# Introduction to JavaScript

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# **About Steve**

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# Web basics

### **HTML**

Structure

### CSS

Styles

### JavaScript

Functionality

```
<!DOCTYPE html>
<html lang="en">
 <head>
   <meta charset="utf-8" />
   <meta name="viewport" content="width=device-width, initial-scale=1" />
   <title>Hello world!</title>
    <!-- import the webpage's stylesheet -->
   k rel="stylesheet" href="/style.css" />
    <!-- add styles directly to the HTML -->
   <style>
     body {
       font-family: sans-serif:
   </style>
    <!-- import the webpage's javascript file -->
   <script src="/script.js" defer></script>
    <!-- add javascript directly to the HTML -->
   <script>
     console.log("Hello world!");
   </script>
 </head>
 <body>
    <!-- this is the start of content -->
   <h1>Hello World!</h1>
     This starter gives you everything you need to start working on a new
     website, and nothing more.
   </body>
</html>
```

# What can JavaScript do?

- User interaction: menu dropdowns, tabs, carousels
- Dynamically add content to page (Ajax)
- Data visualization (Plotly, D3.js)
- Applications (Instagram)
- Anything another programming language could do (Node.js)

# JavaScript syntax basics

- Whitespace mostly doesn't matter, except for readability
- Semicolons ; end statements/lines
- Brackets { } group statements
- Comments can be // Single line or /\*
   Multi-line \*/
- Use console.log(SOMETHING); to show values

# Data types

```
Strings (text): 'a string has quotes around it'
 Numbers: 1, -1
• Boolean: true, false
  Arrays: ['a', 'list', 'of', 'other', 'values', true, 123]
    Get a specific value: array[index] (eg. array[0] -> 'a')
• Objects: { 'key': 'value pairs', 'length': 2}
       Get a specific value: object[key] (eg. object['length'] -> 2)
• Variables: const varName = 1;

    Use let to reassign later (like in loops)

Functions:
       function functionName(name) { return `Hello '${name}`; }
```

Also arrow functions: (name) => `Hello \${name}`;

# **Operators**

```
• Math: +, -, *, /, %
    0 1 + 2 -> 3
    o 'Hello' + 'world' -> 'Helloworld'
    0 11' + 2 -> 112'
• Logical: &&, ||
    o true && false -> false
    o true || false -> true
• Equality: ===, !==, !=
    o '1' === 1 -> false
    o '1' == 1 -> true
    o '1' !== 1 -> true
    o '1' != 1 -> false
```

# Conditionals

```
if (some statement that results in true or false) {
    // Do something if the condition is true
} else if (another statement that is true or false) {
    // Do something if the new condition is true
} else {
    // Do something if the all conditions are false
}
```

# Array methods

```
const nums = [0, 1, 2, 3, 4, 5, 6, 7, 8, 9];
const double = nums.map((value) => value * 2);
   -> [0, 2, 4, 6, 8, 10, 12, 14, 16, 18]
const evens = nums.filter((value) => value % 2 === 0);
   -> [0, 2, 4, 6, 8]
const sum = nums.reduce((prev, value) => prev + value, 0);
   -> 45
```

# DOM/Events

```
const element = document.querySelector(CSS SELECTOR);

OR document.querySelectorAll(CSS SELECTOR);

element.addEventListener('click', (event) => {
    // Do something when an event happens.
});
```

# **Build something**

- Go to <u>glitch.com/~fanatical-wild-blinker</u>
- Select "Remix your own" at bottom right
- Using Bulma for CSS

Data Computation and Visualization Example

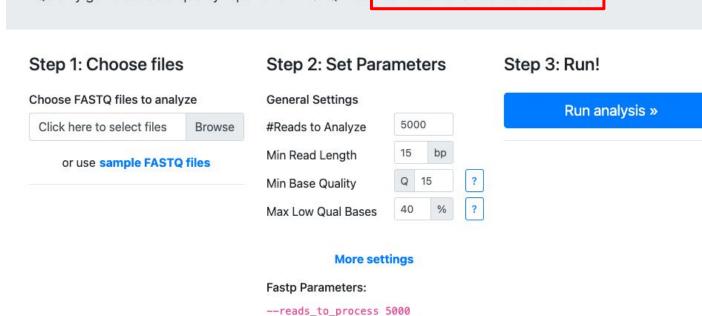
A Basic

fastq.bio Code



### Peek at Your Sequencing Data

Quickly generate data quality reports for FASTQ files. Your data never leaves the browser.



--disable\_adapter\_trimming --qualified\_quality\_phred 15 --unqualified\_percent\_limit 40

--length\_required 15

Enter sequence here:

AGCTCCTTAGGCATCAGGATCGNNNGTT

Compute

Reset

Nucleotide Frequency Visualization goes here!

# Things we need to do

- Lay out the page and its elements
- Make each button call a new JavaScript function
- Enhance our JavaScript function to:
  - Create a static ("canned") visualization
  - Calculate nucleotide frequencies
  - Pass the nucleotide frequencies to the visualization (so that it's no longer static)

# Where can we publish our page/site?

- Github Pages (free)
  - Example:
     <u>github.com/kerchner/NucDist</u> (view at <u>kerchner.github.io/NucDist</u>)
     (started with <u>github.com/jekyll/minima</u> theme)
- Your web server
- Other ideas?

# Also check out...

- Tools/platforms
  - <u>observablehg.com</u> JavaScript computational notebooks
- JavaScript libraries for data visualization
  - <u>d3js.org</u> Data visualization also see <u>d3-graph-gallery.com</u>
  - plotly.com/javascript
  - vega.github.io/vega-lite
- Python in JavaScript
  - Pyodide: <u>github.com/iodide-project/pyodide/</u>
- Bioinformatics tools in JavaScript
  - Aioli: <u>github.com/biowasm/aioli</u>
- Code read example
  - github.com/syntheticgio/watermarker

### Resources

- Mozilla Developer Network: <u>developer.mozilla.org/en-US/docs/Web</u>
- Stack Overflow: <u>stackoverflow.com/questions</u>
- Try online: <u>glitch.com</u>, <u>isfiddle.net</u>, <u>codepen.io</u>
- Use 3rd party libraries without downloading: <u>jsdelivr.com</u>
- Tutorials/videos:
  - <u>linkedin.com/learning/learning-the-javascript-language-2/learn-the-language-of-the-internet</u>
     (and more on LinkedIn learning)
  - js4ds.org/

# Coding Consultations @ GW Libraries

**GWUL Coding** 

Before reserving an appointment, please see http://go.gwu.edu/coding to make sure your request is something we can help with.

### calendly.com/gwul-coding

- HTML/CSS/JavaScript
- Python
- R
- General coding questions

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