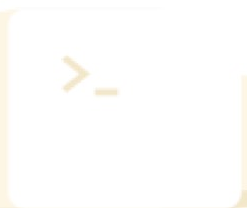


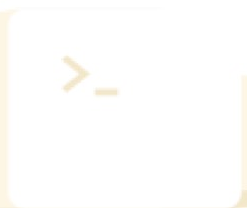
介绍

客户端编程语言



名称

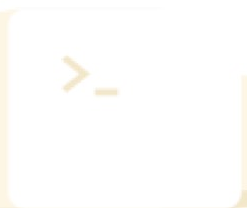
JavaScript != Java



今天的目标

- 熟悉语法
- 学习JavaScript基础知识

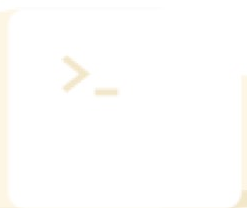
今天我们在浏览器里操作



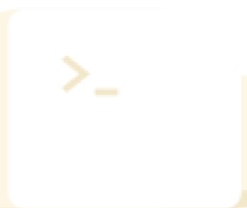
JavaScript版本

我们将用ES6来编写代码

- ECMAScript Edition 6
- 2015年发布的（ECMAScript 2015 Language）
- ~90%浏览器支持



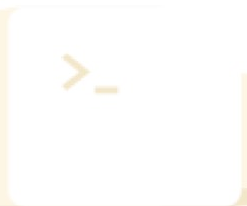
在浏览器上如何编写JavaScript



文件中

JavaScript

```
hello.js  
console.log>Hello Le Wagon);  
→ ~ node hello.js  
Hello Le Wagon
```



数据类型

JavaScript

Hello Le Wagon

字符串 (String)

42

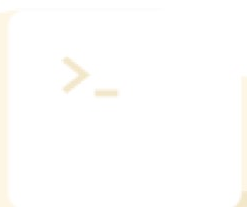
数字 (Number)

3.14

数字 (Number)

true

布尔型 (Boolean)

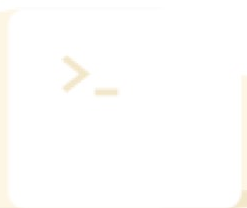


检查数据类型（Data Type）

JavaScript

```
typeof(Boris);  
= 'string'
```

```
typeof(42);  
= 'number'
```

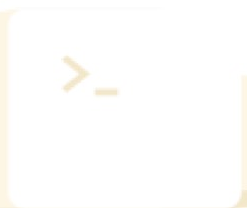


转换数据类型

JavaScript

```
Number.parseInt('42', 10);  
= 42
```

```
(42).toString();  
= '42'
```



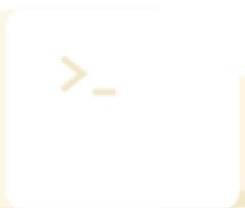
数据结构（Data Structure）

JavaScript

['Hello', 'Le', 'Wagon', 42] 数组（**Array**）

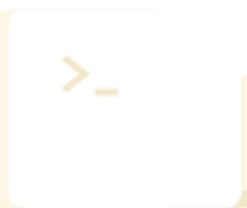
{ name 'bob', age 42 } 对象（**Object**）

{ 'name' 'bob', 'age' 42 } 对象（**Object**）

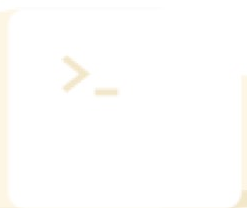


Null和Undefined

```
let age; undefined  
let name = null;
```



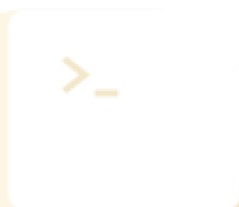
变量 (Variables)



JavaScript

之前JS使用的 `var` .

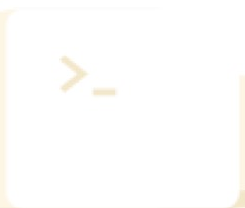
ES6用 `let` 和 `const` 来替代 `var`



let

定义的变量可以任意更改

```
let counter = 1;  
console.log(counter);  
  
counter = counter + 1;  
console.log(counter);
```

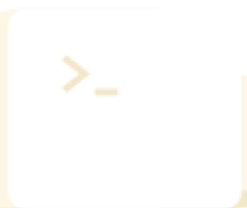


const

定义的变量都不可变

```
const firstName = John;  
console.log(firstName);
```

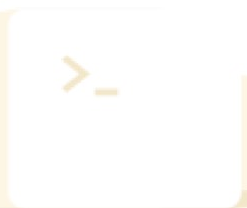
```
firstName = Paul;  TypeError Assignment to constant variable.
```



命名规则

JavaScript

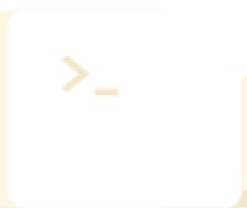
```
const firstName = Ringo;  
lowerCamelCase
```



字符串

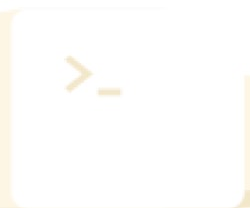
让我们更深入地研究这种类型

参考[String on MDN web docs](#)



Length属性

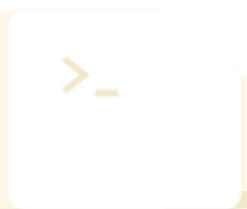
```
const firstName = Paul;  
firstName.length;  
= 4
```



字符提取

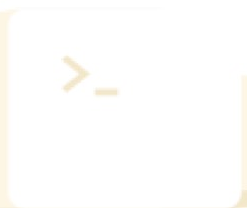
```
const firstName = John;  
firstName[0];  
= J
```

从终点index 1开始往后的字符串不被截取
`firstName.substring(1);`



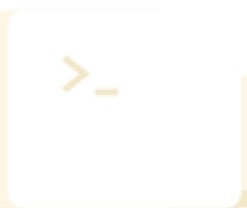
字母大小写转换

```
const firstName = Paul;  
firstName.toUpperCase();  
= PAUL  
  
firstName.toLowerCase();  
= paul
```



Split方法

```
const monthString = Jan, Feb, Mar, Apr, May, Jun, Jul, Aug, Sep, Oct, Nov, Dec;  
  
const months = monthString.split(,);  
= [ 'Jan', 'Feb', 'Mar', 'Apr', 'May', 'Jun', 'Jul', 'Aug', 'Sep', 'Oct', 'Nov', 'Dec' ]  
months.length;  
= 12
```

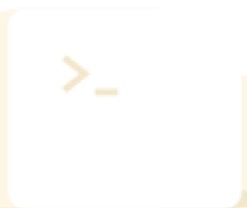


字符串内插（Interpolation）

JavaScript

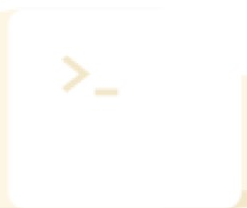
```
const firstName = Ringo;  
const lastName = Starr;  
  
const message = `${firstName} ${lastName} is a drummer`;  
= Ringo Starr is a drummer;
```

样板字面值



数组（Array）

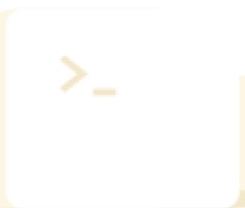
参考[数组](#)



CRUD

JavaScript

```
const fruits = [];  
fruits.push(Apple);  增加对应 Create  
fruits[0];           查询 Read  
fruits[0] = Banana;  修改 Update  
fruits.splice(0, 1); 删除(0 index的一个项) Delete
```

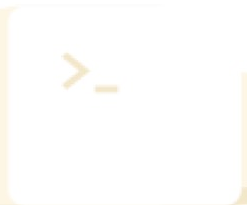


forEach

JavaScript

```
const beatles = [paul, john, ringo, george];  
beatles.forEach((beatle) => {  
  console.log(beatle.toUpperCase());  
});
```

Array.forEach



流程控制（Control Flow）

if **else**

JavaScript

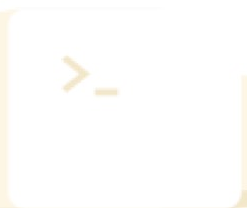
```
const age = 14;  
  
if (age = 18) {  
  console.log(You can vote);  
} else {  
  console.log(You can't vote);  
}
```



错误值（Falsy Values）

JavaScript

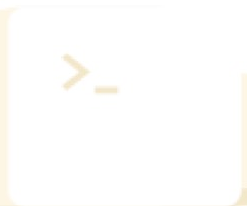
```
false  
undefined  
null  
0  
NaN
```



三元运算符（Ternary Operator）

JavaScript

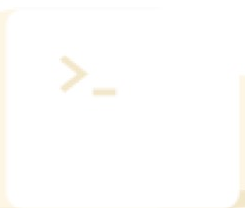
```
const raining = true;  
const accessory = (raining ? umbrella : sunglasses);  
= umbrella
```



JavaScript

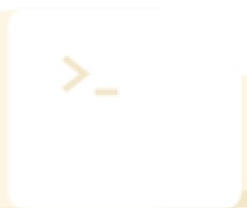
```
if (digit === 0) {  
  console.log('Zero');  
} else if (digit === 1) {  
  console.log('One');  
} else {  
  console.log('I don't know this digit, sorry!');  
}
```

理解JS中的等值比较规则及 `==` 和 `===` 的区别。



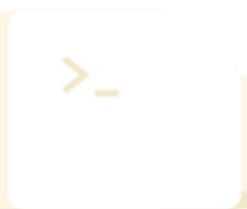
对象（Objects）

JS对象指南



简单对象（Simple Object）

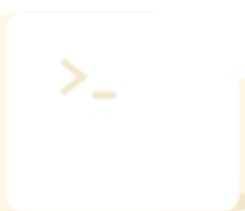
```
const student = {  
  firstName Boris,  
  lastName Paillard  
};  
  
console.log(typeof student);  
= object  
  
console.log(student);
```



读取和设置属性

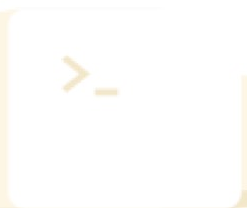
可用点操作符（dot notation）去访

```
console.log(student.firstName);  
= Boris  
console.log(student['firstName']);  Another way  
= Boris  
student.firstName = Romain;  
console.log(student.firstName);  
= Romain
```



函数（Functions）

阅读[函数指南](#)

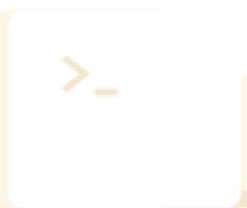


定义函数（Define）

JavaScript（老方式）

```
function square(x) {  
  return x * x;  
}
```

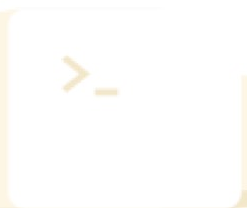
Note the explicit `return`



调用函数（Calling）

JavaScript

```
square(10);  
= 100
```

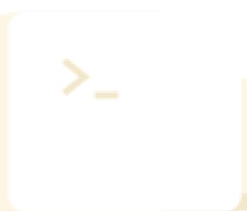


箭头函数（Arrow Function）

```
const square = (x) = {  
  return x * x;  
};
```

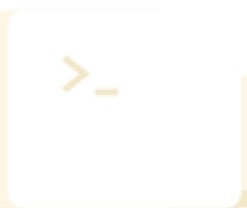
更短的语法，与隐式返回（**implicit return**）

```
const square = x => x * x;  
用函数，与前面提到的一样  
square(10);
```



应该用什么？

完全相同的函数可以被表示为只有一行代码的[箭头函数](#)。练习中，请使用箭头函数。



字母大小事例

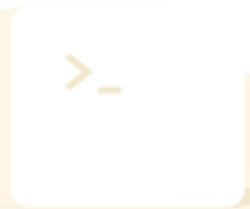
如何应用箭头函数（arrow function）并将其存储为 `capitalize`

```
touch libcapitalize.js
const capitalize = (word) = {
  const firstLetter = word[0].toUpperCase();
  const restOfTheWord = word.substring(1).toLowerCase();
  return `${firstLetter}${restOfTheWord}`;
};
```



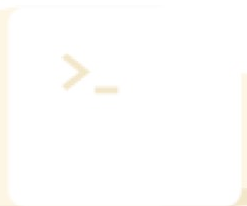
>_

调试（Debug）



console.log()

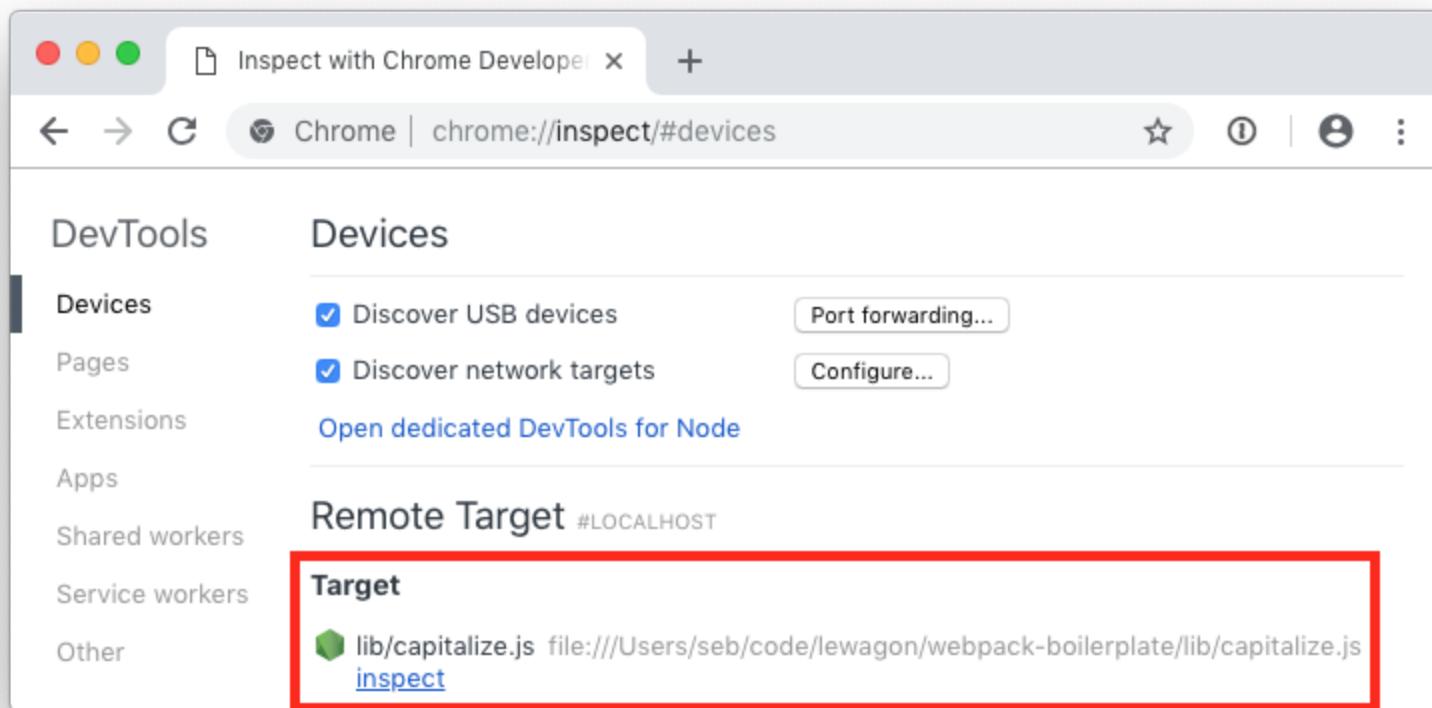
```
const capitalize = (word) = {  
  const firstLetter = word[0].toUpperCase();  
  console.log(firstLetter);  
  const restOfTheWord = word.substring(1).toLowerCase();  
  return `${firstLetter}${restOfTheWord}`;  
};  
  
capitalize(wagon);
```



Chrome调试工具（1）

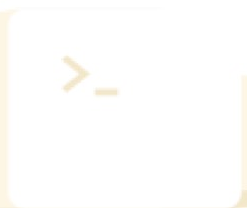
在chrome中打开页面，并输入 `chrome://inspect`

- 单击"Inspect"查看需要调试的文件



Chrome调试工具（2）

- 在**Sources / Filesystem**面板上点击 **+ Add folder to workspace**
- 在文件系统中选择文件
- 点击"Allow"



Chrome调试工具（3）

可以开始调试了！在代码中添加一些**breakpoints**



Happy (Back-end) JavaScripting!

