

Intro

The Client-side Programming Language

What's with the name?

JavaScript != Java

Today's Goals

- Familiarise with the **Syntax**
- Practise the **basics** in JavaScript

Today we'll work in the **browser**

JavaScript Version

We are going to use **ES6**:

- Short for ECMAScript Edition 6
- Released in 2015 (ECMAScript 2015 Language)
- Supported by ~90% browsers

Run code on your browser

```
// in-browser dev tools  
console.log("Hello Le Wagon");  
→  
Hello Le Wagon
```

Basic Types

```
"Hello Le Wagon"           // string
```

```
42                           // number
```

```
3.14                         // number
```

```
true                         // boolean
```

Checking types

```
typeof("Boris");  
// => 'string'
```

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


Casting types

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

```
// => 42
```

```
(42).toString();
```

```
// => '42'
```

Data structures

```
[ 'Hello', 'Le', 'Wagon', 42 ]    // Array  
  
{ name: 'bob', age: 42 }          // Object  
{ 'name': 'bob', 'age': 42 }      // Object (the exact same)
```

Null & Undefined

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

Variables

Old JS uses `var` .

ES6 uses two new keywords in replacement.

let

For a variable you **will re-assign**

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

const

For a variable you **won't** re-assign

```
const firstName = "John";  
console.log(firstName);  
  
firstName = "Paul"; // TypeError: Assignment to constant variable.
```

Naming convention

```
const firstName = "Ringo";  
// lowerCamelCase
```


Strings

Let's dive deeper into this type.

Reference: [String on MDN web docs](#)

Length

```
const firstName = "Paul";  
firstName.length;  
// => 4
```

Character access

```
const firstName = "John";  
firstName[0];  
// => "J"  
  
// Print all characters starting at index 1  
firstName.substring(1);
```

Case manipulation

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

Split

```
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
```

Interpolation

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

[Template literals on MDN](#)

Arrays

Reference: [Array on MDN web docs](#)

CRUD

```
const fruits = [];  
fruits.push("Apple"); // Create  
fruits[0];           // Read  
fruits[0] = "Banana"; // Update  
fruits.splice(0, 1); // Delete (1 item at index 0)
```


forEach

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

Array.forEach

Control Flow

if / else

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

Falsy values

```
false  
undefined  
null  
0  
NaN  
""
```

Ternary Operator

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

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

Read more about [sameness in JS](#) and the difference between `==` and `===`.

Objects

Guide: [Working with Objects](#) on MDN

Simple Object

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


Reading/Setting a property

You can use dot-notation.

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

Functions

Read the [Function Guide on MDN web docs](#)

Defining

JavaScript (old way)

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

Note the explicit `return`

Calling

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

Arrow Function

```
const square = (x) => {  
  return x * x;  
};  
  
// Or even shorter, with **implicit** return.  
const square = x => x * x;  
// Calling the function: same as before  
square(10);
```

What should I use?

Arrow functions are a new way to write functions since ES6 and they are our preferred way of writing functions. During your batch, always use arrow functions instead of ES5 `function` statements.

Capitalize example

Let's livecode an arrow function and store it into `capitalize`.

```
touch lib/capitalize.js
```

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

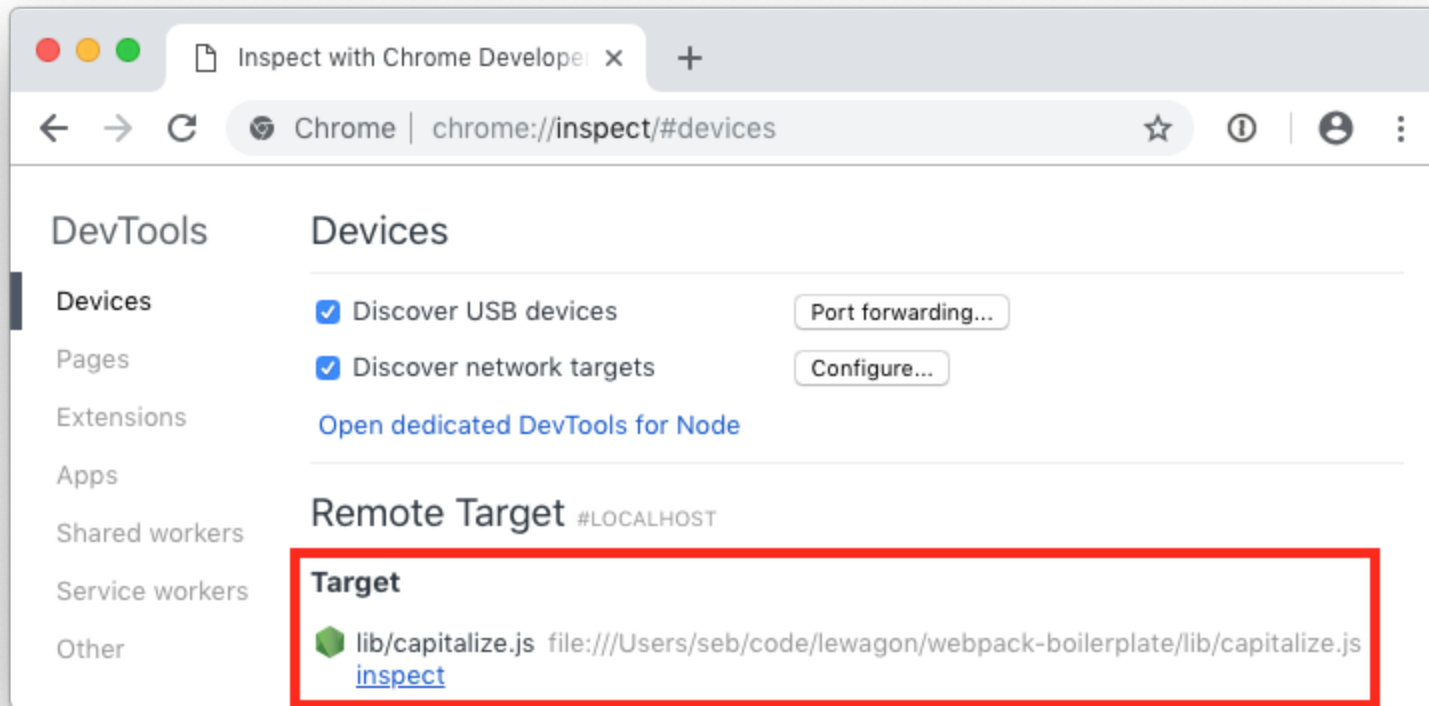
Debugging

Poor man's debugger: `console.log()`

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

Attaching to Chrome (1)

- Open up a web page in chrome
- Go to `chrome://inspect`
- Click on "Inspect" for the file you are debugging

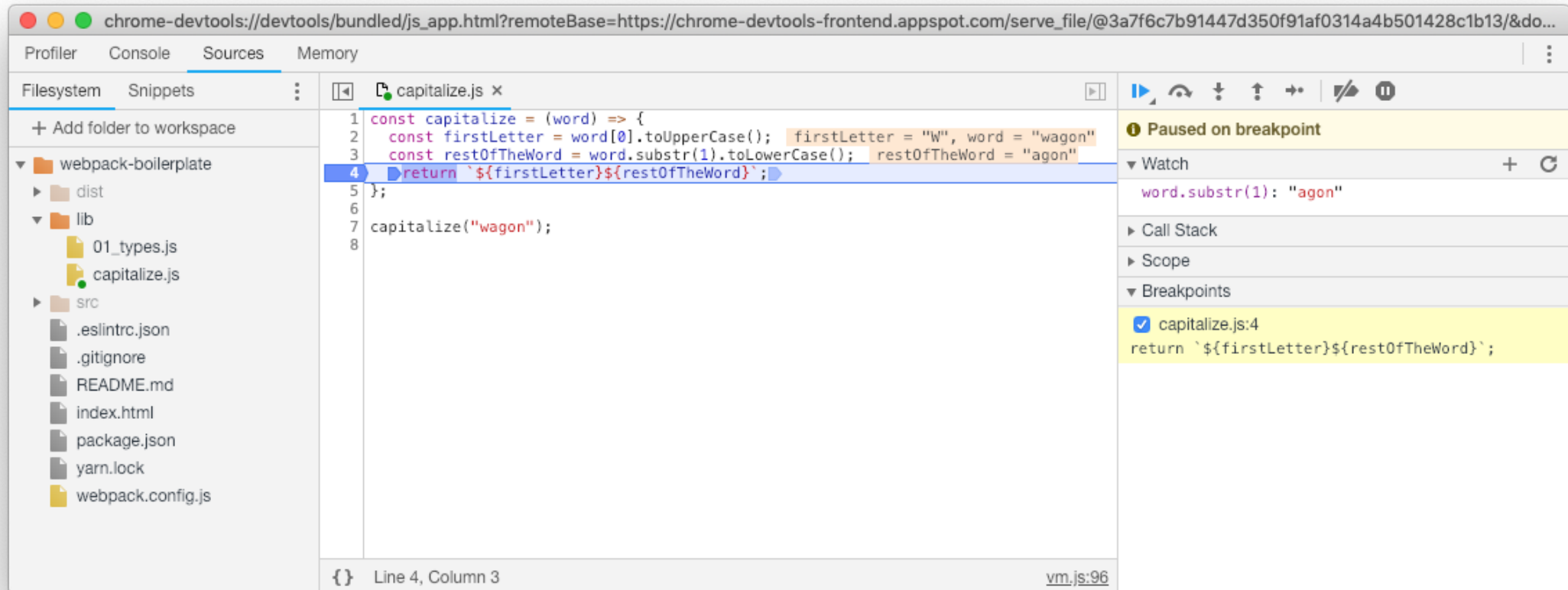


Attaching to Chrome (2)

- Underneath the **Sources / Filesystem** tabs, click on **+ Add folder to workspace**
- Find and select your project in your filesystem
- Click on the "Allow" blue button to give Chrome access to your filesystem

Attaching to Chrome (3)

You are **ready**! You can now **click in the gutter** to add **breakpoints** to your code.



Happy (Back-end) JavaScripting!