

# Fixing Common JavaScript Bugs

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**pluralsight**   
hardcore developer training

# Prerequisites



## JavaScript Fundamentals

Everything a beginner needs to get started programming with JavaScript

Authored by: [Liam McLennan](#)

Duration: 2h 53m

Level: Beginner

Released: 1/25/2011



## JavaScript From Scratch

Learn JavaScript with no prior programming experience

Authored by: [Jesse Liberty](#)

Duration: 1h 52m

Level: Beginner

Released: 5/20/2013

**Statements**

**Functions**

**Expressions &  
Operators**

**Values,  
Variables, &  
Literals**

**Objects**

# Fixing Common JavaScript Bugs

Statements



# Missing Mark Bug

```
function getNames() {  
    var length = 0, names = ""  
  
    ['John', 'Susan', 'Joe'].forEach(function (name, i) {  
        length = i + 1  
        names += name + ' '  
    })  
  
    return  
    {  
        length: length,  
        names: names  
    }  
}
```

# Missing Mark Bug

```
function getNames() {  
  var length = 0, names = ""  
  
  ['John', 'Susan', 'Joe'].forEach(function (name, i) {  
    length = i + 1  
    names += name + ' '  
  })  
  
  return  
  {  
    length: length,  
    names: names  
  }  
}
```

Uncaught SyntaxError:  
Unexpected token :

# Missing Mark Bug

- **Automatic Semicolon Insertion (ASI)**

- JavaScript needs semicolons in order to parse the language, however, there is a mechanism called automatic semicolon insertion to assist with parsing <http://es5.github.io/#x7.9>

- **ASI Rules**


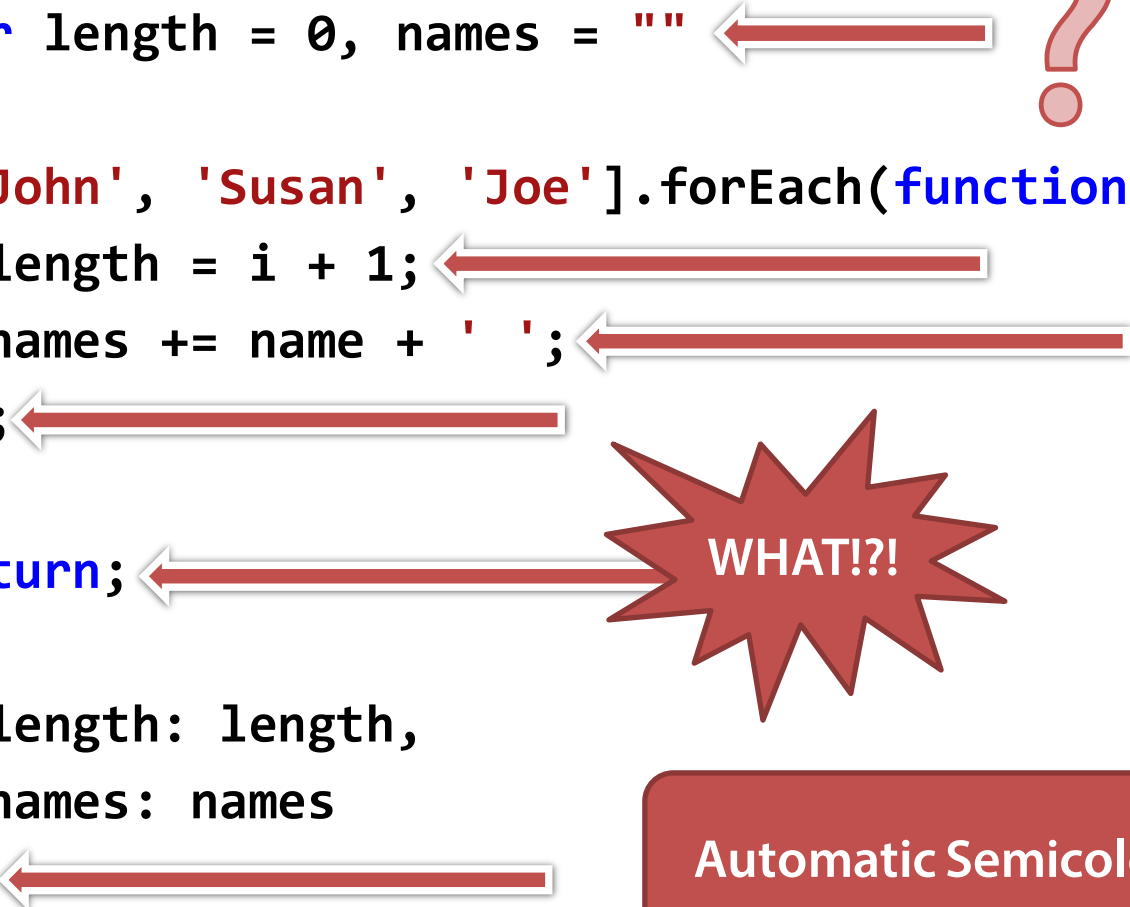

- Applied when new line or curly brace is followed by invalid token
- Applied when new line comes before -- or ++ token
- Applied when new line follows a continue, break, return or throw statement
- Applied at end of a file if needed to parse

- **ASI Exceptions**

- Not applied if would result in an empty statement
- Not applied inside head of a for statement

# Missing Mark Bug



```
function getNames() {  
  var length = 0, names = ""  
  
  ['John', 'Susan', 'Joe'].forEach(function (name, i) {  
    length = i + 1;  
    names += name + ' ';  
  });  
  
  return;  
  {  
    length: length,  
    names: names  
  };  
}
```



Automatic Semicolon Insertion (ASI)



# Missing Mark Bug

```
func  Returns `undefined`  
    var length = 0; names = ""['John', 'Susan',  
    'Joe'].forEach(function (name, i) {  
        length = i + 1;  
        names += name + ' '  
    });  
  
    return;  Returns `undefined`  
    {  
        length: length,  
        names: names  
    };  
}
```

# Missing Mark Bug

## Semicolon-less JavaScript Rules

1. Don't end your statements with a semicolon
2. If statement starts with `[`, `(`, or a binary operator (+\*/-,. ) then insert a semicolon before it

Example:

```
function bootstrap(home) {
  var selector = typeof home === "string" ?
    "#home" + home : null
  if (selector) home = null
  ;(home || new HomeView(selector)).render()
}
```

# Missing Mark Bug

```
function getNames() {
  var length = 0, names = ""

  ;['John', 'Susan', 'Joe'].forEach(function (name, i) {
    length = i + 1
    names += name + ' '
  })

  return {
    length: length,
    names: names
  }
}
```

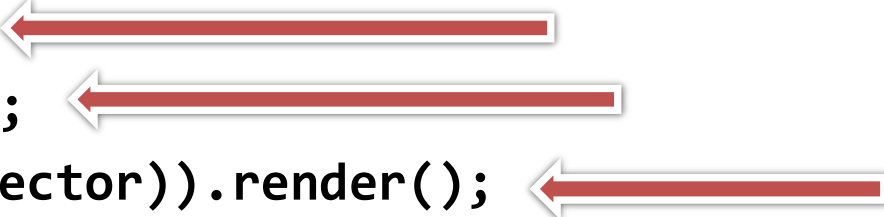
# Missing Mark Bug

## Using Semicolons As Expected

1. Follow the official specification when semicolons are required
2. Use tools like JSLint or JSHint to give you feedback and integrate into your code editor

Example:

```
function bootstrap(home) {
  var selector = typeof home === "string" ?
    "#home" + home : null;
  if (selector) home = null;
  (home || new HomeView(selector)).render();
}
```



# Missing Mark Bug

```
function getNames() {
  var length = 0, names = "";

  ['John', 'Susan', 'Joe'].forEach(function (name, i) {
    length = index + 1;
    names += name + ' ';
  });

  return {
    length: length,
    names: names
  };
}
```

# Missing Mark Bug

DEMO

REQUIRED

COMPLETE

# Fresh Function Bug

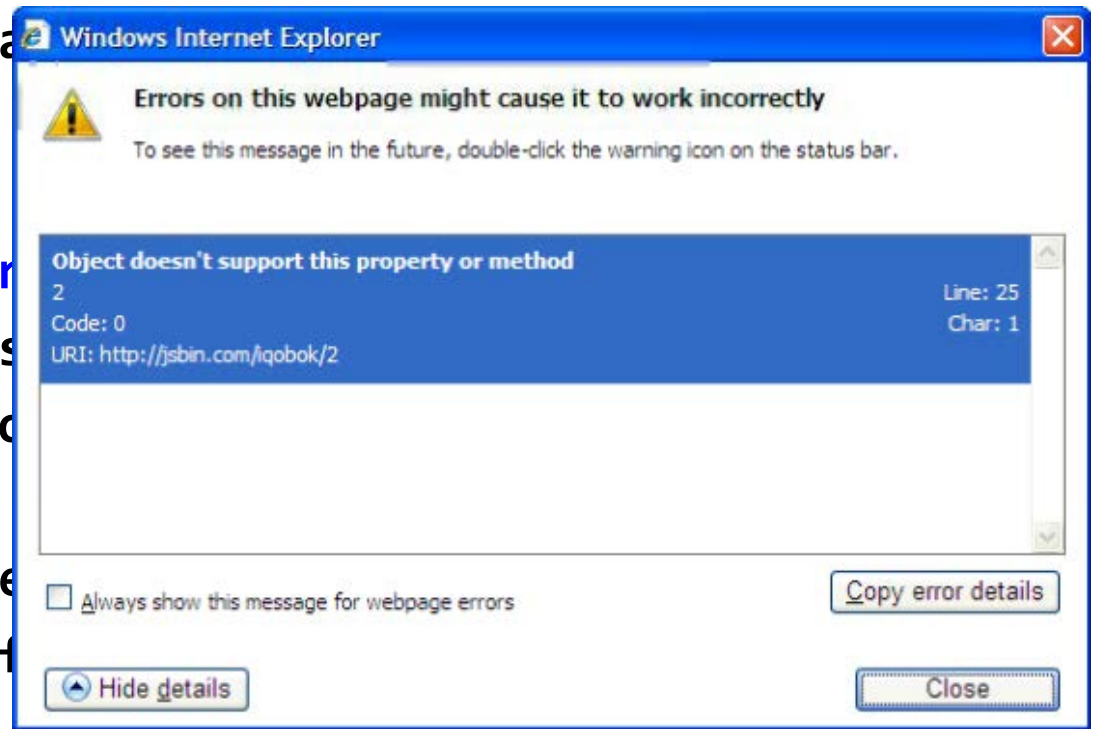
```
var people = [  
  { fname: "John", lname: "Smith", bday: "2/2/1979" },  
  { fname: "Jane", lname: "Smith", bday: "3/3/1981" },  
  { fname: "Jack", lname: "Smith", bday: "4/4/1982" }  
];  
  
people.filter(function (person) {  
  return new Date(person.bday).getFullYear() < 1980;  
}).map(function (person) {  
  return {  
    name: person.fname + " " + person.lname,  
    age: moment().diff(moment(person.bday), "years")  
  };  
});
```

# Fresh Function Bug

```
var people = [  
  { fname: "John", lname: "Smith", bday: "2/2/1979" },  
  { fname: "Jane", lname: "Smith", bday: "3/3/1981" },  
  { fname: "Jack", lname: "Smith", bday: "4/4/1982" }  
];
```

IE8 Throws an Error

```
people.filter(function (person) {  
  return new Date(person.bday).getFullYear() < 2010;  
}).map(function (person) {  
  return {  
    name: person.fname + " " + person.lname,  
    age: moment().diff(moment(person.bday), 'years'),  
  };  
});
```





# Fresh Function Bug

- **ECMAScript 5 array methods in Chrome, Firefox, Safari, Opera, IE9+**
  - map, reduce, reduceRight, filter, forEach, every, some, indexOf, lastIndexOf
- **Polyfill**
  - es5-shim - <https://github.com/krisKowal/es5-shim/>
- **Shim**
  - Underscore.js - <http://underscorejs.org/>
  - Lo-Dash - <http://lodash.com/>

# Fresh Function Bug

```

<!DOCTYPE html>
<html xmlns="http://
<head><title>Extermi
<body>
  <script src="es5-shim.min.js"></script>
  <script>
    var people = [ /* ... */ ];

    people
      .filter(function (person) { return /* ... */; })
      .map(function (person) { return /* ... */; });
  </script>
</body>
</html>

```

Polyfilling ECMAScript 5 array methods

# Fresh Function Bug

```
var people = [  
  { fname: "John", lname: "Smith", bday: "2/2/1979" },  
  { fname: "John", lname: "Smith", bday: "3/3/1981" },  
  { fname: "John", lname: "Smith", bday: "4/4/1982" }  
];  
people.reduce(function (memo, person) {  
  if (new Date(person.bday).getFullYear() < 1980) {  
    memo.push({  
      name: person.fname + " " + person.lname,  
      age: moment().diff(moment(person.bday), "years")  
    });  
  }  
  return memo;  
}, []);
```

**.reduce() can combine .filter() and .map()**

# Fresh Function Bug

DEMO

DEMO

REQUIRED

NOT COMPLETE

# Tumble Through Bug

```
function getPrice(item) {  
    var price = 0;  
    switch (item) {  
        case "apple": price = 1.25; break;  
        case "banana": price = 0.75; break;  
        case "orange": price = 1; break;  
        case "passionfruit": price = 1.5;  
        case "pear": price = 0.5; break;  
        default: price = 0;  
    }  
    return price;  
}
```

```
console.log(getPrice("passionfruit"));
```

# Tumble Through Bug

```
function getPrice(item) {  
  var price = 0;  
  switch (item) {  
    case "apple": price = 1.25; break;  
    case "banana": price = 0.75; break;  
    case "orange": price = 1; break;  
    case "passionfruit": price = 1.5;  
    case "pear": price = 0.5; break;  
    default: price = 0;  
  }  
  return price;  
}
```

No `break` so falls through to "pear" price

JSHint: Line 7: case "passionfruit": price = 1.50;  
--- Expected a 'break' statement before 'case'.

```
console.log(getPrice("passionfruit")); // 0.5
```

# Tumble Through Bug

```
switch (item) {  
  case "value1": /* code */ break;  
  case "value2": /* code */ break;  
  case "value3": /* code */ break;  
  default:      /* code */  
}
```

```
switch (item) {  
  case "value1": /* code */  
  case "value2": /* code */  
  /* falls through */  
  case "value3": /* code */ break;  
  default:      /* code */  
}
```

JSHint won't complain if you add  
/\* falls through \*/

# Tumble Through Bug

```
function getPrice(item) {
  var price = 0;
  switch (item) {
    case "apple": price = 1.25; break;
    case "banana": price = 1.0;
    case "orange": price = 0.75;
    case "passionfruit": price = 1.5; break;
    case "pear": price = 0.5; break;
    default: price = 0;
  }
  return price;
}
```

Add `break` for "passionfruit"

```
console.log(getPrice("passionfruit")); // 1.5
```



# Tumble Through Bug

```
var store = (function () {  
  var prices = {  
    apple: 1.25,  
    banana: 0.75,  
    orange: 1.0,  
    passionfruit: 1.5,  
    pear: 0.5  
  }, getPrice = function (item, quantity) {  
    return prices[item] * quantity;  
  };  
  return { getPrice: getPrice };  
})();
```

Keep price in an object and  
encapsulate in a module

```
console.log(store.getPrice("passionfruit", 2)); // 3
```

# Tumble Through Bug

```
var prices = {};
```

Each fruit has their own function

```
prices.apple = function (num) { return 1.25 * num; };  
prices.banana = function (num) { return 0.75 * num; };  
prices.orange = function (num) { return 1.00 * num; };  
prices.passionfruit = function (num) {  
    var month = new Date().getMonth(),  
        price = month < 4 && month > 10 ? 2.5 : 1.5;  
    return price * num;  
};  
prices.pear = function (num) { return 0.50 * num; };  
  
console.log(prices["passionfruit"](2)); // 3 or 5
```

# Tumble Through Bug

DEMO

DEMO

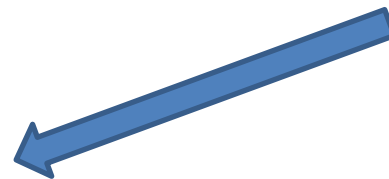
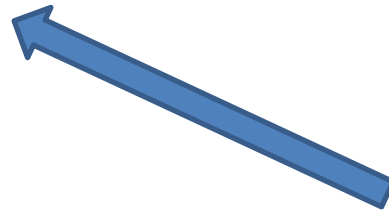
REQUIRED

NOT COMPLETE

# Strictly Stray Bug

```
// script1.js  
"use strict";  
var person = {  
  fname: "John",  
  lname: "Smith"  
};
```

```
// script2.js  
(function () {  
  oops = "uhh-ohh";  
  console.log(oops);  
})();
```



Two Script Files

# Strictly Stray Bug

```
"use strict";var  
person={fname:"John",lname:"Smith"};(function(){oops="uhh  
-ohh",console.log(oops)}})();  
//@ sourceMappingURL=bundle1.min.js.map
```

Error only when combined & minified

Uncaught ReferenceError: oops is not defined

# Strictly Stray Bug

## What is Strict Mode?

- Prevent accidental global variables
- Assignment to non-writable property will throw exception
- Deleting undeletable property will throw exception
- Requires properties to be unique in object literal
- Requires parameter names in function to be unique
- Prevent octal number literals
- Makes use of ``with`` a syntax error
- New variables aren't introduced in surrounding scope with ``eval``
- Etc...

# Strictly Stray Bug

## Apply Strict Mode

### 1. For Scripts

```
"use strict";
```

```
var person = { fname: "John" };
```

```
console.log("I'm Strict");
```

JSHint: "use strict"; --- Use the function form of "use strict".

### 2. For Functions

```
function test1() {
```

```
    "use strict";
```

```
    console.log("I'm Strict");
```

```
}
```

```
function test2() { console.log("I'm Not Strict"); }
```

# Strictly Stray Bug

```
// script1.js
(function () {
    "use strict";
    var person = {
        fname: "John",
        lname: "Smith"
    };
})();
```

Wrap code in IFFE so "use strict";  
contained to function

```
// script2.js
(function () {
    oops = "uhh-ohh";
    console.log(oops);
})();
```



# Strictly Stray Bug

DEMO

DEMO

NOT REQUIRED

NOT COMPLETE

# Parsing Parenthesis Bug

```
var store = function () {  
    "use strict";  
    var price = 1.25,  
        getPrice = function (num) {  
            return num * price;  
        };  
    return { getPrice: getPrice };  
}();
```

```
function () {  
    "use strict";  
    var numberOfItems = 4;  
    console.log(store.getPrice(numberOfItems));  
}();
```

# Parsing Parenthesis Bug

```
var store = function () {  
    "use strict";  
    var price = 1.25,  
        getPrice = function (num) {  
            return num * price;  
        };  
    return price;  
}();
```

Uncaught SyntaxError:  
Unexpected token (

```
function () {  
    "use strict";  
    var numberOfItems = 4;  
    console.log(store.getPrice(numberOfItems));  
}();
```

JSHint: Line 14: }(); --- Function  
Declarations are not  
invocable. Wrap the whole  
Function invocation in parens.

# Parsing Parenthesis Bug

```
function () {  
    /* code */  
}();
```

JavaScript can't parse this correctly...

```
( function () {  
    /* code */  
}() );
```

A simple wrapper fixes the problem

```
!function () {  
    /* code */  
}();
```

Technically you can prepend a unary operator

# Parsing Parenthesis Bug

```
var myObject = function () {  
    /* code */  
}();
```

Valid, but not consistent

JSHint: Line 3: }(); --- Wrap an immediate function invocation in parens to assist the reader in understanding that the expression is the result of a function, and not the function itself.

```
var myObject = ( function () {  
    /* code */  
})();
```

A simple wrapper makes consistent

# Parsing Parenthesis Bug

```
var store = (function () {
    "use strict";
    var price = 1.25,
        getPrice = function (num) {
            return num * price;
        };
    return { getPrice: getPrice };
})();
```

Added paren wappers to both IIFEs

```
(function () {
    "use strict";
    var numberOfItems = 4;
    console.log(store.getPrice(numberOfItems));
})();
```

# Parsing Parenthesis Bug

DEMO

DEMO

NOT REQUIRED

NOT COMPLETE

# Evil Eval Bug

```
var safe = (function () {  
  var combinations = { main: "12345", fire: "67890" };  
  var open = function (type, attempt) {  
    var combination = eval("combinations." + type);  
    if (attempt === combination) {  
      console.log("safe opened");  
    } else {  
      console.log("incorrect combination");  
    }  
  };  
  return { open: open };  
})();
```

```
safe.open("main", "12345"); // safe opened
```



# Evil Eval Bug

```
safe.open("__;console.log(JSON.stringify(combinations));",  
"999");
```

```
{"main":"12345","fire":"67890"}  
incorrect combination
```

```
safe.open("main='999';", "999");
```

```
safe opened
```

# Evil Eval Bug

```
var safe = (function () {  
  var combinations = { main: "12345", fire: "67890" };  
  var open = function (type, attempt) {  
    var combination = eval("combinations." + type);  
    /* code */  
  };  
  return { open: open };  
})();
```

JSHint: Line 4: var combination  
= eval("combinations." + type); ---  
eval can be harmful.

```
eval("combinations.main") //12345  
combinations.main         //12345  
combinations["main"]      //12345
```

Eval() isn't evil, just  
misunderstood  
<http://j.mp/19pvTsc>

# Evil Eval Bug

```
var safe = (function () {
  var combinations = { main: "12345", fire: "67890" };
  var open = function (type, attempt) {
    var combination = combinations[type];
    if (attempt === combin
      console.log("safe op
    } else {
      console.log("incorrect combination");
    }
  };
  return { open: open };
})();
```

Don't use eval, use bracket notation

```
safe.open("main", "12345"); // safe opened
```

# Evil Eval Bug

DEMO

DEMO

REQUIRED

NOT COMPLETE

# Fickle Figure Bug

```
$(document).ready(function () {  
    $("input.date").datepicker({  
        minDate: -20,  
        defaultDate: "+1w",  
        maxDate: "+1M +5D",  
        showWeek: true,  
        numberOfMonths: 3,  
    });  
});
```

# Fickle Figure Bug

```
$(document).ready(function() {  
    $("input").datepicker({  
        minDate: -20,  
        defaultDate: "+1w",  
        maxDate: "+1M +5D",  
        showWeek: true,  
        // numberOfMonths: 3,  
    });
```

IE7 - Error: Expected identifier,  
string or number

```
$(document).ready(...  
    $("input").datepicker({  
        minDate: -20  
        , defaultDate: "+1w"  
        , maxDate: "+1M +5D"  
        , showWeek: true  
        , numberOfMonths: 3  
    });  
});
```

# Fickle Figure Bug

## Internet Explorer 7

```
var opts = { minDate: -20, showWeek: true, }; // Error  
var numbers = [ 1, 2, 3, ]; // Error
```

## Internet Explorer 8

```
var opts = { minDate: -20, showWeek: true, }; // Works  
var numbers = [ 1, 2, 3, ]; // length 4
```

## Internet Explorer 9

```
var opts = { minDate: -20, showWeek: true, }; // Works  
var numbers = [ 1, 2, 3, ]; // length 3
```

# Fickle Figure Bug

```
$(document).ready(function () {
```

```
  $("input
```

**Errors:**

```
    minDat
```

```
    default
```

- Line 7: `numberOfMonths: 3,`

```
    maxDat
```

Extra comma. (it breaks older versions of IE)

```
    showWe
```

```
    numberOfMonths: 3
```

```
  });
```

```
});
```

Remove trailing comma or don't support IE7 or less



# Fickle Figure Bug

If you do decide to drop IE7 support and use trailing commas keep in mind that...

- `JSON.parse()` has not changed and does not support trailing commas



Watch out!

```
JSON.parse( '{"answer":42,}' )  
// SyntaxError: Unexpected token }
```

```
JSON.parse( '[42,]' )  
// SyntaxError: Unexpected token ]
```

# Fickle Figure Bug

DEMO

DEMO

NOT REQUIRED

NOT STARTED

# Summary

- Be intentional about your semicolon placement
- If you are using ECMAScript 5 methods use a polyfill or shim
- Be careful of the switch fall through or use alternate approach
- Use JavaScript strict mode, but be careful to implement per function
- Make sure to wrap your IIFEs to be consistent & obvious to developer
- Eval can be dangerous and so be careful. Many times can rewrite
- IE7/8 don't like trailing commas in object and array literals