Module 3 Day 7

JavaScript Functions

Array Functions

- concat()
  - Let newArray = array1.concat(array2)
- join()
  - Joins all elements into a string
- slice(startElement, nonInclusiveEndElement)
  - Returns a portion of an array (akin to substring). Does not modify original
- splice(start, count, newelements...)
  - Removes / adds elements to an array. Modifies the original array.
- indexOf(), lastIndexOf()
- https://www.w3schools.com/jsref/jsref_obj_array.asp
- https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Array#

Named Functions

- Denoted by the function keyword plus name

- Parameters, but no types

- No return type declared

- Functions not overloaded, but overwritten

```
/**
 * Create JSDoc documentation so that VSCode can understand and give you IntelliSense.
 *
 * @param {any} parameter1 The first parameters to append
 * @param {string} parameter2 The second parameter to append
 * @returns {string} The two parameters concatenated.
 */
function someFunction(parameter1, parameter2) {
  let s = '' + parameter1 + parameter2;
  return s;
}
```

Parameters

- Always optional, but default to undefined
- Default values can be assigned
  - Can be expressions, call functions, new objects, create arrays
  - Can refer to parameters to the left in the list

```
function greet(name, greeting, message = greeting + ' ' + name) {
```

  - Passing undefined results in the default value
  - https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Functions/Default_parameters
- arguments can be used to get all the arguments passed in
- Arguments and parameters are *not technically* the same thing (w3schools)

Function **parameters** are the **names** listed in the function definition.

Function **arguments** are the real **values** passed to (and received by) the function.

Let's Code

Functions are "first-class"

- Functions are data!
- Can be stored in variables
- Can be defined as properties of an object
- Can be passed as parameters into other functions!
- Like other values, can be "named", or can be literal (anonymous)

Let's Code

Anonymous Functions

- Functions (blocks of code) can be passed around like other values
  - You can pass strings, numbers, arrays, objects and functions as parameters
  - (this is true in C# also)

- Are all values named?
  - We don't always create a variable before passing it into a function
  - We don't have to create a function before passing it in either

- Syntax:
  - `function (s) {return s.toUpperCase();}`
  - OR, the "fat arrow" / lambda syntax:
    - `(s) => {return s.toUpperCase();}`
  - OR, even briefer:
    - `s => s.toUpperCase()`

- NOTE: any amount of code can be inside the { }

Array functions requiring function parameter

JS Function	Parameters	Returns	C# Linq
forEach	Item	Executes the code iteratively, for each element in the array. No return value.	
filter	Item	Array of the same type (<= original size), filtered by the function	Where
map	Item	Array of same size, original elements "mapped" to something new	Select
sort	Item1, Item2	Array of same size and type, with elements sorted. Return 1 if Item1 > Item2, -1 if item1 < item2, 0 otherwise	OrderBy
reduce	Accum, Item	A single value, allows calculating a running value	Sum, Aggregate
every	Item	Boolean, true if every item meets the condition	All
some	Item	Boolean, true if at least one item meets the condition	Any

Let's Code

JSDoc

- VS Code uses this documentation for IntelliSense
- @param {type} param-name Parameter-description
- @param {type} [param-name=default-value] Description…
- @returns {type} Return-value-description
- https://jsdoc.app/, https://jsdoc.app/index.html#block-tags