- often considered bad practice
  - convert first, and then compare
- implicit coercion still follows rules
  - can be very useful

# JS Basics - variables - part I

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- **symbolic** container for values and data
- applications use containers to keep track and update values
- use a **variable** as a container for such values and data
  - *allow values to vary over time*
- JS can emphasize types for values, does not enforce on the variable
  - **weak typing** or **dynamic typing**
  - *JS permits a variable to hold a value of any type*
- often a benefit of the language
- a quick way to maintain flexibility in design and development

## JS Basics - variables - part 2

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- declare a variable using the keyword `var`
- declaration does not include **type** information

```
var a = 49;  
//double var a value  
var a = a * 2;  
//coerce var a to string  
var a = String(a);  
//output string value to console  
console.log(a);
```

- `var` `a` maintains a running total of the value of `a`
- keeps record of changes, effectively **state** of the value
- **state** is keeping track of changes to any values in the application

## JS Basics - variables - part 3

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- use variables in JS to enable central, common references to our values and data
- better known in most languages simply as **constants**
- JS is similar
  - *creates a read-only reference to a value*
  - *value itself is not immutable, e.g. an object...*
  - *it's simply the identifier that cannot be reassigned*
  - *JS constants are also bound by scoping rules*
- allow us to define and declare a variable with a value
  - *not intended to change throughout the application*
- **constants** are often declared together
  - *uppercase is standard practice - although not a rule...*
- form a store for values abstracted for use throughout an app
- JS normally defines constants using uppercase letters,

```
var NAME = "Philae";
```

- ECMAScript 6, ES6, introduces additional variable keywords
  - e.g. *const*

```
const TEMPLE_NAME = "Philae";
```

- benefits of abstraction, ensuring value is not accidentally changed
  - *change rejected for a running app*
  - *in strict mode, app will fail with an error for any change*

# JS Basics - comments

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- JS permits comments in the code
- two different implementations

## ***single line***

```
//single line comment  
var a = 49;
```

## ***multi-line***

```
/* this comment has more to say...  
we'll need a second line */  
var b = "forty nine";
```

## JS Basics - logic - blocks

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- simple act of grouping contiguous and related code statements together
  - known as **blocks**
- block defined by wrapping statements together
  - within a pair of curly braces, { }
- **blocks** commonly attached to other forms of control statement

```
if (a > b) {  
  ...do something useful...  
}
```

# JS Basics - logic - conditionals - part I

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- conditionals, conditional statements require a decision to be made
- code statement, application, consults **state**
  - *answer will predominantly be a simple **yes** or **no***
- JS includes many different ways we can express **conditionals**
- most common example is the `if` statement
  - *if this given condition is true, do the following...*

```
if (a > b) {  
  console.log("a is greater than b...");  
}
```

- `if` statement requires an expression between the parentheses
  - *evaluates as either true or false*

## JS Basics - logic - conditionals - part 2

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- additional option if this expression returns false
  - using an **else** clause

```
if (a > b) {  
  console.log("a is greater than b...");  
} else {  
  console.log("no, b is greater...");  
}
```

- for an `if` statement, JS expects a `boolean`
- JS defines a list of values that it considers *false*
  - eg: `0`...
- any value not on this list of *false* values will be considered `true`
  - coerced to `true` when defined as a *boolean*
- conditionals in JS also exist in another form
  - the *switch* statement
  - more to come...



## JS Basics - logic - loops

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- loops allow repetition of sets of actions until a condition fails
- repetition continues whilst the requested condition holds
- loops take many different forms and follow this basic behaviour
- a loop includes the *test condition* as well as a *block*
  - *normally within curly braces*
  - *block executes, an iteration of the loop has occurred*
- good examples of this behaviour include `while` and `do...while` loops
- basic difference between these loops, `while` and `do...while`
  - *conditional tested is before the first iteration (`while` loop)*
  - *after the first iteration (`do...while`) loop*
- if the condition is initially false
  - *a `while` loop will never run*
  - *a `do...while` will run through for the first time*
- also stop a JS loop using the common `break` statement
- `for` loop has three clauses, including
  - *initialisation clause*
  - *conditional test clause*
  - *update clause*

# JS Basics - logic - functions - part I

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- functions are a type of object
  - *may also have their own properties*
  - *define once, then re-use as needed throughout our application*
- **function** is a named grouping of code
  - *name can be called, and code will be run each time*
- JS functions can be designed with optional arguments
  - *known as **parameters***
  - *allow us to pass values to the function*
- functions can also optionally return a value

```
function outputTotal(total) {  
    console.log(total);  
}  
  
var a = 49;  
a = a * 3; // or use a *= 3;  
  
outputTotal(a);
```

## JS Basics - logic - functions - part 2

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```
function outputTotal(total) {  
  console.log(total);  
}  
  
function calculateTotal(amount, times) {  
  amount = amount * times;  
  return amount;  
}  
  
var a = 49;  
a = calculateTotal(a, 3);  
outputTotal(a);
```

- JSFiddle Demo

# JS Basics - logic - scope

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- scope or **lexical scope**
  - *collection of variables, and associated access rules by name*
- in JS each function gets its own scope
- variables within a function's given **scope**
  - *can only be accessed by code inside that function*
- variable name has to be unique within a function's scope
- same variable name could appear in different scopes
- nest one scope within another
  - *code in inner scope can access variables from either inner or outer scope*
  - *code in outer scope cannot, by default, access code in the inner scope*

# JS Basics - logic - scope example

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```
function outerScope() {  
  var a = 49;  
  //scope includes outer and inner  
  function innerScope() {  
    var b = 59;  
    //output a and b  
    console.log(a + b); //returns 108  
  }  
  innerScope();  
  
  //scope limited to outer  
  console.log(a); //returns 49  
}  
  
//run outerScope function  
outerScope();
```

- JSFiddle Demo

# JS Basics - strict mode

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- intro of ES5 - JS now includes option for **strict** mode
  - *ensures tighter code and better compliance...*
  - *often helps ensure greater compatibility, safer use of language...*
  - *can also help optimise code for rendering engines*
- add **strict** at different levels within our JS code
  - *eg: single function level or enforce for whole file*

```
function outerScope() {  
  "use strict";  
  //code is strict  
  
  function innerScope() {  
    //code is strict  
  
  }  
}
```

- if we set **strict** mode for complete file - set at top of file
  - *all functions and code will be checked against **strict** mode*
  - *eg: check against auto-create for global variables*
  - *or missing `var` keyword for variables...*

```
function outerScope() {  
  "use strict";  
  a = 49; // `var` missing - ReferenceError  
}
```

# JS Core - values and types

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- JS has typed values, not typed variables
- JS provides the following built-in types
  - *boolean*
  - *null*
  - *number*
  - *object*
  - *string*
  - *symbol* (new in ES6)
  - *undefined*
- more help provided by JS's `typeof` operator
  - *examine a value and return its type*

```
var a = 49;  
console.log(typeof a); //result is a number
```

- as of ES6, there are 7 possible return types in JS
- **NB:** JS variables do not have types, mere containers for values
  - *values specify the type*

```
var a = null;  
console.log(typeof a); //result is object - known bug in JS...
```

# JS Core - objects - part I

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## Objects

- **object** type includes a compound value
  - *JS can use to set properties, or named locations*
- each of these properties holds its own value
  - *can be defined as any type*

```
var objectA = {  
  a: 49,  
  b: 59,  
  c: "Philae"  
};
```

- access these values using either **dot** or **bracket** notation

```
//dot notation  
objectA.a;  
//bracket notation  
objectA["a"];
```



# JS Core - objects - example

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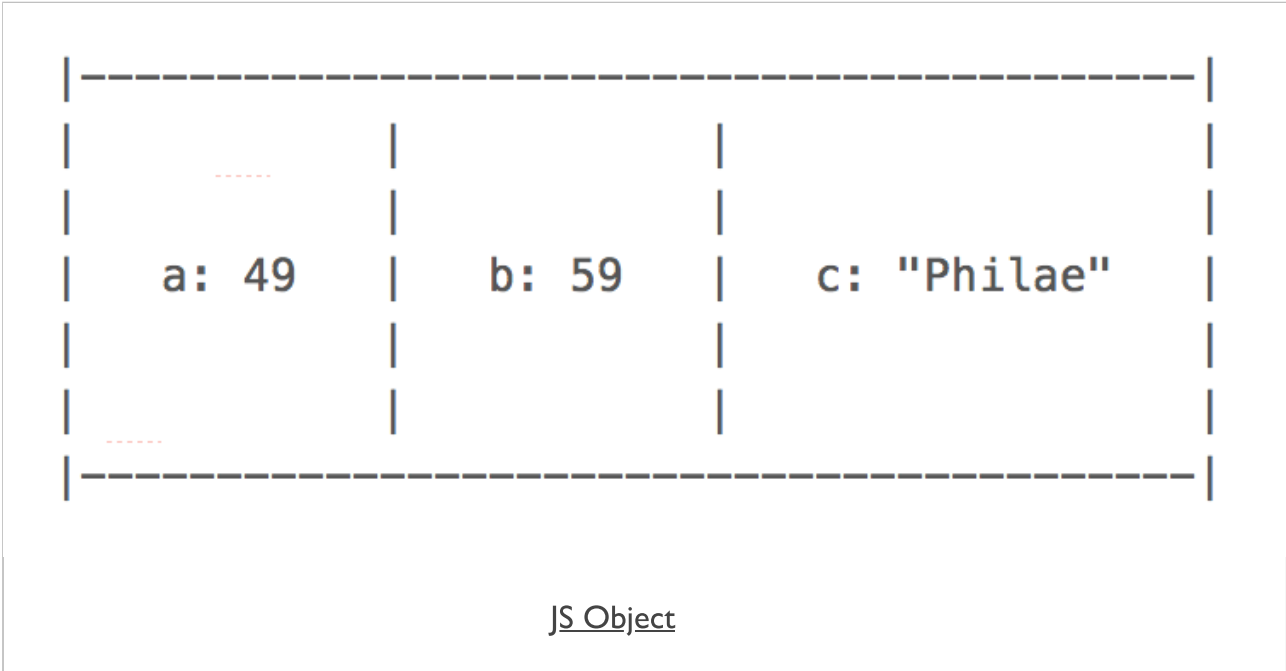
```
// create object
var object = {
  archive: 'waldzell',
  access: 'castalia',
  purpose: 'gaming'
};

// log output with dot notation
console.log(`archive is ${object.archive}`);

// log output with bracket notation - returns undefined
console.log(`access is restricted to ${object[1]}`);

// log output with bracket notation
console.log(`purpose is ${object['purpose']}`);
```

# Image - JS Object



# ES6 - template literals

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```
// create object
var object = {
  archive: 'waldzell',
  access: 'castalia',
  purpose: 'gaming'
};

// log output with template literals
console.log(`archive is ${object.archive}`);

// log output
console.log('archive is ' + object.archive);

// log output all object properties with template literals
console.log(`archive = ${object.archive}, access = ${object.access}, purpose = ${object.purpose}`);

// log output all object properties
console.log('archive = ' + object.archive + ', access = ' + object.access + ' purpose = ' + object.purpose);
```

# JS Core - objects - part 2

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## Arrays

- JS array an object that contains values, of any type, in numerically indexed positions
  - *store a number, a string...*
  - *array will start at index position 0*
  - *increments by 1 for each new value*
- arrays can also have properties
  - *eg: automatically updated **length** property*

```
var arrayA = [  
  49,  
  59,  
  "Philae"  
];  
arrayA.length; //returns 3
```

- each value can be retrieved from its applicable index position,

```
arrayA[2]; //returns the string "Philae"
```

## Image - JS Array

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0: 49	1: 59	2: "Philae"

JS Array.

# JS Core - objects - Arrays

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## *examples*

- Random Greeting Generator - Basic

# JS Core - checking equality - part I

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- JS has four equality operators, including two **not equal**
  - `==`, `===`, `!=`, `!==`
- `==` - checks for value equality, whilst allowing coercion
- `===` - checks for value equality but without coercion

```
var a = 49;  
var b = "49";  
  
console.log(a == b); //returns true  
console.log(a === b); //returns false
```

- first comparison checks values
  - *if necessary, try to coerce one or both values until a match occurs*
  - *allows JS to perform a simple equality check*
  - *results in `true`*
- second check is simpler
  - *coercion is not permitted, and a simple equality check is performed*
  - *results in `false`*

## JS Core - checking equality - part 2

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- which comparison operator should we use
- useful suggestions for usage of comparison operators
  - *use === if either side of the comparison could be true or false*
  - *use === if either value could be one of the following specific values,*
    - *0, "", [ ]*
  - *otherwise, it's safe to use ==*
  - *simplify code in a JS application due to the implicit coercion.*
- **not equal** counterparts, ! and !== work in a similar manner



# JS Core - checking inequality - part I

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- known as **relational comparison**, we can use the inequality operators,
  - `<`, `>`, `<=`, `>=`
- inequality operators often used to check comparable values like numbers
  - *inherent ordinal check*
- can be used to compare strings

```
"hello" < "world"
```

- coercion also occurs with inequality operators
  - no concept of ***strict inequality***

```
var a = 49;  
var b = "59";  
var c = "69";  
  
a < b; //returns true  
b < c; //returns true
```

## JS Core - checking inequality - part 2

---

- we can encounter an issue when either value cannot be coerced into a number

```
var a = 49;  
var b = "nice";  
  
a < b; //returns false  
a > b; //returns false  
a == b; //returns false
```

- issue for < and > is string is being coerced into invalid number value, NaN
- == coerces string to NaN and we get comparison between 49 == NaN

# JS Core - more variables - part I

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- a few rules and best practices for naming valid **identifiers**
- using typical ASCII alphanumeric characters
  - *an identifier must begin with a-z, A-Z, \$, \_*
  - *may contain any of those characters, plus 0-9*
- property names follow this same basic pattern
- careful not to use certain keywords, or reserved words
- reserved words can include such examples as,
  - *break, byte, delete, do, else, if, for, this, while and so on*
  - *further details are available at the W3 Schools site*
- in JS, we can use different declaration keywords relative to intended scope
  - *var for local, global for global...*
- such declarations will influence scope of usage for a given variable
- concept of **hoisting**
  - *defines the declaration of a variable as belonging to the entire scope*
  - *by association accessible throughout that scope as well*
  - *also works with JS functions - hoisted to the top of the scope*

## JS Core - more variables - part 2

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- concept of nesting, and scope specific variables
- ES6 enables us to restrict variables to a block of code
- use keyword **let** to declare a block-level variable

```
if (a > 5) {  
  let b = a + 4;  
  
  console.log(b);  
}
```

- **let** restricts variable's scope to `if` statement
- variable `b` is not available to the whole function

## ES6 - let variable

---

```
// function
var archiveCheck = function (level) {
  // add variable for archive
  var archive = 'waldzell';
  // specify purpose - default return
  var purpose = 'restricted';

  // check access level
  if (level === 'castalia') {
    let purpose = 'gaming';
    return purpose;
  }

  return purpose;
}

// log output - pass correct parameter value
console.log(`archive purpose is ${archiveCheck('castalia')}`);

// log output - pass incorrect parameter value
console.log(`archive purpose is ${archiveCheck('mariafels')}`);
```

# JS Core - 1et

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## ***example***

- Random Greeting Generator - A bit better

## JS Core - more variables - part 3

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- add **strict mode** to our code
- without we get a variable that will be hoisted to the top either
  - *set as a globally available variable, although it could be deleted*
  - *or it will set a value for a variable with the matching name*
- bubbled up through the available layers of scope
- becomes similar in essence to a declared global variable
- can create some strange behaviour in our applications
  - *tricky and difficult to debug*
- remember to declare your variables correctly and at the top

## JS Core - more variables - example

---

```
var a;

function myScope() {
  "use strict";
  a = 49;
}

myScope()
a = 59;
console.log(a);
```



# JS Core - functions and values

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- variables acting as groups of code and blocks
- act as one of the primary mechanisms for scope within our JS applications
- also use functions as values
- effectively using them to set values for other variables

```
var a;

function scope() {
  "use strict";
  a = 49;
  return a;
}

b = scope() * 2;
console.log(b);
```

- useful and interesting aspect of the JS language
  - *allows us to build values from multiple layers and sources*

# JS Core - more conditionals - part I

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- briefly considered conditional statements using the `if` statement,

```
if (a > b) {  
  console.log("a is the best...");  
} else {  
  console.log("b is the best...");  
}
```

- Switch statements effectively follow the same pattern as `if` statements
  - *designed to allow us to check for multiple values in a more succinct manner*
  - *enable us to check and evaluate a given expression*
  - *then attempt to match a required value against an available `case`*
- addition of `break` is important, ensures only matched case is executed
  - *then the application breaks from the switch statement*
- if no `break` execution after that case will continue
  - *commonly known as **fall through***
  - *may be an intentional feature of your code design*
  - *allows a match against multiple possible cases*

# JS Core - switch conditional - example

---

```
var a = 4;

switch (a) {
case 3:
    //par 3
    console.log("par 3");
    break;
case 4:
    //par 4
    console.log("par 4");
    break;
case 5:
    //par 5
    console.log("par 5");
    break;
case 59:
    //dream score
    console.log("record");
    break;
default:
    console.log("more practice");
}
```

## JS Core - more conditionals - part 2

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### ternary

- a more concise way to write our conditional statements
- known as the **ternary** or **conditional** operator
- consider this operator a more concise form of standard `if...else` statement

```
var a = 59;  
var b = (a > 59) ? "high" : "low";
```

- equivalent to the following standard `if...else` statement

```
var a = 59;  
  
if (a > 59) {  
  var b = "high";  
} else {  
  var b = "low";  
}
```

# Demos

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- ES6 (ES2015)
  - *let usage - Random Greeting Generator v0.2*
- JS Arrays
  - *Random Greeting Generator - v0.1*
- JSFiddle
  - *Basic logic - functions*
  - *Basic logic - scope*

## Resources

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- [MDN - JS](#)
- [MDN - JS Data Types and Data Structures](#)
- [MDN - JS Grammar and Types](#)
- [MDN - JS Objects](#)
- [W3 Schools - JS](#)