



JavaScript Programming

Tiep Phan – SSE – July 2018

Agenda

- Course overview.
- Course contents.
- Examination.

Course Overview

- Introduction to JavaScript.
- Why learn JavaScript?
- The fundamentals of JavaScript.
- JavaScript new features: ES2015 → ES2018.

Course Contents

- Section 1: Data type, Operators, Variables, Scope, Program Structure.
- Section 2: Function, Higher-Order Function, Object/Class, Array.
- Section 3: Asynchronous Programming, Events, Block scope variables, Constant.
- Section 4: Arrow functions, Default parameter value, Rest, Spread, Class, Module.
- Section 5: Promise, Async/Await.

Section 4

Arrow functions, Default parameter value, Rest, Spread, Class, Module

Functions

- A function is a JavaScript procedure—a set of statements that performs a task or calculates a value.
- To use a function, you must define it somewhere in the scope from which you wish to call it.

Functions

```
1 function sayHi(fname, lname) {  
2     return 'Hi: ' + fname + ' ' + lname;  
3 }  
4  
5 console.log(sayHi('Tiep', 'Phan'));  
6
```

Functions

- The Three Roles of Functions in JavaScript:
 - Non-method function (normal function).
 - Constructor.
 - Method.

```
● ● ●

1 function HttpServer(host, port) {
2   this.host = host;
3   this.port = port;
4 }
5
6 HttpServer.prototype.print = function() {
7   console.log('Server running at ' + this.host + ':' + this.port);
8 }
9 // Constructor
10 var httpServer = new HttpServer('localhost', 80);
11
12 //method
13 httpServer.print();
14
```

Arrow Functions

- Clean format.
- `this` vs Arrow fn.

```
const arr = [1, 2, 3];
const squares = arr.map(x => x * x);
```

```
const obj = {
  t: 50,
  lazyComp() {
    setTimeout(() => console.log(this.t), 1000);
  }
}
```

Arrow Functions

- Specifying parameters:

```
() => { /*CODE*/ } // no parameter  
x => { /*CODE*/ } // one parameter, an identifier  
(x, y) => { /*CODE*/ } // several parameters
```

Arrow Functions

- Specifying a body:

```
x => { return x * x } // block  
x => x * x // expression, equivalent to previous line
```

```
// eg  
const squares = [1, 2, 3]  
  .map(function (x) { return x * x });
```

```
const squares = [1, 2, 3].map(x => x * x);
```

Arrow Functions

- **No line break after arrow function parameters**

```
const gx = (x, y) // SyntaxError
=> x + y;
const hx = (x, y) => // OK
x + y;
```

Arrow Functions

- Returning object literals

```
const gx = (x, y) => {x: x, y: y}; // SyntaxError  
const hx = (x, y) => ({x: x, y: y}); // OK
```

Arrow Functions

Arrow functions versus normal functions

An arrow function is different from a normal function in only two ways:

- The following constructs are lexical:
 - **arguments, super, this, new.target**
- It can't be used as a constructor: Normal functions support **new** via the internal method **[[Construct]]** and the property prototype. Arrow functions have neither, which is why **new (() => {})** throws an error.

Default Parameter Value

```
functiongetPost(perPage = 10) {  
  console.log(`getPost with ${perPage} items`);  
}  
  
functiongetPost(perPage) {  
  if (perPage === void 0) { perPage = 10; }  
  console.log("getPost with " + perPage + " items");  
}
```

Default Parameter Value

- Referring to other parameters in default values

```
function gx(x, y = x) {  
  console.log(x, y);  
}
```

gx(3)

gx(3, 5)

Destructuring Assignment

- The **destructuring assignment** syntax is a JavaScript expression that makes it possible to unpack values from arrays, or properties from objects, into distinct variables.

Destructuring Assignment

```
const obj = { first: 'Jane', last: 'Doe' };
const { first: f, last: l } = obj;
// f = 'Jane'; l = 'Doe'
```

```
// { prop } is short for {prop: prop}
const { first, last } = obj;
// first = 'Jane'; last = 'Doe'
```

Destructuring Assignment

```
const [x, y] = ['a', 'b', 'c'];
// x = 'a'; y = 'b';
```

```
const [x, , y] = ['a', 'b', 'c'];
// x = 'a'; y = ?
```

Destructuring Assignment

```
const obj = {  
    v: {  
        g: 5  
    }  
};  
  
const { v: { g } } = obj;
```

Destructuring Assignment

```
const [x, y = 10] = ['a'];
```

Rest Operators

```
function add(...args) {  
  return args.reduce((acc, v) => acc + v);  
}
```

```
add(2, 3, 4, 5)  
//14
```

Rest Operators

```
const obj = {  
  a: 5,  
  b: 10,  
  c: 35  
};
```

```
const { b, ...bo } = obj;
```

```
const [x, ...y] = [ 'a', 'b', 'c', 'd' ];
```

Spread Operators

```
const obj = {  
  a: 5,  
  b: 10,  
  c: 35  
};
```

```
const ba = {  
  ...obj,  
  b: 50  
};
```

Spread Operators

```
const arr = ['a', 'b', 'c', 'd'];
const brr = ['g', 'h', 'i', ...arr];
```

ES2015 Class

```
class Shape {  
    constructor(x, y) {  
        this.x = x;  
        this.y = y;  
    }  
    moveTo(x, y) {  
        this.x = x;  
        this.y = y;  
    }  
}  
  
class Rect extends Shape {  
    constructor(x, y, w, h) {  
        super(x, y);  
        this.w = w;  
        this.h = h;  
    }  
}
```

ES2015 Class

- **Class declarations are not hoisted**

```
// OK
new Shape();
function Shape() {
}
```

```
// Error
new Shape();
```

```
class Shape {  
}
```

ES2015 Class

- ***class declarations vs class expressions***

```
const Shape = class {  
}
```

```
const Shape = class S {  
}
```

ES2015 Class

- ***constructor, static methods, prototype methods***

```
class Shape {  
    constructor(x, y) {  
        this.moveTo(x, y)  
    }  
    moveTo(x, y) {  
        this.x = x;  
        this.y = y;  
    }  
    static create(x = 0, y = 0) {  
        return new Shape(x, y)  
    }  
}
```

Module Pattern

```
const dataService = (function() {
  return {
    getPost: function() {
      console.log('GET POST');
    }
  };
})();
```

Module Pattern

```
const dataService = (function() {
  let privateData = 50;
  function updatePrivateData() {
    privateData += 5;
  }
  return {
   getPost: function(refresh = false) {
      console.log('GET POST');
      if (refresh) {
        updatePrivateData();
      }
    }
  };
})();
```

ES2015 Module

```
import defaultExport from "module-name";
import * as name from "module-name";
import { export } from "module-name";
import { export as alias } from "module-name";
import { export1 , export2 } from "module-name";
import {
  export1 , export2 as alias2 , [...]
} from "module-name";
```

ES2015 Module

```
import defaultExport, {  
  export [ , [...] ]  
} from "module-name";  
import defaultExport, * as name from "module-name";  
import "module-name";  
var promise = import(module-name);
```

ES2015 Module

You can't nest import inside if statements, functions, etc.

```
if (true) {  
  import { something } from './src/lib';  
}
```

ES2015 Module

```
export { name1, name2, ..., nameN };
export { variable1 as name1, variable2 as name2, ...,
nameN };
export let name1, name2, ..., nameN; // also var,
const
export let name1 = ..., name2 = ..., ..., nameN; // also
var, const
export function FunctionName(){...}
export class ClassName {...}
```

ES2015 Module

```
export default expression;  
export default function (...) { ... } // also class,  
function*  
export default function name1(...) { ... } // also  
class, function*  
export { name1 as default, ... };  
  
export * from ...;  
export { name1, name2, ..., nameN } from ...;  
export {  
    import1 as name1, import2 as name2, ..., nameN  
} from ...;  
export { default } from ...;
```

DEMO



Q&A

Section 5

Promise, Async/Await

ES2015 Promise

- Promises are an alternative to callbacks for delivering the results of an asynchronous computation.

```
const p = new Promise( /* executor */  
function(resolve, reject) {  
// statements  
});
```

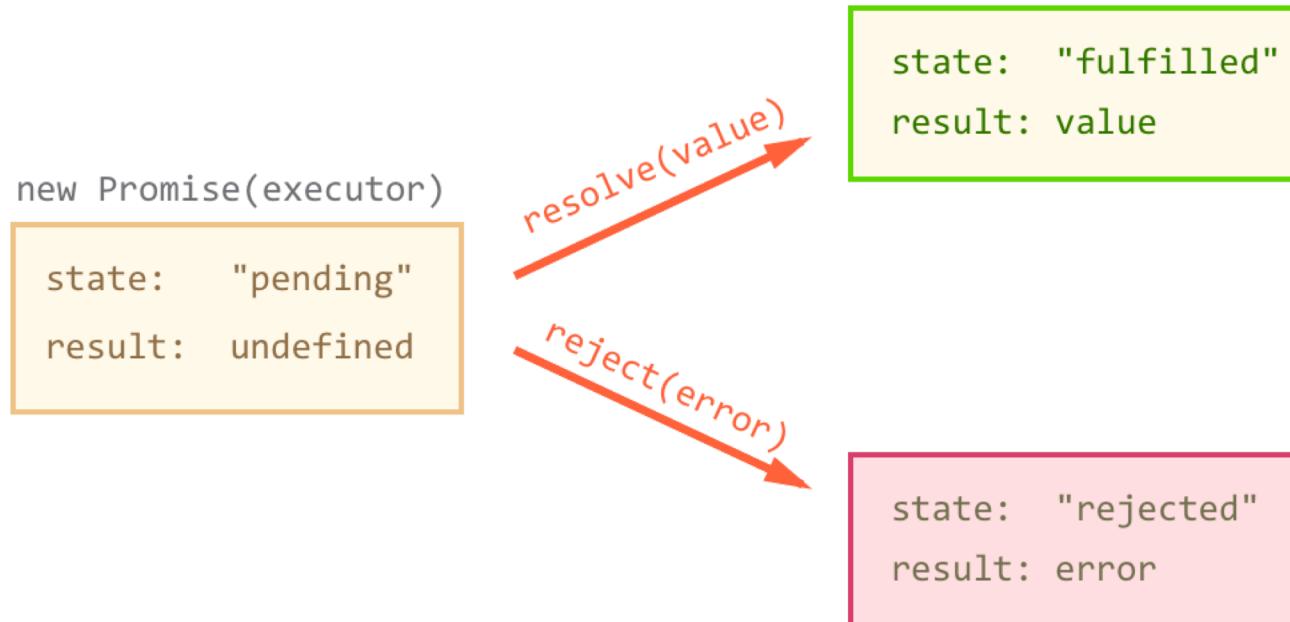
ES2015 Promise

- A Promise is always in one of three mutually exclusive states:
 - Before the result is ready, the Promise is *pending*.
 - If a result is available, the Promise is *fulfilled*.
 - If an error happened, the Promise is *rejected*.
- A Promise is *settled* if “things are done” (if it is either fulfilled or rejected).
- A Promise is settled exactly once and then remains unchanged.

ES2015 Promise

- *Promise reactions* are callbacks that you register with the Promise method `then()`, to be notified of a fulfillment or a rejection.
- A *thenable* is an object that has a Promise-style `then()` method. Whenever the API is only interested in being notified of settlements, it only demands thenables (e.g. the values returned from `then()` and `catch()`; or the values handed to `Promise.all()` and `Promise.race()`).

ES2015 Promise



ES2015 Promise

- Create a promise

```
const p = new Promise(  
  function (resolve, reject) { // (A)  
    ...  
    if (...) {  
      resolve(value); // success  
    } else {  
      reject(reason); // failure  
    }  
  });
```

ES2015 Promise

- Consuming a Promise

```
promise
  .then(
    value => { /* fulfillment */ },
    error => { /* rejection */ }
  )
  .catch(error => { /* rejection */ });
```

ES2015 Promise

```
function httpGet(url) {
  return new Promise(
    function (resolve, reject) {
      const request = new XMLHttpRequest();
      request.onload = function () {
        if (this.status === 200) {
          // Success
          resolve(this.response);
        } else {
          // Something went wrong (404 etc.)
          reject(new Error(this.statusText));
        }
      };
      request.onerror = function () {
        reject(new Error('XMLHttpRequest Error: ' + this.statusText));
      };
      request.open('GET', url);
      request.send();
    });
}
```

ES2015 Promise

```
httpGet(  
  'https://api.github.com/search/repositories?q=angular'  
)  
  .then(  
    function (value) {  
      console.log('Contents: ' + value);  
    },  
    function (reason) {  
      console.error('Something went wrong', reason);  
    });
```

ES2015 Promise

- **Other ways of creating Promises**
 - `Promise.resolve()`
 - `Promise.reject()`

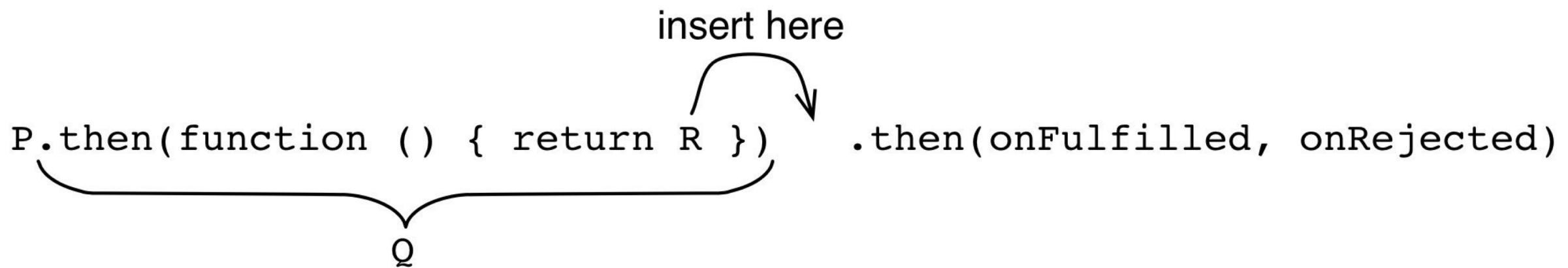
ES2015 Promise

- **Chaining Promises**

```
asyncFunc()  
  .then(function (value1) {  
    return 123;  
  })  
  .then(function (value2) {  
    console.log(value2); // 123  
  });
```

ES2015 Promise

- **Chaining Promises**



ES2015 Promise

- Promise anti-pattern: nested

```
asyncFunc1()  
  .then(function (value1) {  
    asyncFunc2()  
      .then(function (value2) {  
        ...  
      });  
  })
```

ES2015 Promise

- Promise anti-pattern: nested (fixed)

```
asyncFunc1()  
  .then(function (value1) {  
    return asyncFunc2();  
  })  
  .then(function (value2) {  
    ...  
  });
```

ES2015 Promise

- Promise anti-pattern: nested

```
function asyncFunc1() {  
  return new Promise(function(resolve, reject) {  
    asyncFunc2().then(function(data) {  
      // extra work with data  
      resolve(data);  
    }).catch(reject);  
  });  
}
```

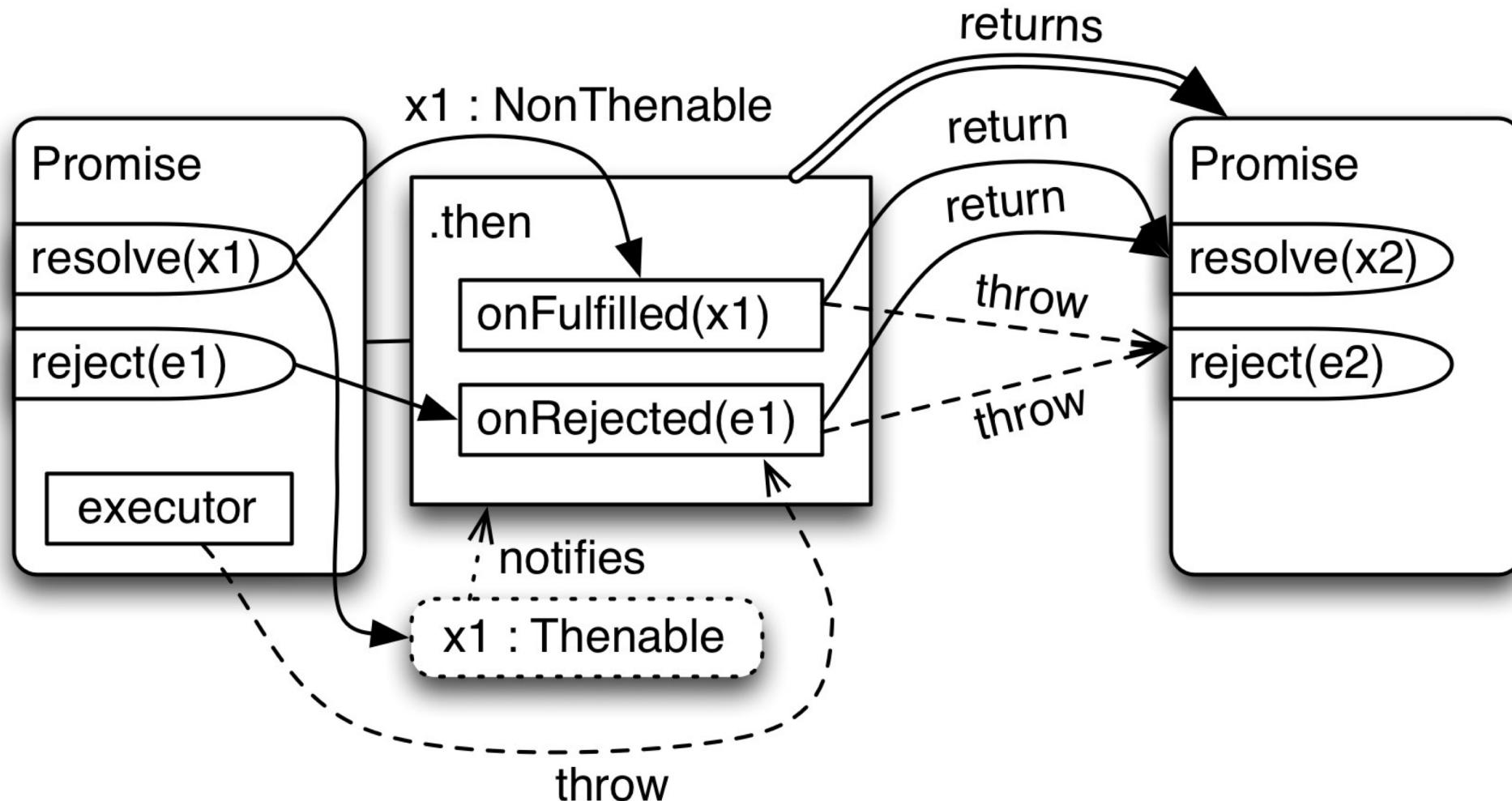
ES2015 Promise

- Promise anti-pattern: nested (fixed)

```
function asyncFunc1() {  
  return asyncFunc2().then(function(data) {  
    // extra work with data  
    return data;  
  });  
}
```

ES2015 Promise

- `then` always return a promise



ES2015 Promise

- Promise.all
- Promise and the Event loop
- Promise only return single value.

```
const promise = new Promise(  
  function(resolve, reject) {  
    resolve("done");  
  
    reject(new Error(...)); // ignored  
    setTimeout(() => resolve(...)); // ignored  
  });
```

Async/Await

- Async functions: always return a promise

```
async function f() {  
    return 1;  
}
```

```
function f() {  
    return Promise.resolve(1);  
}
```

Async/Await

- Await: works only inside async functions

```
async function f() {  
  const promise = new Promise((resolve, reject) => {  
    setTimeout(() => resolve("done!"), 1000)  
  });  
  // wait till the promise resolves (*)  
  const result = await promise;  
  console.log(result); // "done!"  
}  
  
f();
```

Async/Await

- Can't use await in regular functions

```
function f() {  
  const promise = new Promise((resolve, reject) => {  
    setTimeout(() => resolve("done!"), 1000)  
  });  
  // SyntaxError  
  const result = await promise;  
}  
  
f();
```

Async/Await

- await **won't work in the top-level code**

```
const response = await fetch(  
  'https://api.github.com/search/repositories?q=angular'  
);  
const repos = await response.json();
```

Async/Await

- Async methods

```
class User {  
  constructor(username) {  
    this.username = username;  
  }  
  async getUser() {  
    const response = await fetch(  
      `https://api.github.com/search/users?q=${this.username}`  
    );  
    return await response.json();  
  }  
}  
  
const u = new User('tiep');  
u.getUser().then(res => console.log(res));
```

Async/Await

- Error handling

```
async function getUser(username) {  
  try {  
    const response = await fetch(  
      `https://api.github.com/search/users?q=${username}`  
    );  
    return await response.json();  
  } catch(e) {  
    throw e;  
  }  
}  
getUser('tiep')  
  .then(res => console.log(res))  
  .catch(err => console.warn(err));
```

Async/Await

- Do not combine sync operations with async/await

```
let x = 0;
async function r5() {
  x += 1;
  console.log(x);
  return 5;
}

(async () => {
  x += await r5();
  console.log(x);
})();
```

Async/Await

- Do not combine sync operations with async/await

```
let x = 0;
async function r5() {
  x += 1;
  console.log(x);
  return 5;
}

(async () => {
  const y = await r5();
  x += y;
  console.log(x);
})();
```

Async/Await

- Too Sequential

```
async function getBooksAndAuthor(authorId) {  
  const books = await fetchAllBook();  
  const author = await fetchAuthorById(authorId);  
  return {  
    author,  
    books: books.filter(book => book.authorId === authorId),  
  };  
}
```

Async/Await

- Too Sequential

```
async function getBooksAndAuthor(authorId) {  
  const bookPromise = fetchAllBook();  
  const authorPromise = fetchAuthorById(authorId);  
  const books = await bookPromise;  
  const author = await authorPromise;  
  return {  
    author,  
    books: books.filter(book => book.authorId === authorId),  
  };  
}
```

DEMO



Q&A

References

- <http://speakingjs.com/es5/index.html>
- <http://exploringjs.com/es6/index.html>
- http://exploringjs.com/es2016-es2017/ch_async-functions.html
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THANK YOU

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