Web Programming

Week 7

"Classes tend to be bad modules."

D. Crockford, How JS works, p. 17.0

Today: Classes

Keywords: class, extends

"Inheritance" through Prototypes

Dynamic Dispatch, Refactoring Tests

<Exkurs/>, Quiz

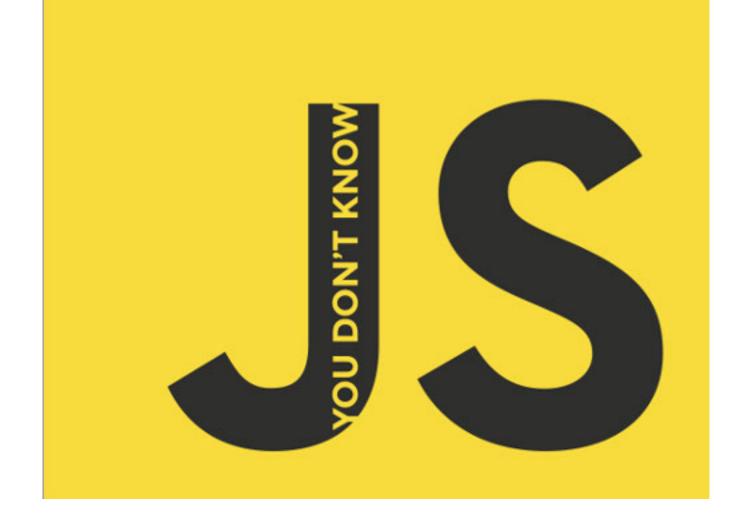


"The this keyword and prototypes are pivotal, because they are foundational to doing real programming with JavaScript."

-NICK BERARDI. Senior Consultant, RDA Corporation

KYLE SIMPSON

this & OBJECT PROTOTYPES



Refresher

https://github.com/getify/ You-Dont-Know-JS

Three ways to encode objects.

Open, dynamic

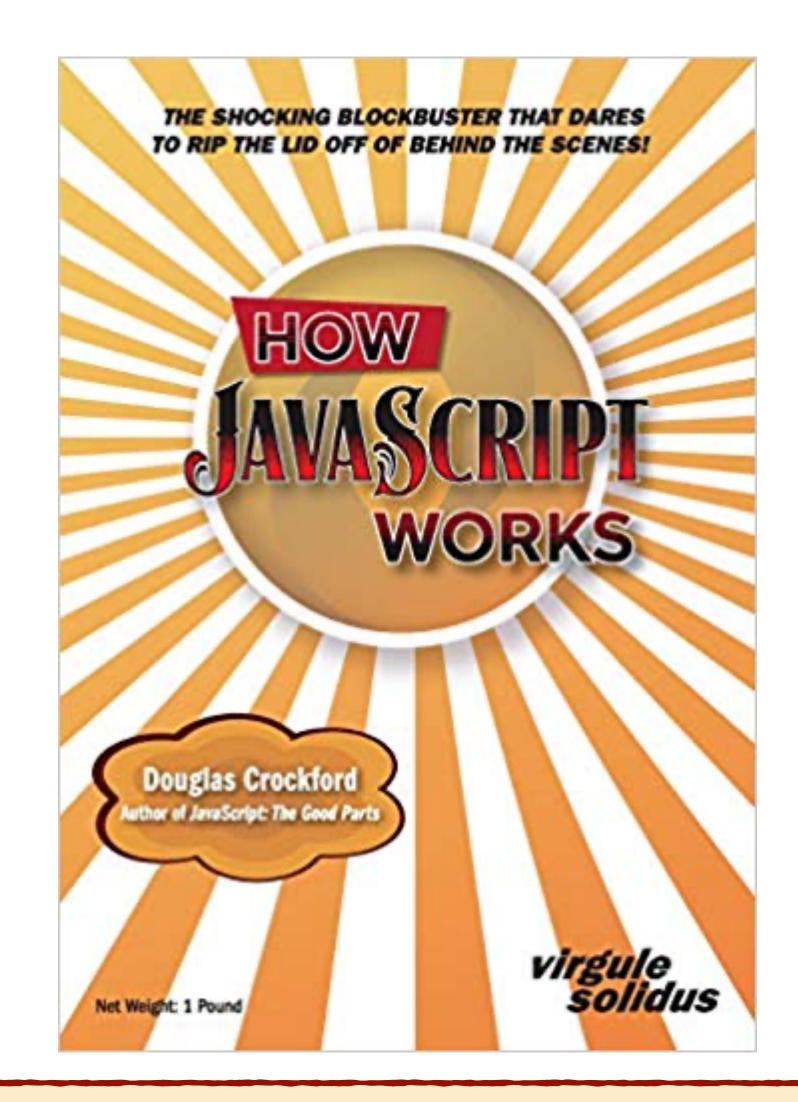
```
Js "Objects"
const good = {
   firstname: "Good",
   lastname : "Boy",
   getName : function() {
         return this.firstname + " " + this.lastname
};
// no safety but super dynamic
  unobvious how to share structure
// beware of "this"! See Adam Breindl last week.
```

Closed, explicit

```
closure scope, no "this"
function Person(first, last) {
   let firstname = first; // optional
   let lastname = last;
    return {
       getName: function() {
                 return firstname + " " + lastname }
// best safety, easy to share structure, but no class
```

Mixed, classified

```
depends on mewn
const Person = ( () => { // lexical scope
    function Person(first, last) { // ctor, binding
       this.firstname = first;
       this.lastname = last;
   Person.prototype.getName = function() {
          return this firstname + " " + this lastname;
   return Person;
}) (); // IIFE
// new Person("Good", "Boy") instanceof Person
```



A light-hearted romp thru the world's most misunderstood programming language.

Douglas Crockford starts by looking at the fundamentals: names, numbers, booleans, characters, and bottom values. JavaScript's number type is shown to be faulty and limiting, but then Crockford shows how to repair those problems. He then moves on to data structures and functions, exploring the underlying mechanisms and then uses higher order functions to achieve class-free object oriented programming.

The book also looks at eventual programming, testing, and purity, all the while looking at the requirements of The Next anguage. Most of our languages are deeply rooted in the paradigm to the produced FORTRAN. Crockford attacks those roots, liberating us to cor der the next paradigm.

He also presents a strawman language and developed a complete transpiler to implement it. The book is deep, dense, full of when it is intentionally funny.

Douglas Crockford has been called a JavaScript Mahatma. He was born in Frostbite Falls, Minne only six months old because it was just too dar learning systems, small business systems, o interactive music, multimedia, location-base systems, and programming languages. He is ugliest programming language that was not speugly programming language. He is best known there are good parts in JavaScript. That was to of the Twenty First Century. He also discovered Format, the world's most loved data format.

but he is more of a but left when he was d. He has worked in automation, games, ertainment, social entor of Tilton, the designed to be an ing discovered that mportant discovery N Data Interchange



Cover Design: Jim Cokas

those problems. He then moves on to data structures and functions, exploring the underlying mechanisms and then uses higher order functions to achieve class-free object oriented programming.

class Keyword

Syntactic sugar for variant 3 (mixed, classified)

Since ES6

class Example

```
close to version 3
class Person {
  constructor(first, last) {
   this.firstname = first;
   this.lastname = last
  getName() {
    return this.firstname + " " + this.lastname
// new Person("Good", "Boy") instanceof Person
```



extends Keyword

Syntactic sugar for creating a prototype chain.

Since ES6

extends Example

```
class Student extends Person {
  constructor (first, last, grade) {
    super(first, last);
    this.grade = grade;
  }
}
const s = new Student("Top", "Student", 5.5);
```

Functions are Objects

They have the prototype property.

It references an object that

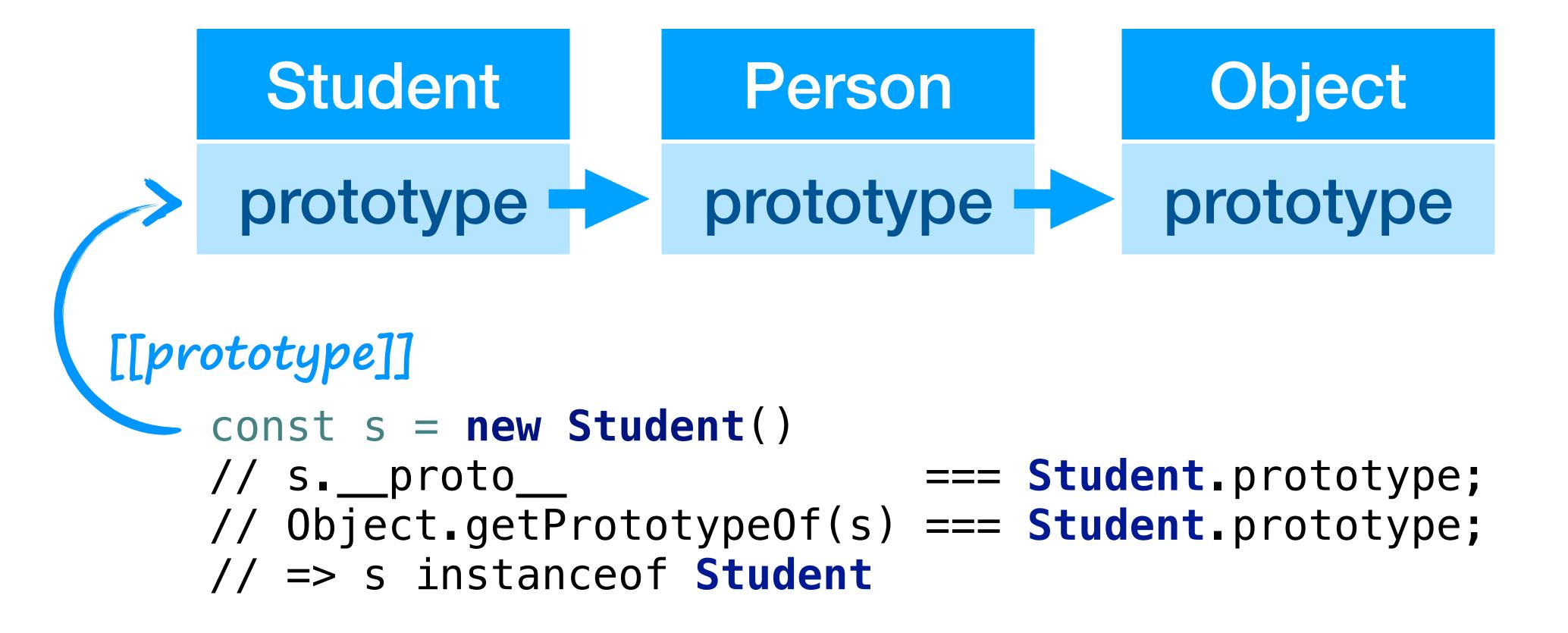
- has a name (~ "Type")
- has a constructor (Type Function)
- has itself a prototype

Objects are Fuirtions

Not in the sense of JavaScript functions.

But in the sense of computer science, they are functions (in the general sense) from their keys to their values.

Prototype chain



Prototype ++

Since a prototype is an object, it can be modified and extended

One can replace the prototype at runtime, essentially changing the "type"

Object.setPrototypeOf(obj, proto);

Dynamic Dispatch

Properties (and so also functions) are first looked for in the object and then in its prototype. And since prototypes are themselves objects, their prototype are used as well - making a chain until Object.prototype.

This looks like inheritance.

Let's test!

https://babeljs.io/repl/

Idea

```
(10).times( n => console.log(n) );
const squares=(10).times(n=> n*n);
```

Can we do this?

Dispatch

```
Static, based on the static type

Groovy

Dynamic, based on the runtime type

JavaScript

Dynamic by name,

Pattern: Chain of Responsibility
```

Thought Experiment

What's the purpose of classes and inheritance in a language that does not use types in the method dispatch?

Examples? Counter-examples?

Classes - Abstraction

Abstractions can be classes - or just functions.

For the abstraction, does it make a difference, whether **Student** is a **Class** or a **Function**?



2 Inheritance I - Polymorphism

This concept does not apply to JS since method dispatch is independent of the argument type.

Inheritance II - Sharing

Superclasses can provide implementations for subclasses.

Are there alternatives? (see homework)

Prepare at Home

Install node.js (recent version)

Install npm (recent version)

Work at Home

Reading: Eric Elliott

https://medium.com/javascript-scene/composing-software-an-introduction-27b72500d6ea