**CIT 261 – Week 04 Notes**

* Objects
  + Variables are called properties
* JSON
  + To convert an object to JSON use:
    - JSON.stringify()
  + This can be stored in database or exported
* Form Validation
  + HTML5 not to best to use at the moment – lacks support from all browsers
  + API puts relevant attributes to form fields.
  + Attribute types:
    - required
    - maxlength=
    - can run custom JS validation
  + Event listeners and provide immediate feedback
    - keyup
    - focus
    - blurr
  + Disable the submit button
    - <button type=’submit’ id=’submit’ disabled>Submit</button>
  + Function to disable submit button if field is empty
    - Function disableSubmit(event) {

If(event.target.value === ‘ ‘) {

document.getElementById(‘submit’).disabled = true;

} else {

document.getElementById(‘submit’).disabled = false;

}

* OOP in JS
  + Encapsulation – takes input in and produces output without exposing what’s going on inside
  + Polymorphism – a method can be used for various methods. Can override shared methods with specific implementation
  + Inheritance – taking the properties from one object and applying them to another along with additional properties unique to the new object.
  + Classes – objects are contained inside a class and inherit all the properties of that class. Every object within a class contain the same properties.
  + Constructor Functions
    - Name of constructor functions are capitalized
  + Static Methods – ?
  + Prototypical Inheritance
  + Should use class declarations rather than constructor functions
  + Never use arrays or objects as a default value in prototype
  + Methods are public in JS unless inside a class declaration.
    - Use getters and setters to access private methods