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# THE COMPLETE JAVASCRIPT COURSE

FROM ZERO TO EXPERT!



@JONASSCHMEDTMAN

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# SLIDES FOR THEORY LECTURES

(DON'T SKIP THEM, THEY ARE SUPER  
IMPORTANT 😎)

JS



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WELCOME, WELCOME,  
WELCOME!



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SECTION

WELCOME, WELCOME, WELCOME!

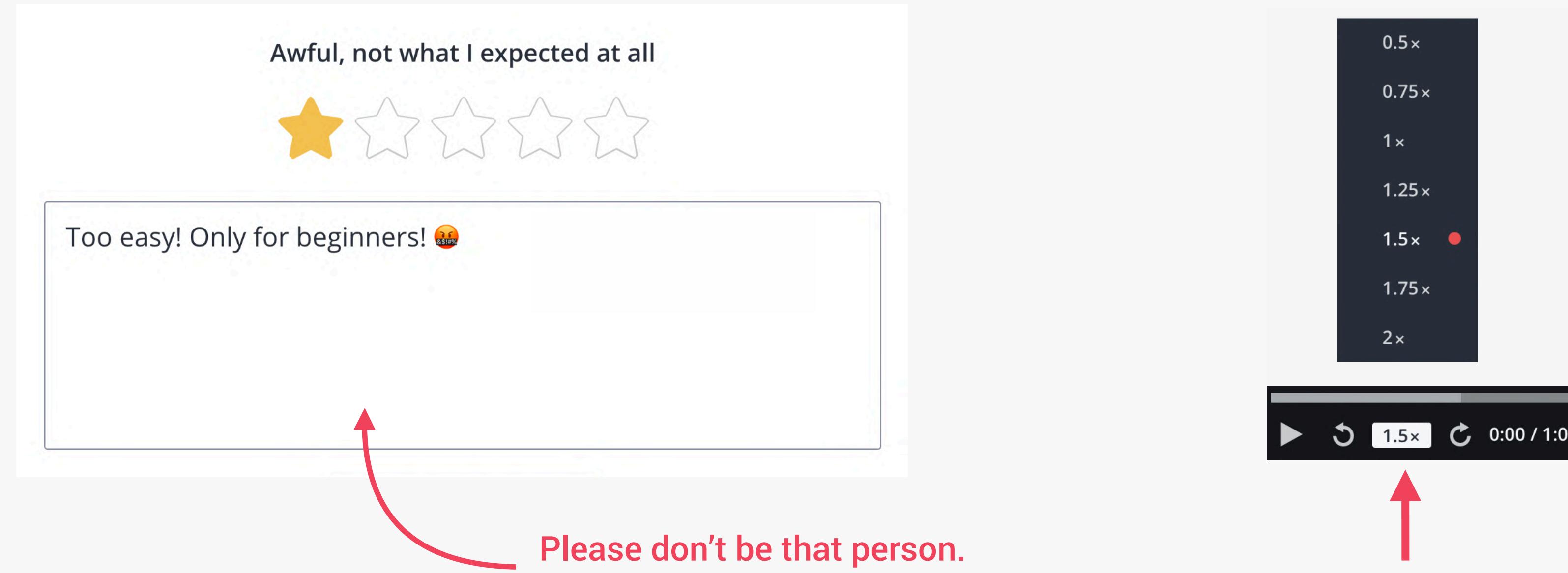
LECTURE

WATCH BEFORE YOU START!

JS

# SOME QUICK CONSIDERATIONS BEFORE WE START...

 **This course is for all of you!** So please don't write a bad review right away if the course is too easy, or too hard, or progressing too slow, or too fast for you. To make it perfect for **YOU**, you can rewatch lectures, jump to other sections, watch the course with slower or faster playback speed, or ask questions.



Please don't be that person.  
Everyone is different...  
(Unless the course *itself* is truly terrible)

# SOME QUICK CONSIDERATIONS BEFORE WE START...



**You need to code along with me!** You will learn **ZERO** JavaScript skills by just sitting and watching me code. You have to code **YOURSELF!**



# SOME QUICK CONSIDERATIONS BEFORE WE START...



**Try all the coding challenges!** Try to do your best, but if you get stuck for too long, watch the solution. **Don't beat yourself up if you can't figure it out!** Just rewatch the lectures that were covered in the challenge, try to understand them better, and move on.



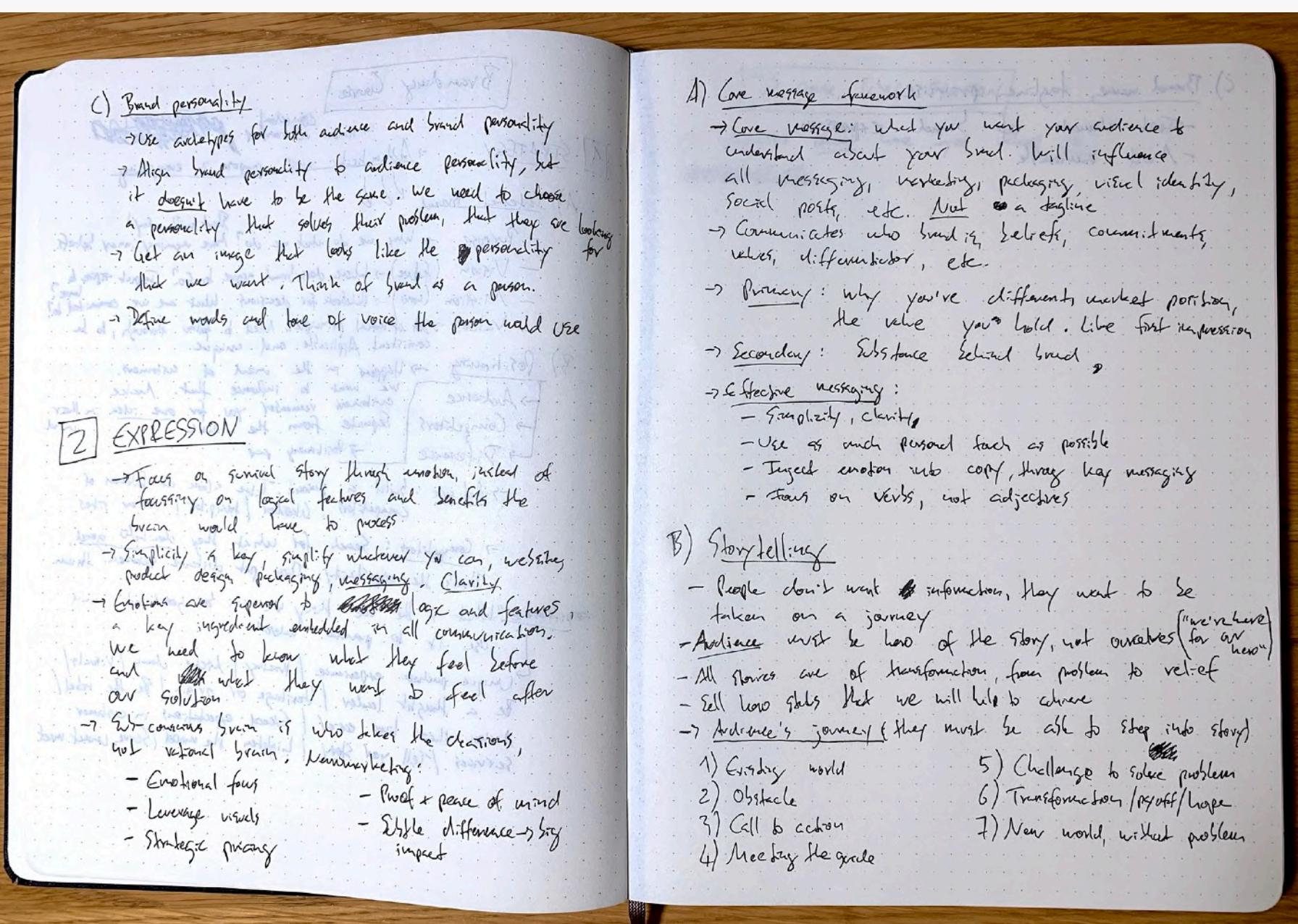
Watch for this sign!

**PAUSE THE VIDEO  
FOR CHALLENGE**

# SOME QUICK CONSIDERATIONS BEFORE WE START...



**If you want the course material to stick, take notes.** Notes on code syntax, notes on theory concepts, notes on everything!



**Totally non-coding... Try to understand a single word** 

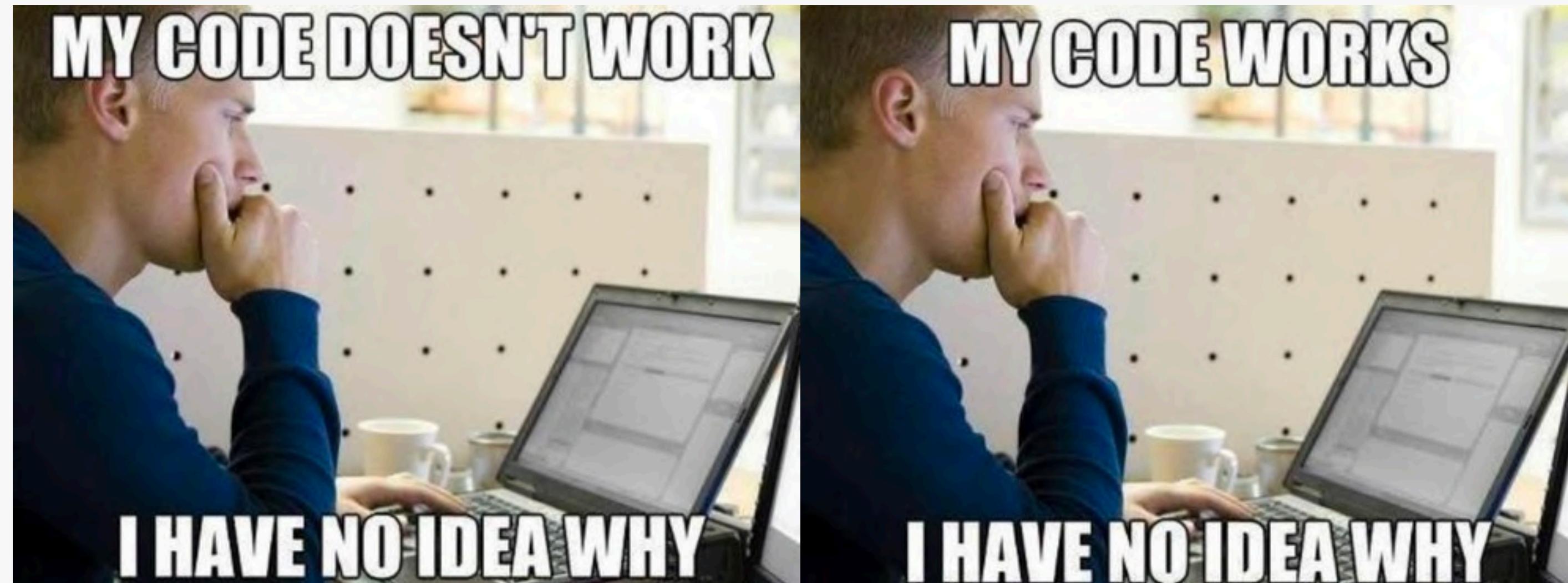
# SOME QUICK CONSIDERATIONS BEFORE WE START...

 If this is your first time ever programming, please don't get overwhelmed. It's 100% normal that you will not understand everything at the beginning. *Just don't think "I guess coding is not for me"!*



# SOME QUICK CONSIDERATIONS BEFORE WE START...

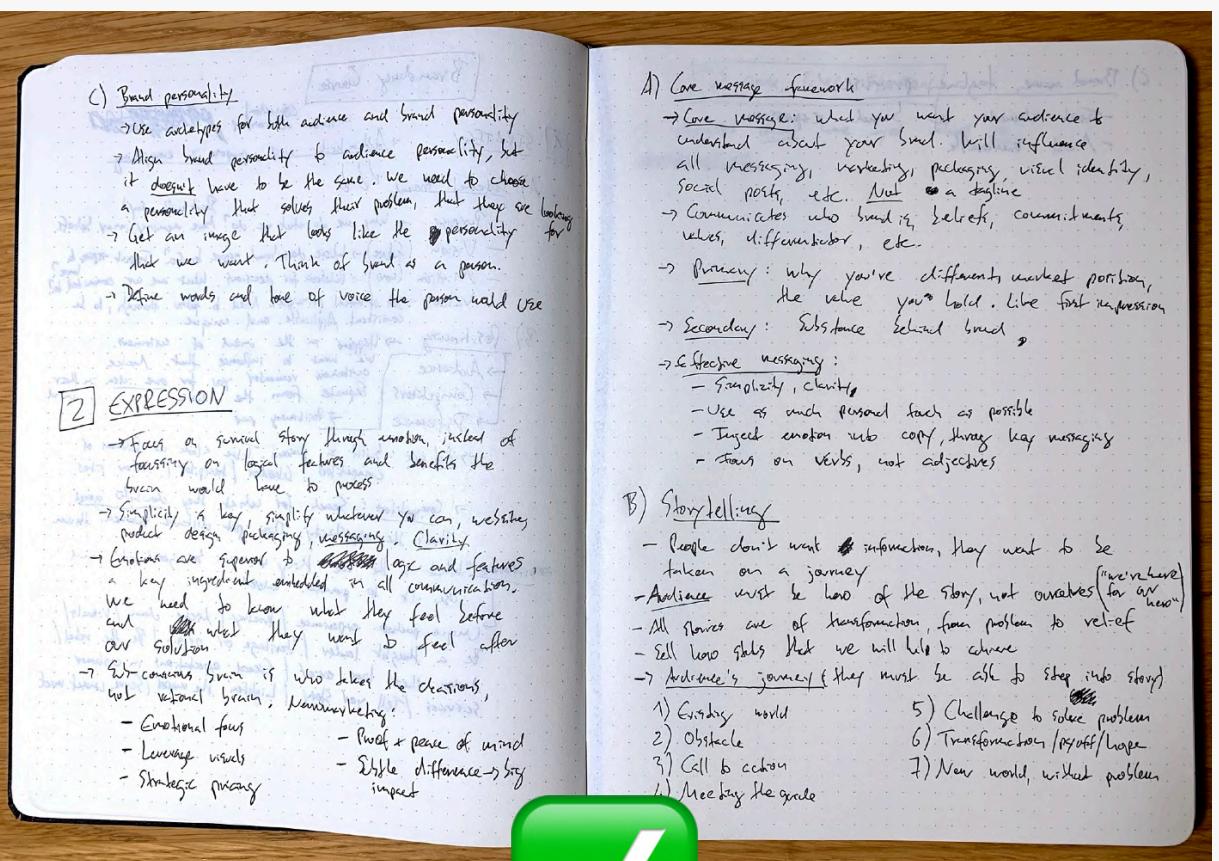
😊 In the first sections of the course, don't bother understanding WHY things work the way they do in JavaScript. Also, don't stress about efficient code, or fast code, or clean code. While learning, we just want to make things WORK. We will understand the WHY later in the course.



# SOME QUICK CONSIDERATIONS BEFORE WE START...



**Before moving on from a section, make sure that you understand exactly what was covered.** Take a break, review the code we wrote, review your notes, review the projects we built, and maybe even write some code yourself.

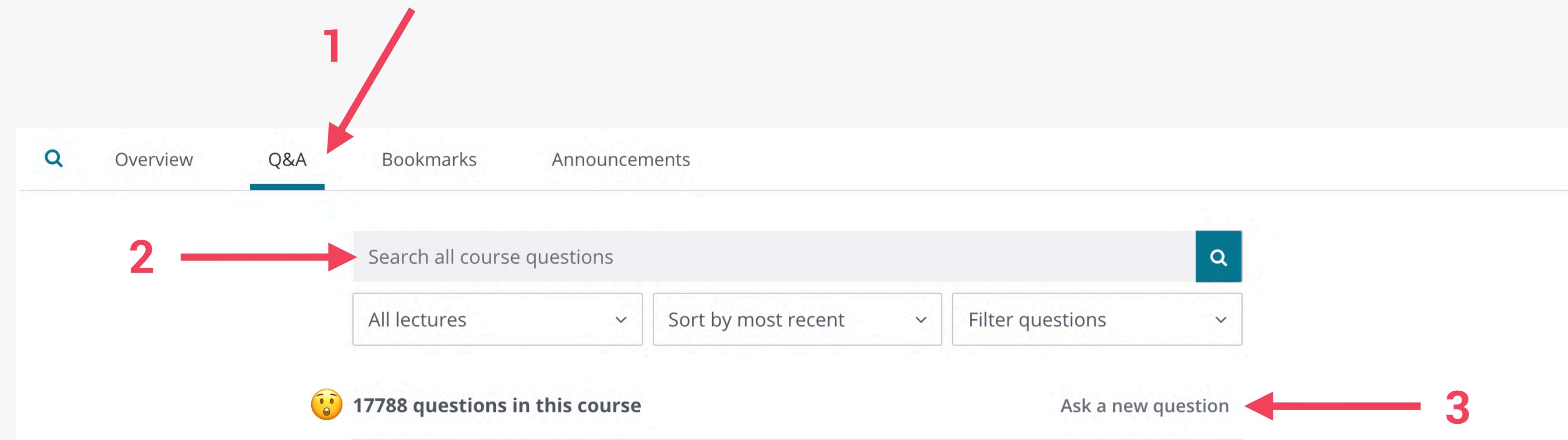


The screenshot shows a mobile game interface. At the top left is a white button labeled "Again!". At the top right is the text "(Between 1 and 20)". The main title "Guess My Number!" is centered in large, bold, black letters. Below the title is a large white rectangular box containing the number "3". To the left of this box is another smaller white rectangular box also containing the number "3". Below the second box is a button labeled "Check!". To the right of the main box are three status indicators: a blue star icon followed by the text "Correct number!", a red score icon followed by "Score: 18", and a yellow highscore icon followed by "Highscore: 18". A green button at the bottom is partially visible.



# SOME QUICK CONSIDERATIONS BEFORE WE START...

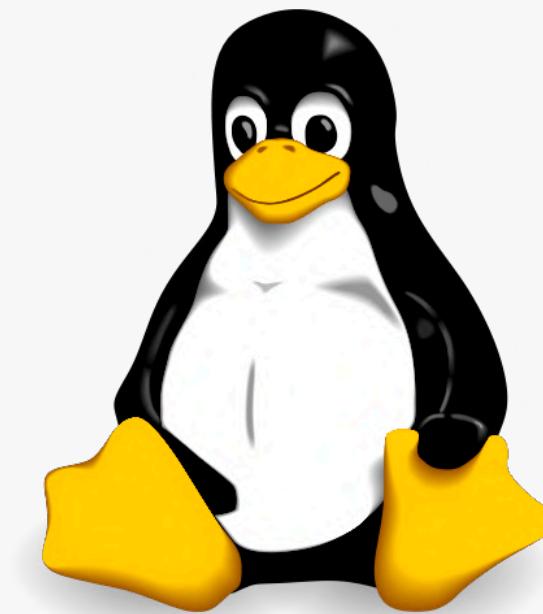
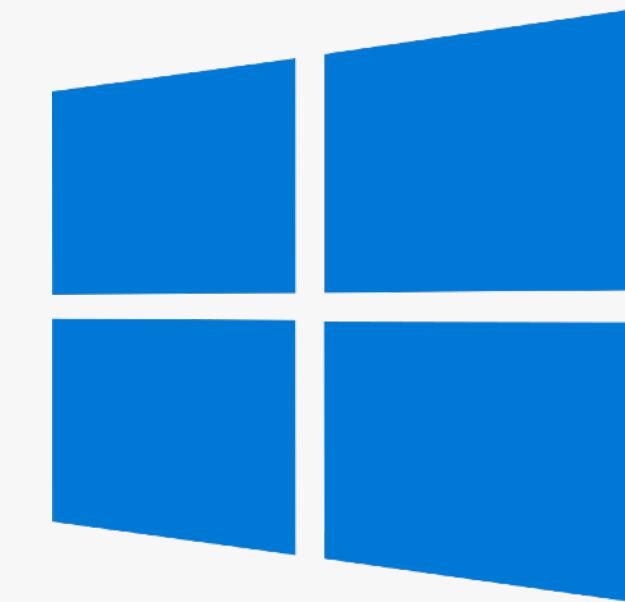
!? If you have an error or a question, start by trying to solve it yourself! This is essential for your progress. If you can't solve it, check the Q&A section. If that doesn't help, just ask a new question. Use a short description, and post relevant code.



# SOME QUICK CONSIDERATIONS BEFORE WE START...

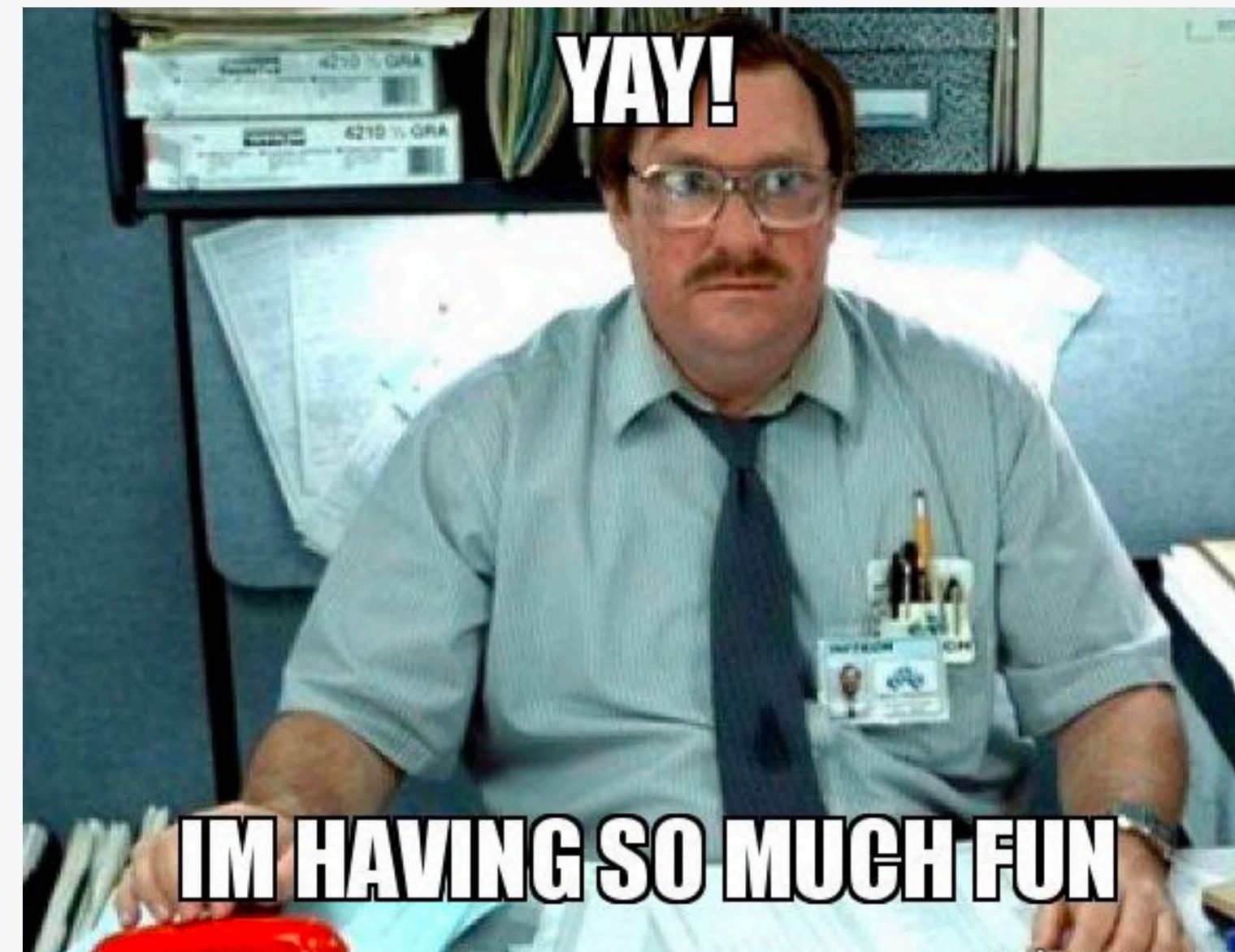


I recorded this course on a Mac, but everything works the exact same way on Windows or Linux. If something doesn't work on your computer, it's NOT because you're using a different OS.



# SOME QUICK CONSIDERATIONS BEFORE WE START...

😍 **Most importantly, have fun!** It's so rewarding to see something that **YOU** have built **YOURSELF!** So if you're feeling frustrated, stop whatever you're doing, and come back later!



And I mean **REAL** fun 😁



# JAVASCRIPT FUNDAMENTALS – PART 1



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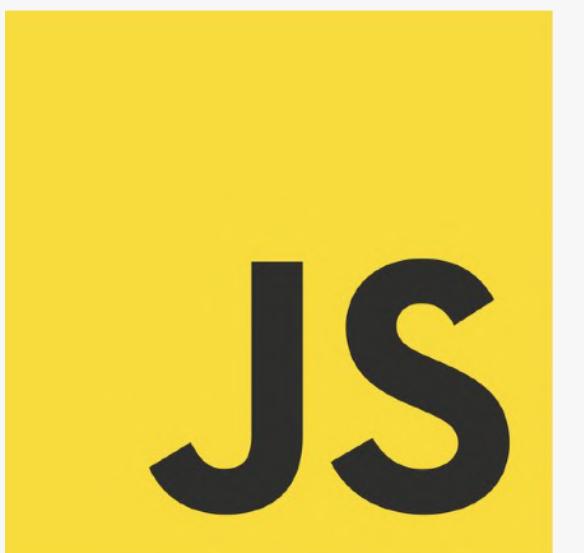
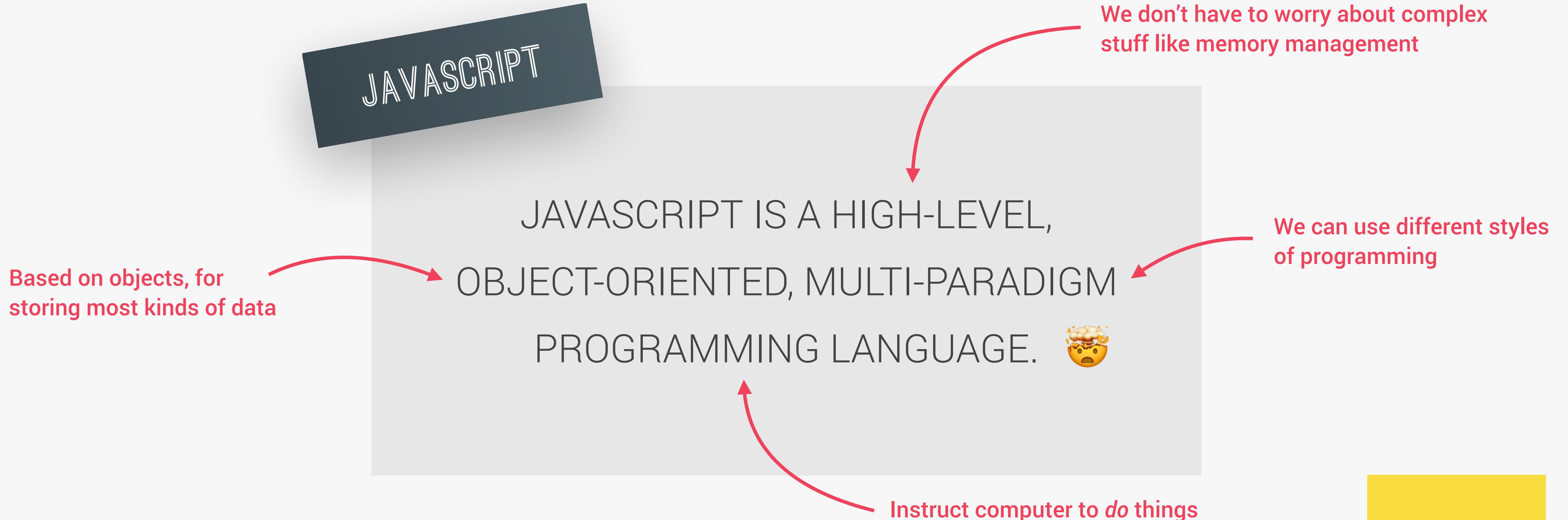
JAVASCRIPT FUNDAMENTALS - PART 1

LECTURE

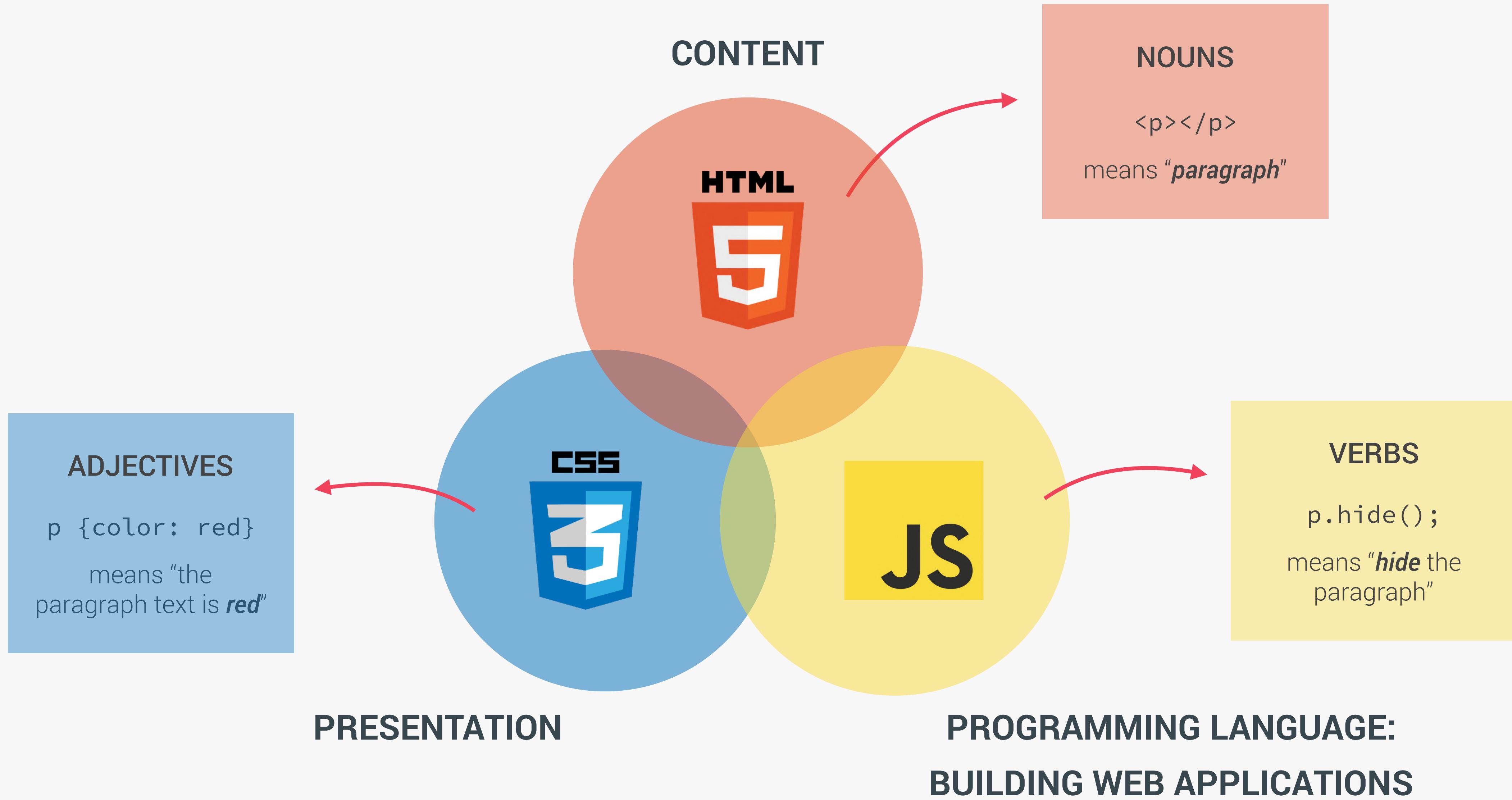
A BRIEF INTRODUCTION TO  
JAVASCRIPT

JS

# WHAT IS JAVASCRIPT?



# THE ROLE OF JAVASCRIPT IN WEB DEVELOPMENT



# EXAMPLE OF DYNAMIC EFFECTS / WEB APPLICATION

The image shows a screenshot of the Twitter mobile application interface. On the left, a sidebar menu includes Home, Explore, Notifications (16), Messages, Bookmarks, Lists, Profile (highlighted in green), and More. A red arrow points from the 'Profile' section to a green 'Tweet' button at the bottom. Another red arrow points from the 'Profile' section to the main content area, which displays a profile for 'Jonas Schmedtmann'. The profile card features a banner with 'CODING COURSES DONE RIGHT.', a circular profile picture, and several small preview images of coding-related content. Below the banner, the user's name 'Jonas Schmedtmann' and handle '@jonasschmedtmann' are shown, along with their bio: 'Developer. Designer. Online teacher.', location 'Algarve, Portugal', website 'jonas.io', and joining date 'Joined May 2010'. It also shows '37 Following' and '19.4K Followers'. Below the bio are tabs for 'Tweets' (selected), 'Tweets & replies', 'Media', and 'Likes'. A red arrow points from the 'Tweets' tab to a green loading spinner icon. A third red arrow points from the 'Tweets' tab to the main content area, where a second green loading spinner icon is visible. On the right side of the screen, there is a search bar with 'Search Twitter' and a list of search results. One result is for a book titled 'Node.js, Express, MongoDB & More: The Complete Bootcamp'. Red arrows point from the top of the search results to the top of the main content area, and from the bottom of the search results to the bottom of the main content area.

Show spinner + loading data in the background

Show tweet box after clicking

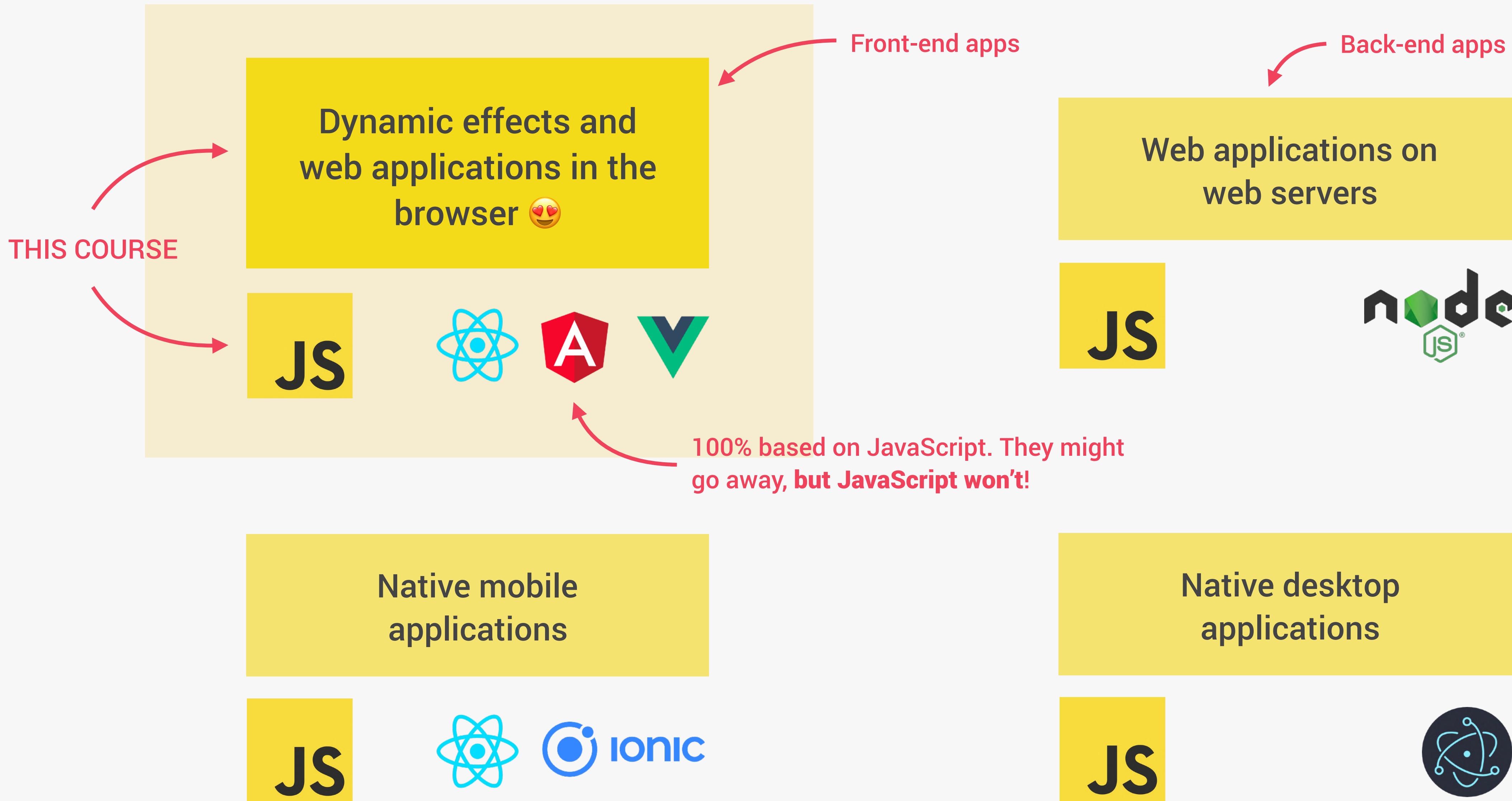
Display tweets after loading data

Display user info on hover

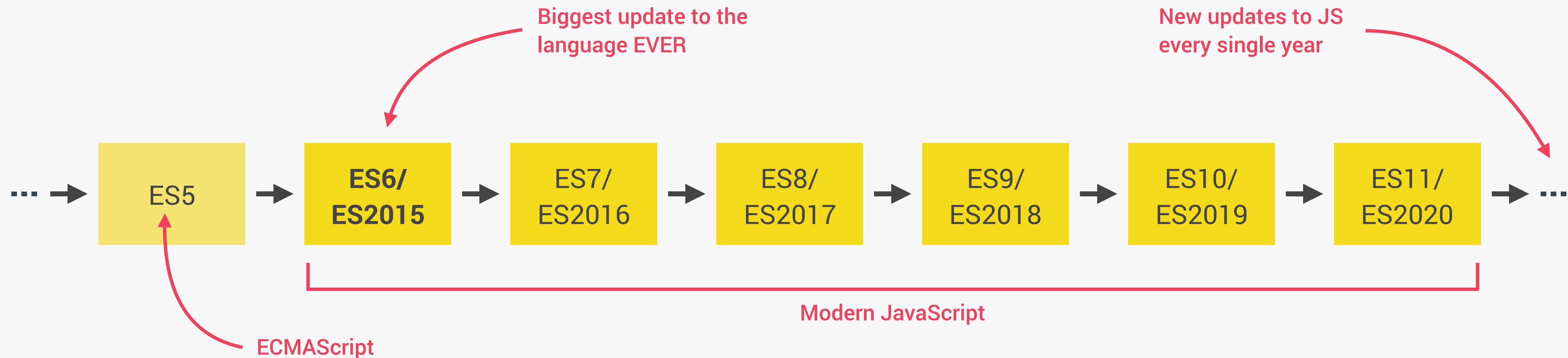
Show spinner + loading data in the background

Show data after loading

# THERE IS NOTHING YOU CAN'T DO WITH JAVASCRIPT (WELL, ALMOST...)



# JAVASCRIPT RELEASES... (MORE ABOUT THIS LATER)



Learn **modern JavaScript from the beginning**, but without forgetting the older parts!



Let's finally get started!





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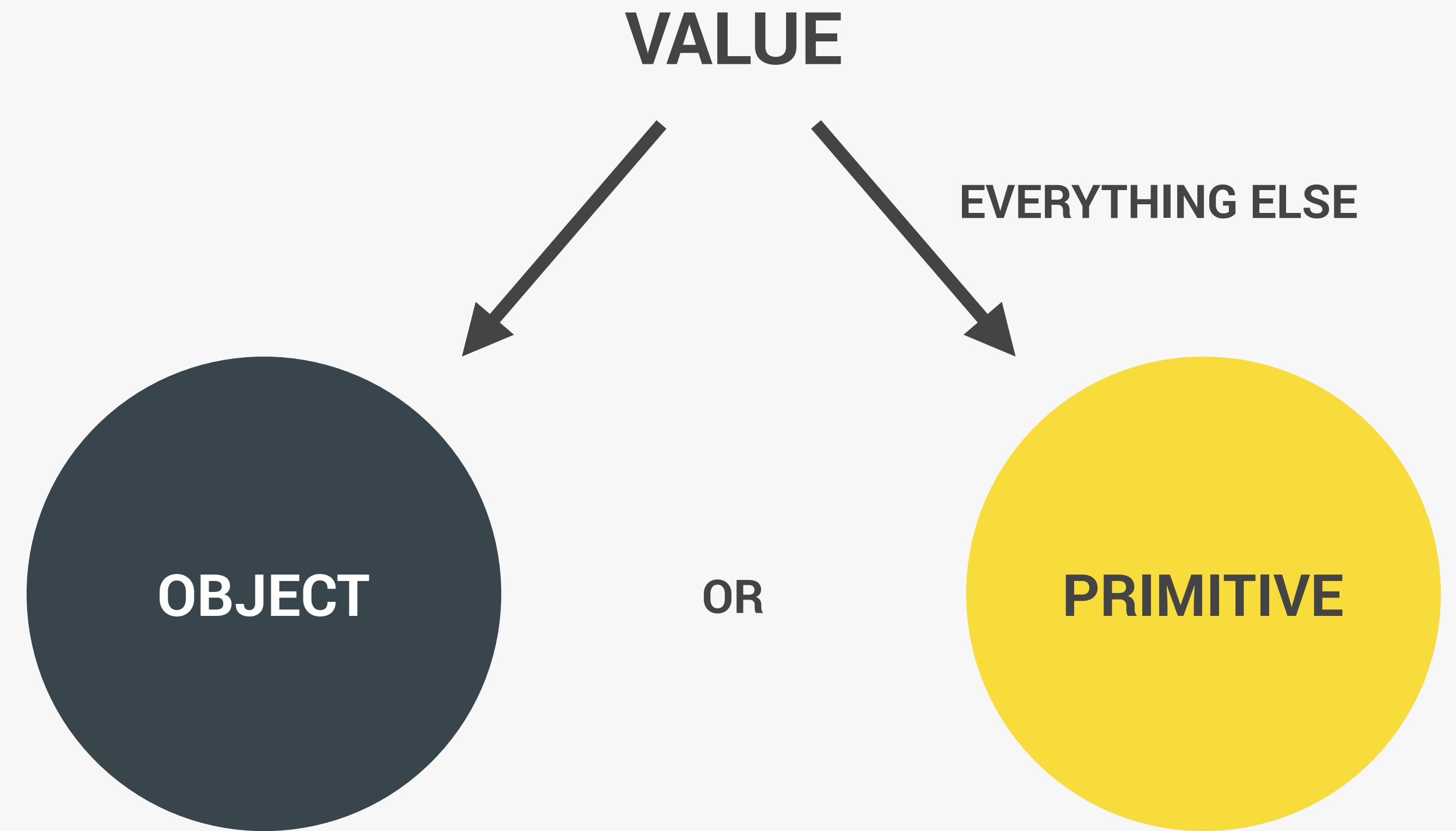
JAVASCRIPT FUNDAMENTALS - PART 1

LECTURE

DATA TYPES

JS

# OBJECTS AND PRIMITIVES



```
let me = {  
  name: 'Jonas'  
};
```

```
let firstName = 'Jonas';  
let age = 30;
```

# THE 7 PRIMITIVE DATA TYPES

1. **Number:** Floating point numbers ➡ Used for decimals and integers `let age = 23;`
2. **String:** Sequence of characters ➡ Used for text `let firstName = 'Jonas';`
3. **Boolean:** Logical type that can only be true or false ➡ Used for taking decisions `let fullAge = true;`
4. **Undefined:** Value taken by a variable that is not yet defined ('empty value') `let children;`
5. **Null:** Also means 'empty value'
6. **Symbol (ES2015):** Value that is unique and cannot be changed [Not useful for now]
7. **BigInt (ES2020):** Larger integers than the Number type can hold

👉 **JavaScript has dynamic typing:** We do **not** have to manually define the data type of the value stored in a variable. Instead, data types are determined **automatically**.

Value has type, NOT variable!





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JAVASCRIPT FUNDAMENTALS - PART 1

LECTURE

BOOLEAN LOGIC

JS

# BASIC BOOLEAN LOGIC: THE AND, OR & NOT OPERATORS

A AND B

"Sarah has a driver's license  
**AND** good vision"

A OR B

"Sarah has a driver's license  
**OR** good vision"

NOT A, NOT B



A      Possible values

		A
AND		TRUE FALSE
B	TRUE	TRUE FALSE
	FALSE	FALSE FALSE

Results of operation, depending on 2 variables

true when **ALL** are true

No matter how many variables

A

		A
OR		TRUE FALSE
B	TRUE	TRUE TRUE
	FALSE	TRUE FALSE

true when **ONE** is true

Inverts **true/false** value

👉 EXAMPLE:

A: Sarah has a driver's license

B: Sarah has good vision

Boolean variables that can be either TRUE or FALSE

# AN EXAMPLE



## BOOLEAN VARIABLES

- 👉 A: Age is greater or equal 20
- 👉 B: Age is less than 30

false

true

age = 16

## LET'S USE OPERATORS!

- 👉 !A

false

true

- 👉 A AND B

false

true

false

- 👉 A OR B

false

true

true

- 👉 !A AND B

true

true

true

- 👉 A OR !B

false

false

false

		A	B
AND	TRUE	TRUE	FALSE
	FALSE	TRUE	FALSE
TRUE	TRUE	TRUE	FALSE
FALSE	FALSE	FALSE	FALSE

		A	B
OR	TRUE	TRUE	FALSE
	FALSE	TRUE	TRUE
TRUE	TRUE	TRUE	TRUE
FALSE	TRUE	TRUE	FALSE





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JAVASCRIPT FUNDAMENTALS - PART 1

LECTURE

JAVASCRIPT RELEASES: ES5, ES6+  
AND ESNEXT

JS

# A BRIEF HISTORY OF JAVASCRIPT

1995

👉 Brendan Eich creates the **very first version of JavaScript in just 10 days**. It was called Mocha, but already had many fundamental features of modern JavaScript!



1996

👉 Mocha changes to LiveScript and then to JavaScript, in order to attract Java developers. However, **JavaScript has almost nothing to do with Java** 🤪

👉 Microsoft launches IE, **copying JavaScript from Netscape** and calling it JScript;



1997

👉 With a need to standardize the language, ECMA releases ECMAScript 1 (ES1), the first **official standard for JavaScript** (ECMAScript is the standard, JavaScript the language in practice);



2009

👉 ES5 (ECMAScript 5) is released with lots of great new features;

2015

👉 ES6/ES2015 (ECMAScript 2015) was released: **the biggest update to the language ever!**

👉 ECMAScript changes to an **annual release cycle** in order to ship less features per update 🙏

2016 – ∞

👉 Release of ES2016 / ES2017 / ES2018 / ES2019 / ES2020 / ES2021 / ... / ES2089 😅

# BACKWARDS COMPATIBILITY: DON'T BREAK THE WEB!

```
// ES1 Code  
function add(n) {  
  var x = 5 + add.arguments[0];  
  return x;  
}
```

1997



BACKWARDS  
COMPATIBLE

Modern JavaScript  
Engine

2020

DON'T BREAK THE WEB!

- 👉 Old features are **never** removed;
- 👉 Not really new versions, just **incremental updates** (releases)
- 👉 Websites keep working **forever!**

Modern JavaScript  
Engine

2020

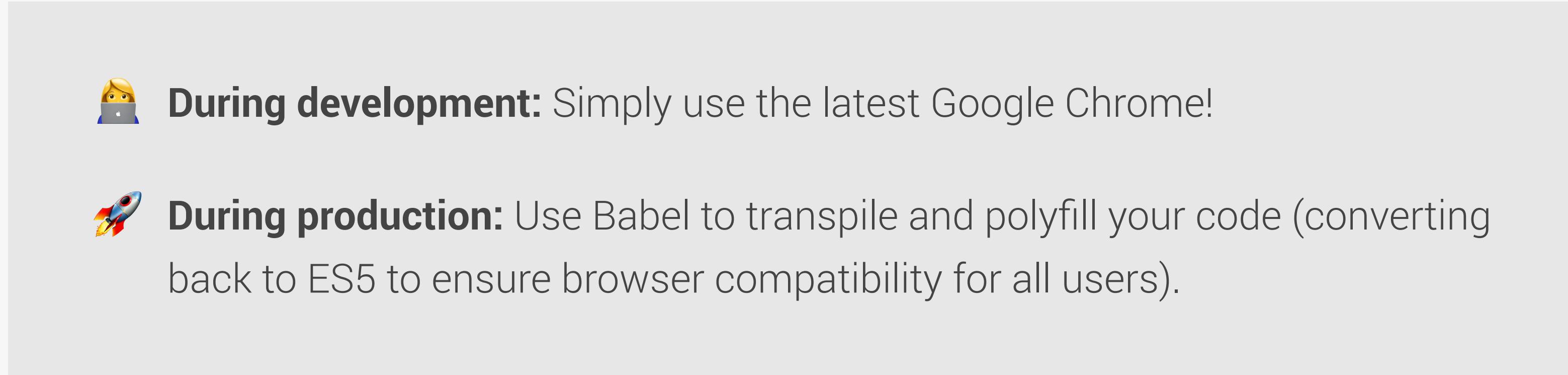
NOT FORWARDS  
COMPATIBLE



```
// ES2089 Code 😂  
c int add n <=> int 5 + n
```

2089

# HOW TO USE MODERN JAVASCRIPT TODAY





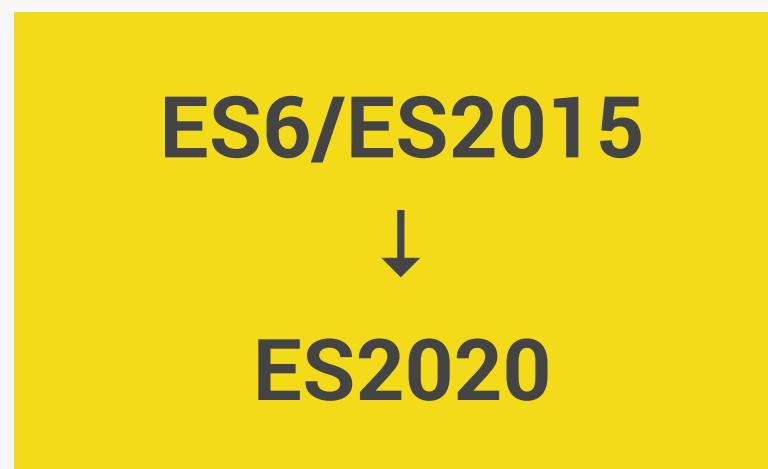
# During development: Simply use the latest Google Chrome

 **During production:** Use Babel to transpile and polyfill your code (converting back to ES5 to ensure browser compatibility for all users).

<http://kangax.github.io/compat-table>



- 👉 Fully supported in all browsers (down to IE 9 from 2011);
  - 👉 **Ready to be used today** 👍



- 👉 **ES6+**: Well supported in all **modern** browsers;
  - 👉 No support in **older** browsers;
  - 👉 Can use **most** features in production with transpiling and polyfilling 😊



- 👉 **ESNext**: Future versions of the language (new feature proposals that reach Stage 4);
  - 👉 Can already use **some** features in production with transpiling and polyfilling.

 Will add new videos

(As of 2020)

# MODERN JAVASCRIPT FROM THE BEGINNING



Learn **modern JavaScript from the beginning!**



But, also learn how some things used to be done **before** modern JavaScript (e.g. const & let vs var and function constructors vs ES6 class).

## 3 reasons why we should not forget the Good Ol' JavaScript:

- 👉 You will better understand how JavaScript actually works;
- 👉 Many tutorials and code you find online today are still in ES5;
- 👉 When working on old codebases, these will be written in ES5.



# JAVASCRIPT FUNDAMENTALS – PART 2



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SECTION

JAVASCRIPT FUNDAMENTALS - PART 2

LECTURE

FUNCTIONS CALLING OTHER  
FUNCTIONS

JS

# CALLING A FUNCTION INSIDE A FUNCTION: DATA FLOW

```
const cutPieces = function (fruit) {  
    return fruit * 4;  
};  
  
const fruitProcessor = function (apples, oranges) {  
    const applePieces = cutPieces(apples);  
    const orangePieces = cutPieces(oranges);  
  
    const juice = `Juice with ${applePieces} pieces of  
apple and ${orangePieces} pieces of orange.`;  
    return juice;  
};  
  
console.log(fruitProcessor(2 [3]));
```

The diagram illustrates the data flow in the `fruitProcessor` function. It starts with two arguments: `apples` (value 8) and `oranges` (value 2). These values are passed to the `cutPieces` function, which returns `applePieces` (value 8) and `orangePieces` (value 2). These intermediate values are then used in the template string for `juice`. Finally, the `juice` string is returned by the `fruitProcessor` function and logged to the console.





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JAVASCRIPT FUNDAMENTALS - PART 2

LECTURE

REVIEWING FUNCTIONS

JS

# FUNCTIONS REVIEW: 3 DIFFERENT FUNCTION TYPES

## 👉 Function declaration

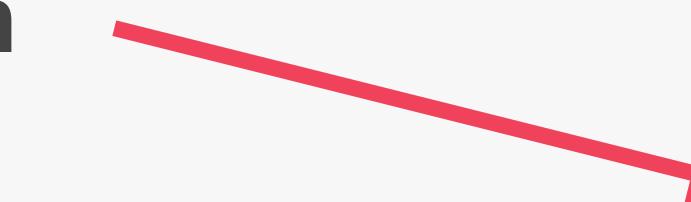
Function that can be used before it's declared

## 👉 Function expression

Essentially a function value stored in a variable

## 👉 Arrow function

Great for a quick one-line functions. Has no this keyword (more later...)



```
function calcAge(birthYear) {  
  return 2037 - birthYear;  
}
```

```
const calcAge = function (birthYear) {  
  return 2037 - birthYear;  
};
```

```
const calcAge = birthYear => 2037 - birthYear;
```

👉 Three different ways of writing functions, but they all work in a similar way: receive **input** data, **transform** data, and then **output** data.

# FUNCTIONS REVIEW: ANATOMY OF A FUNCTION

Function name

Parameters: placeholders to receive input values. Like local variables of a function

Function body: block of code that we want to reuse. Processes the function's input data

return statement to output a value from the function and terminate execution

```
function calcAge(birthYear, firstName) {  
  const age = 2037 - birthYear;  
  console.log(`${firstName} is ${age} years old`);  
  return age;  
}
```

Variable to save returned value (function output)

Arguments: actual values of function parameters, to input data

Calling, running or invoking the function, using ()



# DEVELOPER SKILLS & EDITOR SETUP



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SECTION

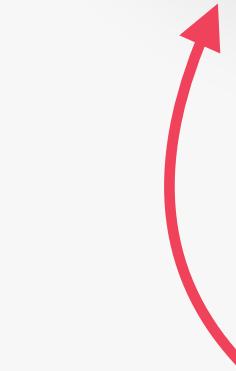
DEVELOPER SKILLS & EDITOR SETUP

LECTURE

LEARNING HOW TO CODE

JS

# HOW TO FAIL 🤦 AT LEARNING HOW TO CODE



John  
(not actually...)

- 💥 **He didn't have a clear goal** at the beginning of his journey
- 💥 **He started by watching courses and reading tutorials, but he would just copy the code without caring how it works.** Sometimes he would just copy and paste code!
- 💥 **He didn't reinforce** what he was learning by doing small challenges or taking notes
- 💥 **He didn't practice coding,** and didn't come up with his own project ideas
- 💥 **He quickly became frustrated** when his code was not perfectly clean or efficient
- 💥 **He lost motivation** because he thought he could never know everything
- 💥 **He was learning in isolation**
- 💥 After finishing a couple of courses, **he thought he now was a web developer** and could start applying to jobs. But he couldn't even build an app on his own!

# HOW TO SUCCEED AT LEARNING HOW TO CODE

💥 He didn't have a **clear goal** at the beginning of his journey

↓ **FIX**

- 👉 Set a **specific, measurable, realistic and time-based** goal
- 👉 Know exactly **why** you are learning to code: Switching careers? Finding a better job?
- 👉 **Imagine a big project** you want to be able to build!
- 👉 Research technologies you need and then learn them

💥 He would just **copy the code without caring how it works**. Sometimes he would just copy and paste code!

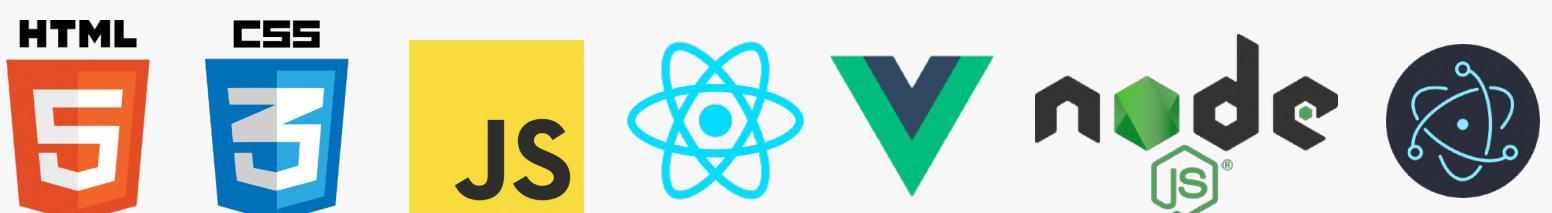
↓ **FIX**

- 👉 Understand the code that you're studying and typing
- 👉 **Always type the code**, don't copy-paste!

💥 He **didn't reinforce** what he was learning by doing small challenges or taking notes

↓ **FIX**

- 👉 After you learn a new feature or concept, **use it immediately**
- 👉 Take notes
- 👉 **Challenge yourself** and practice with small coding exercises and challenges
- 👉 Don't be in a hurry to complete the course fast!



PAUSE THE VIDEO  
FOR CHALLENGE

codewars 

# HOW TO SUCCEED 🎉 AT LEARNING HOW TO CODE

💥 He **didn't practice coding**, and didn't come up with his own project ideas

↓ **FIX**

👍 Practicing on your own is the most important thing to do

👍 **This is NOT optional!** Without **practice outside of courses**, you won't go anywhere!

👍 Come up with your own project ideas or copy popular sites or applications, or just parts of them in the beginning

👍 Don't be stuck in "tutorial hell"

💥 He **quickly became frustrated** when his code was not perfectly clean or efficient

↓ **FIX**

👍 **Don't get stuck** trying to write the perfect code!

👍 Just write tons of code, **no matter the quality!**

👍 Clean and efficient code will come with time

👍 You can always refactor code later

💥 He **lost motivation** because he thought he could never know everything

↓ **FIX**

👍 Embrace the fact that **you will never know everything**

👍 Just focus on what you need to achieve your goal!



getify  
@getify

20+ yrs dev exp, 8 books w/ 100k+ copies sold, 300k+ hours watched of my videos, 4k+ taught in person...

And you know what? I still struggle to get my code to work and it's still a tedious slog. And my code still confuses me the next day.

You're not alone in these struggles.

1,601 3:33 PM - Mar 10, 2018



# HOW TO SUCCEED 🎉 AT LEARNING HOW TO CODE

💥 He was **learning in isolation**

↓ FIX

👉 Explain new concepts to other people. If you can explain it, you truly understand it!

👉 Share your goals to make **yourself accountable**

👉 Share your learning progress with the web dev community (#100DaysOfCode,  #CodeNewbie, #webdev, etc.)

💥 After finishing a couple of courses, **he thought he now was a web developer** and could start applying to jobs

↓ FIX

👉 The **biggest misconception** that people have!

👉 Courses are an amazing starting point, but are only the **beginning of your journey!**

NEXT SLIDE 

# LEARNING HOW TO CODE IS HARD, BUT YOU CAN DO IT!







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FROM ZERO TO EXPERT!



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SECTION

DEVELOPER SKILLS & EDITOR SETUP

LECTURE

HOW TO THINK LIKE A DEVELOPER:  
BECOME A PROBLEM SOLVER!

JS

# HOW TO FAIL 🤦 AT SOLVING PROBLEMS



John can  
code now 😊

## WHENEVER JOHN ENCOUNTERS A PROBLEM:

- 💥 He jumps at the problem **without much thinking**
- 💥 He implements his solution in an **unstructured way**
- 💥 He **gets stressed out** when things don't work
- 💥 He is **too proud to research** solutions

↓ FIX

- 👍 Stay calm and slow down, don't just jump at a problem without a plan
- 👍 Take a very **logical and rational approach** (programming is just logic, in the end...)
- 👍 Use my **4-step framework** to solve any problem

NEXT SLIDE →

👉 Example: *In an array of GPS coordinates, find the two closest points*

# 4 STEPS TO SOLVE ANY PROBLEM

1

Make sure you 100% understand the problem. Ask the right questions to get a clear picture of the problem

## EXAMPLE

Project Manager: “We need a function that reverses whatever we pass into it”

1

- 👉 What does “whatever” even mean in this context?  
What should be reversed? **Answer:** Only strings, numbers, and arrays make sense to reverse...
- 👉 What to do if something else is passed in?
- 👉 What should be returned? Should it always be a string, or should the type be the same as passed in?
- 👉 How to recognize whether the argument is a number, a string, or an array?
- 👉 How to reverse a number, a string, and an array?

# 4 STEPS TO SOLVE ANY PROBLEM

1

Make sure you 100% understand the problem. Ask the right questions to get a clear picture of the problem



2

**Divide and conquer:** Break a big problem into smaller sub-problems.

2

## SUB-PROBLEMS:

- 👉 Check if argument is a number, a string, or an array
- 👉 Implement reversing a number
- 👉 Implement reversing a string
- 👉 Implement reversing an array
- 👉 Return reversed value



Looks like a task list that we need to implement

## EXAMPLE

Project Manager: “*We need a function that reverses whatever we pass into it*”

# 4 STEPS TO SOLVE ANY PROBLEM

1

Make sure you 100% understand the problem. Ask the right questions to get a clear picture of the problem



2

Divide and conquer: Break a big problem into smaller sub-problems.



3

Don't be afraid to do as much research as you have to

## EXAMPLE

Project Manager: “*We need a function that reverses whatever we pass into it*”

3

- 👉 How to check if a value is a number in JavaScript?
- 👉 How to check if a value is a string in JavaScript?
- 👉 How to check if a value is an array in JavaScript?
- 👉 How to reverse a number in JavaScript?
- 👉 How to reverse a string in JavaScript?
- 👉 How to reverse an array in JavaScript?



# 4 STEPS TO SOLVE ANY PROBLEM

1

Make sure you 100% understand the problem. Ask the right questions to get a clear picture of the problem



2

Divide and conquer: Break a big problem into smaller sub-problems.



3

Don't be afraid to do as much research as you have to



4

For bigger problems, write pseudo-code before writing the actual code

## EXAMPLE

Project Manager: “We need a function that reverses whatever we pass into it”

4

```
function reverse(value)
  if value type !string || !number || !array
    return value

  if value type == string
    reverse string
  if value type == number
    reverse number
  if value type == array
    reverse array

  return reversed value
```





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SECTION

DEVELOPER SKILLS & EDITOR SETUP

LECTURE

DEBUGGING (FIXING ERRORS)

JS

# WHAT IS A SOFTWARE BUG?

- 👉 **Software bug:** Defect or problem in a computer program.  
Basically, any **unexpected or unintended behavior** of a computer program is a software bug.

- 👉 Bugs are **completely normal** in software development!

- 👉 Previous example: “We need a function that reverses whatever we pass into it”

```
reverse([1, 3, 5, 7])
```



```
[5, 1, 7, 3]
```



Unexpected result: the array is scrambled, NOT reversed.  
So there is a **bug** in the **reverse function** 🐛

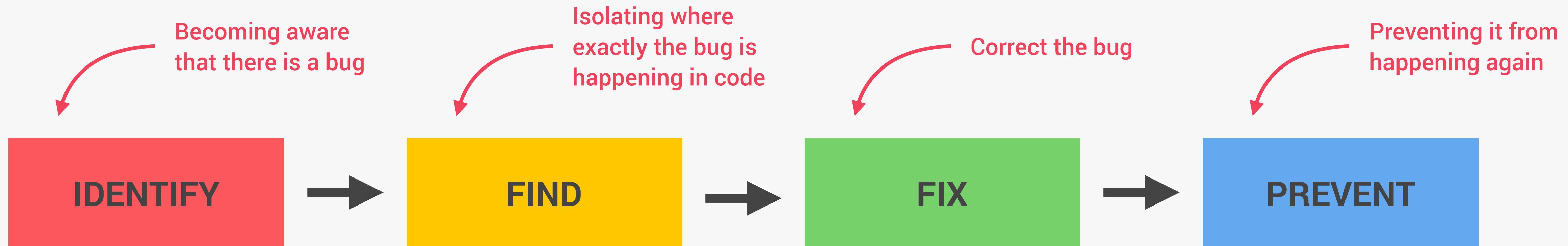
- 👉 Debugging: Process of finding, fixing and preventing bugs.

0800	Anton started	{ 1.2700 9.037847025 }
1000	“ stopped - Anton ✓ ”	{ 9.037846995 }
13" UC (032)	MP - MC	1.982647000 2.130476715 (03) 4.61592505
(03)	PRO 2	2.130476415
	const	2.130676415
	Relays 6-2 in 033 failed special speed test	in relay " 10.000 test .
1100	Relays changed	
1525	Started Cosine Tape (Sine check)	
	Started Multi Adder Test.	
1545		Relay #70 Panel F (moth) in relay.
1600	First actual case of bug being found.	
1700	Anton started.	
	closed down.	

First actual case of bug being found.  
Anton started.  
closed down.

A **real bug** which was causing an error in Harvard's computer in the 1940s

# THE DEBUGGING PROCESS



- 👉 During development
- 👉 Testing software
- 👉 User reports during production
- 👉 Context: browsers, users, etc.

- 👉 Developer console (*simple code*)
- 👉 Debugger (*complex code*)

- 👉 Replace wrong solution with new correct solution

- 👉 Searching for the same bug in similar code
- 👉 Writing tests using testing software



# JAVASCRIPT IN THE BROWSER: DOM AND EVENTS FUNDAMENTALS



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SECTION

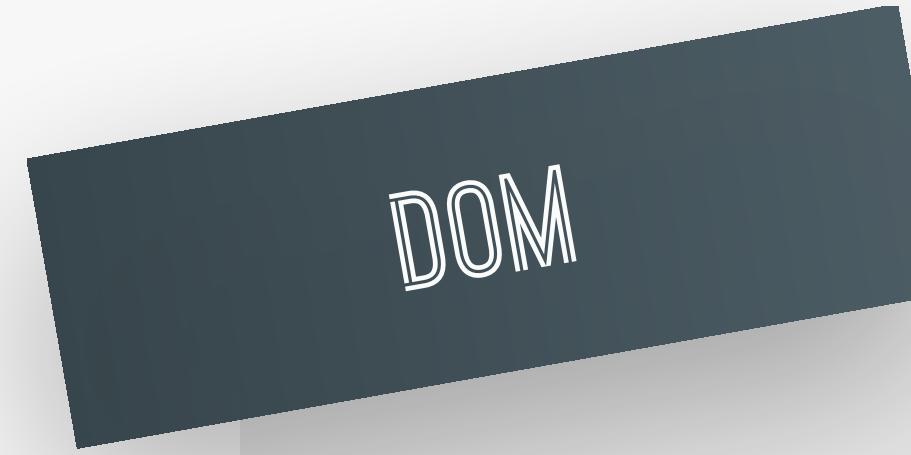
JAVASCRIPT IN THE BROWSER: DOM  
AND EVENTS FUNDAMENTALS

LECTURE

WHAT'S THE DOM AND DOM  
MANIPULATION

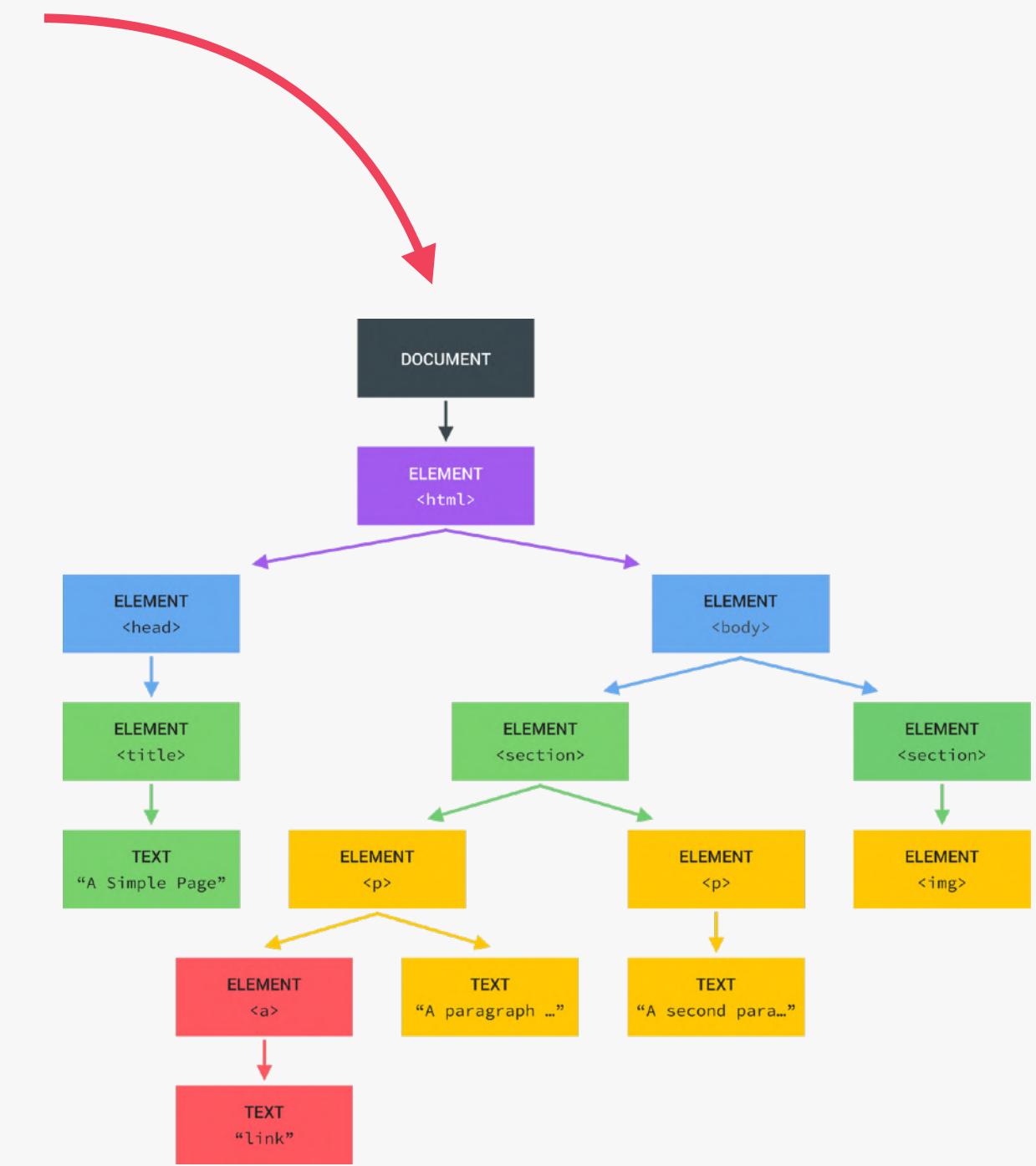
JS

# WHAT IS THE DOM?



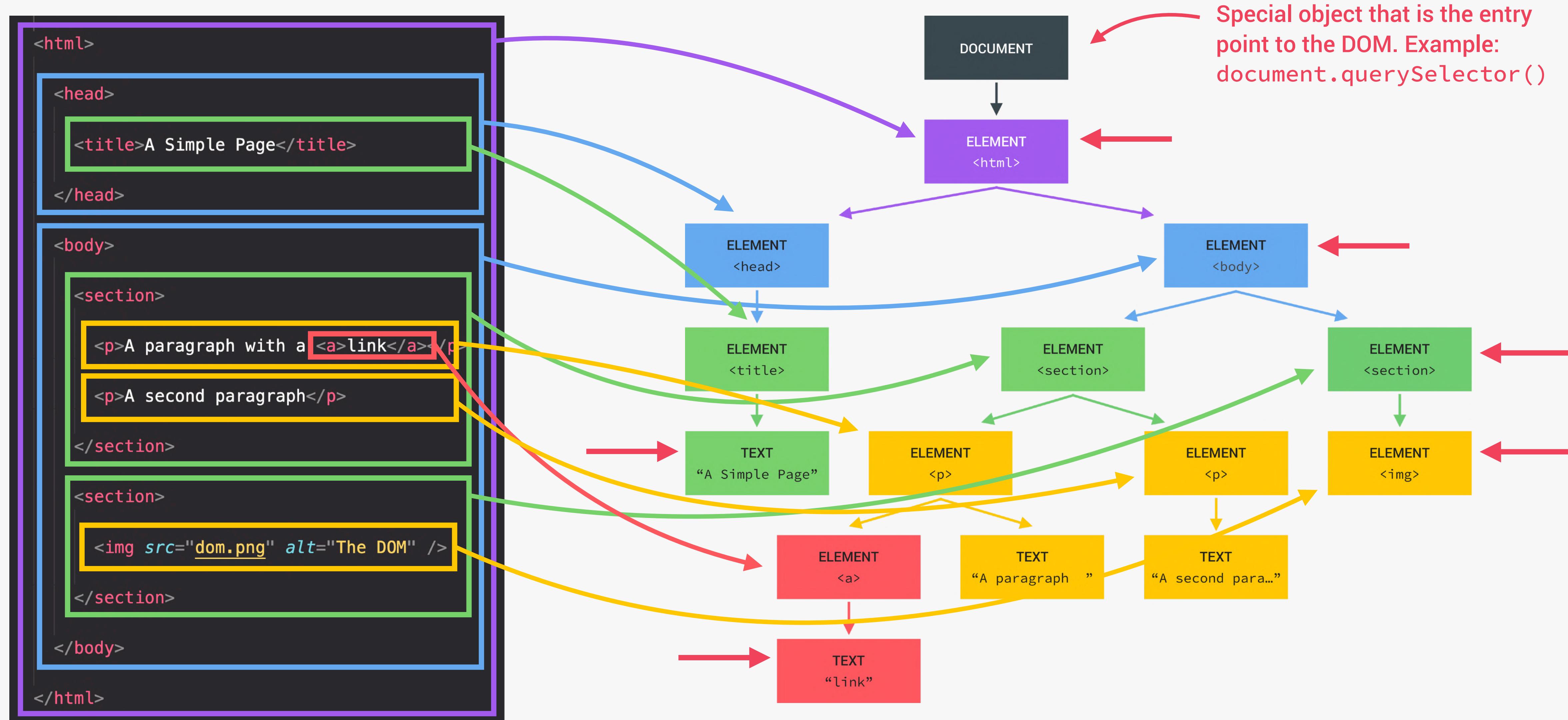
**DOCUMENT OBJECT MODEL:** STRUCTURED REPRESENTATION OF HTML DOCUMENTS. ALLOWS JAVASCRIPT TO ACCESS HTML ELEMENTS AND STYLES TO MANIPULATE THEM.

Tree structure, generated by browser on HTML load



Change text, HTML attributes, and even CSS styles

# THE DOM TREE STRUCTURE



# DOM != JavaScript



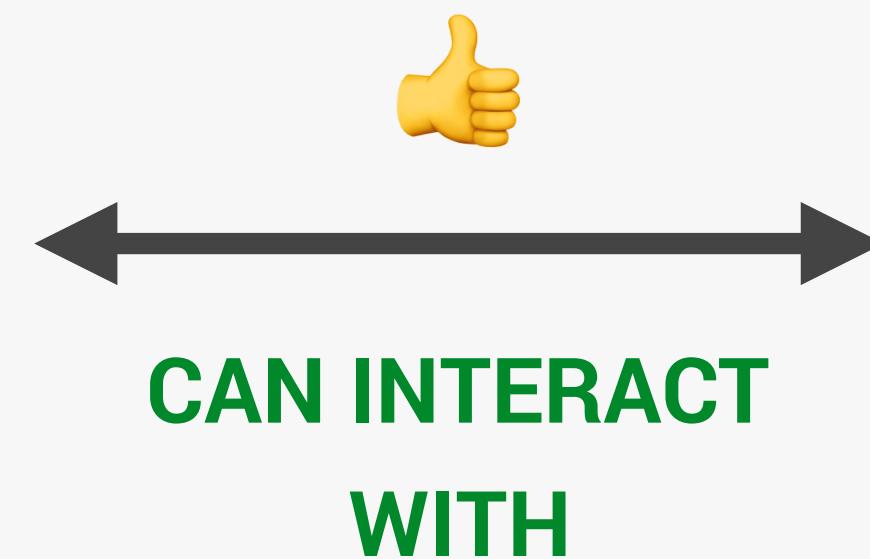
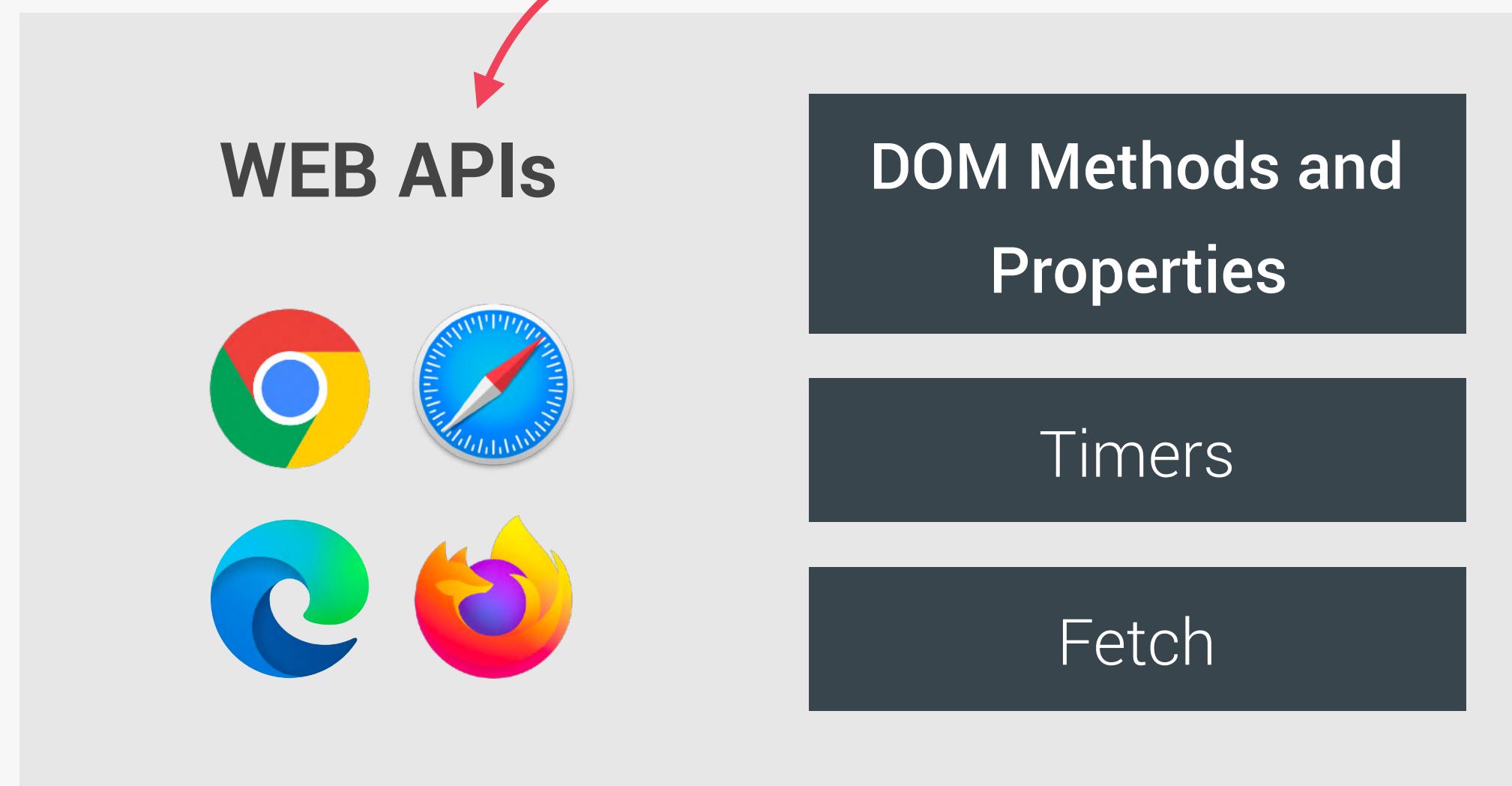
DOM Methods and Properties for DOM Manipulation



JS



For example  
`document.querySelector()`



JS



HOW JAVASCRIPT  
WORKS BEHIND THE  
SCENES



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SECTION

HOW JAVASCRIPT WORKS BEHIND THE  
SCENES

LECTURE

AN HIGH-LEVEL OVERVIEW OF  
JAVASCRIPT

JS

# WHAT IS JAVASCRIPT: REVISITED

JAVASCRIPT

JAVASCRIPT IS A HIGH-LEVEL,  
OBJECT-ORIENTED, MULTI-PARADIGM  
PROGRAMMING LANGUAGE.

JS

# WHAT IS JAVASCRIPT: REVISITED

JAVASCRIPT

JAVASCRIPT IS A HIGH-LEVEL PROTOTYPE-BASED OBJECT-ORIENTED  
MULTI-PARADIGM INTERPRETED OR JUST-IN-TIME COMPILED  
DYNAMIC SINGLE-THREADED GARBAGE-COLLECTED PROGRAMMING  
LANGUAGE WITH FIRST-CLASS FUNCTIONS AND A NON-BLOCKING  
EVENT LOOP CONCURRENCY MODEL.



JS

# DECONSTRUCTING THE MONSTER DEFINITION

High-level

Garbage-collected

Interpreted or just-in-time compiled

Multi-paradigm

Prototype-based object-oriented

First-class functions

Dynamic

Single-threaded

Non-blocking event loop

# DECONSTRUCTING THE MONSTER DEFINITION

High-level

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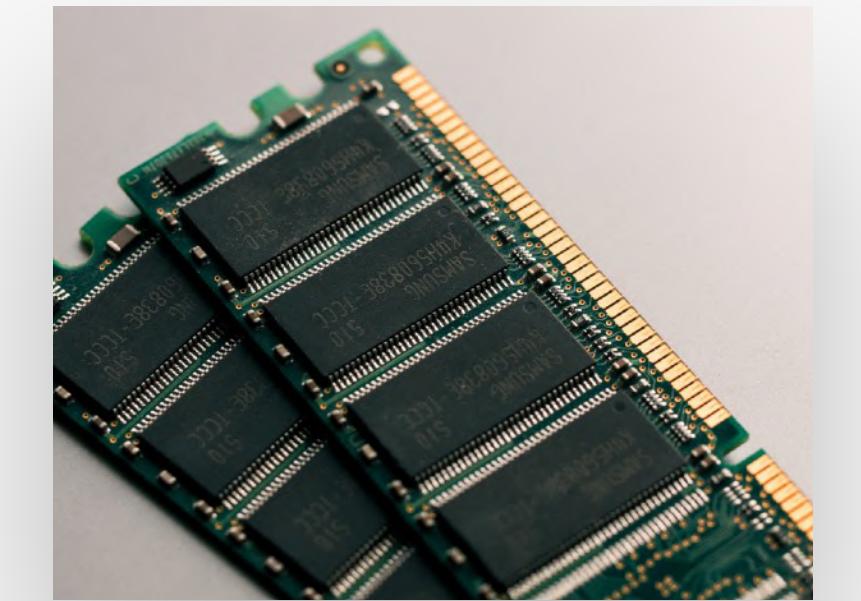
First-class functions

Dynamic

Single-threaded

Non-blocking event loop

👉 Any computer program needs resources:



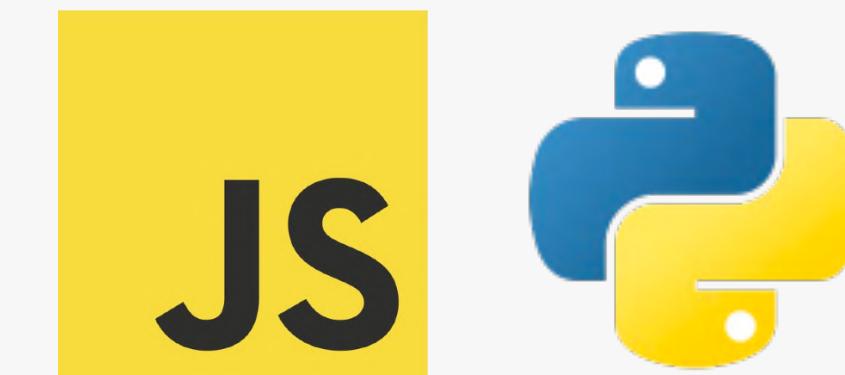
+



LOW-LEVEL



Developer has to manage  
resources manually



HIGH-LEVEL



Developer does **NOT** have  
to worry, everything  
happens automatically

# DECONSTRUCTING THE MONSTER DEFINITION

High-level

Garbage-collected

Interpreted or just-in-time compiled

Multi-paradigm

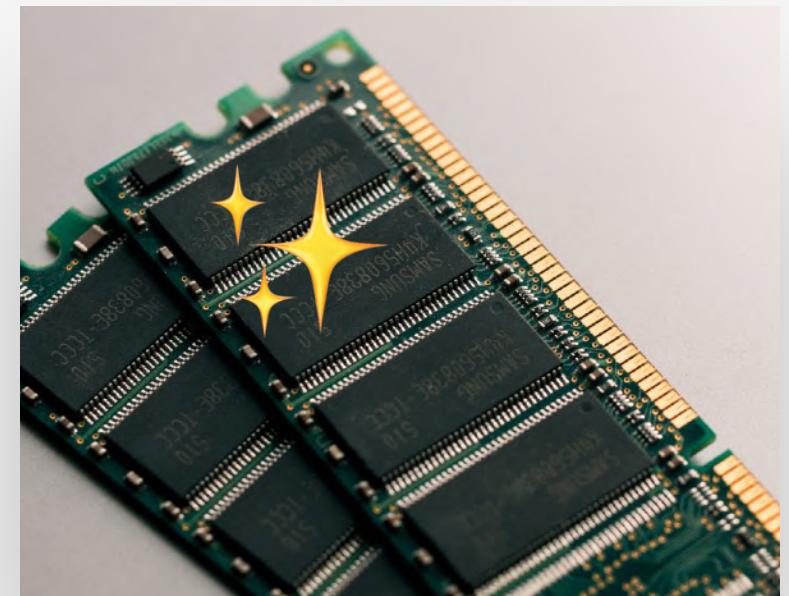
Prototype-based object-oriented

First-class functions

Dynamic

Single-threaded

Non-blocking event loop



Cleaning the memory  
so we don't have to

# DECONSTRUCTING THE MONSTER DEFINITION

High-level

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Prototype-based object-oriented

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Non-blocking event loop

```
document.querySelector(".again").addEventListener("click", () => {
  document.querySelector(".message").textContent = "Start guessing...";
  document.querySelector(".number").textContent = "?";
  document.querySelector(".guess").value = "";
  score = 20;
  document.querySelector(".score").textContent = score;
  number = Math.floor(Math.random() * 20) + 1;
});
```

Abstraction over  
0s and 1s

CONVERT TO MACHINE CODE = COMPILED

```
11010110101110101011101101100101110101010111101010
0111010101110101001001110101110101011100010101100010
1010010011101110111100111000001110101011110111010
110100100001010010111010101101010111010101101010010
00001110100100100111101010111010101110010101111010
100101010010011110100111010010001010101001011010100
111001000100011110100001011100010100010101110101101
01010010101000101010001110100100101110101001000101011
1110101001011101010001010111010101011101010100101001
1110101001011101010101110100101010101010101010101010
011101011011101010100101011101010111010101011100111010
111010100111010100111010101010101010101010101010101010
```

Happens inside the  
JavaScript engine

More about this **Later in this Section** 

# DECONSTRUCTING THE MONSTER DEFINITION

High-level

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Non-blocking event loop

👉 **Paradigm:** An approach and mindset of structuring code, which will direct your coding style and technique.

The one we've been  
using so far

- 1 Procedural programming
- 2 Object-oriented programming (OOP)
- 3 Functional programming (FP)

👉 Imperative vs.  
👉 Declarative

More about this later in **Multiple Sections** ➡

# DECONSTRUCTING THE MONSTER DEFINITION

High-level

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Prototype-based object-oriented

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Single-threaded

Non-blocking event loop

Our array  
inherits methods  
from prototype

Array

Array.prototype.push

Array.prototype.indexOf

Prototype

(Oversimplification!)

Built from prototype

```
const arr = [1, 2, 3];
arr.push(4);
const hasZero = arr.indexOf(0) > -1;
```

More about this in Section **Object Oriented Programming** 

# DECONSTRUCTING THE MONSTER DEFINITION

High-level

Garbage-collected

Interpreted or just-in-time compiled

Multi-paradigm

Prototype-based object-oriented

First-class functions

Dynamic

Single-threaded

Non-blocking event loop

👉 In a language with **first-class functions**, functions are simply **treated as variables**. We can pass them into other functions, and return them from functions.

```
const closeModal = () => {  
  modal.classList.add("hidden");  
  overlay.classList.add("hidden");  
};  
  
overlay.addEventListener("click", closeModal);
```

Passing a function into another function as an argument:  
First-class functions!

More about this in Section **A Closer Look at Functions** 👉

# DECONSTRUCTING THE MONSTER DEFINITION

High-level

Garbage-collected

Interpreted or just-in-time compiled

Multi-paradigm

Prototype-based object-oriented

First-class functions

Dynamic

Single-threaded

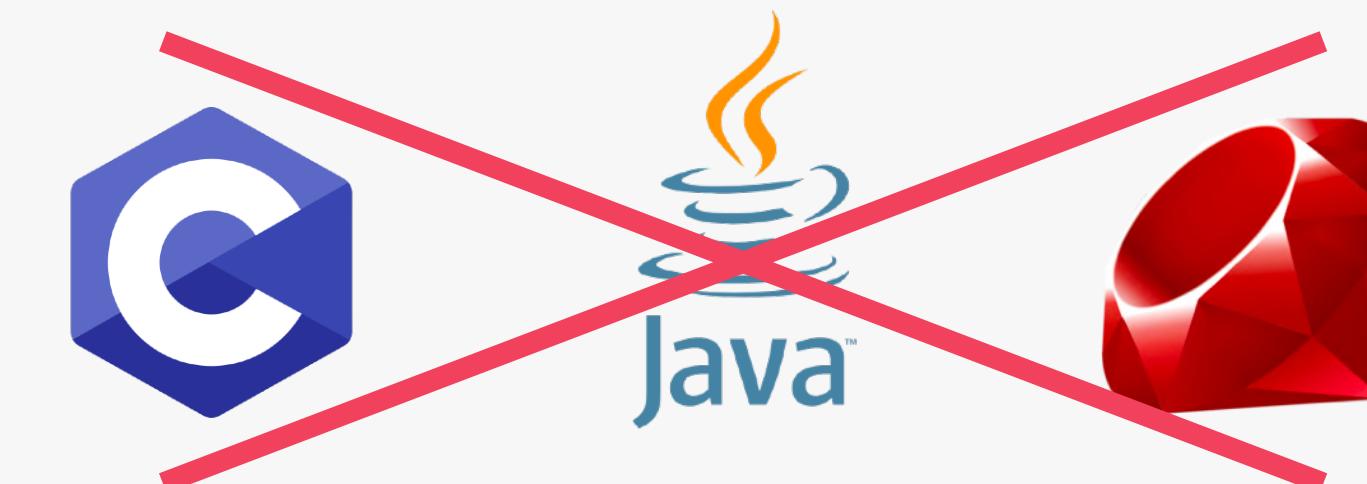
Non-blocking event loop

👉 **Dynamically-typed language:**

No data type definitions. Types becomes known at runtime

Data type of variable is automatically changed

```
let x = 23;  
let y = 19;  
x = "Jonas";
```



# DECONSTRUCTING THE MONSTER DEFINITION

High-level

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Non-blocking event loop

- 👉 **Concurrency model:** how the JavaScript engine handles multiple tasks happening at the same time.

↓ **Why do we need that?**

- 👉 JavaScript runs in one **single thread**, so it can only do one thing at a time.

↓ **So what about a long-running task?**

- 👉 Sounds like it would block the single thread. However, we want non-blocking behavior!

↓ **How do we achieve that?**

(Oversimplification!)

- 👉 By using an **event loop**: takes long running tasks, executes them in the “background”, and puts them back in the main thread once they are finished.

More about this **Later in this Section** ↗





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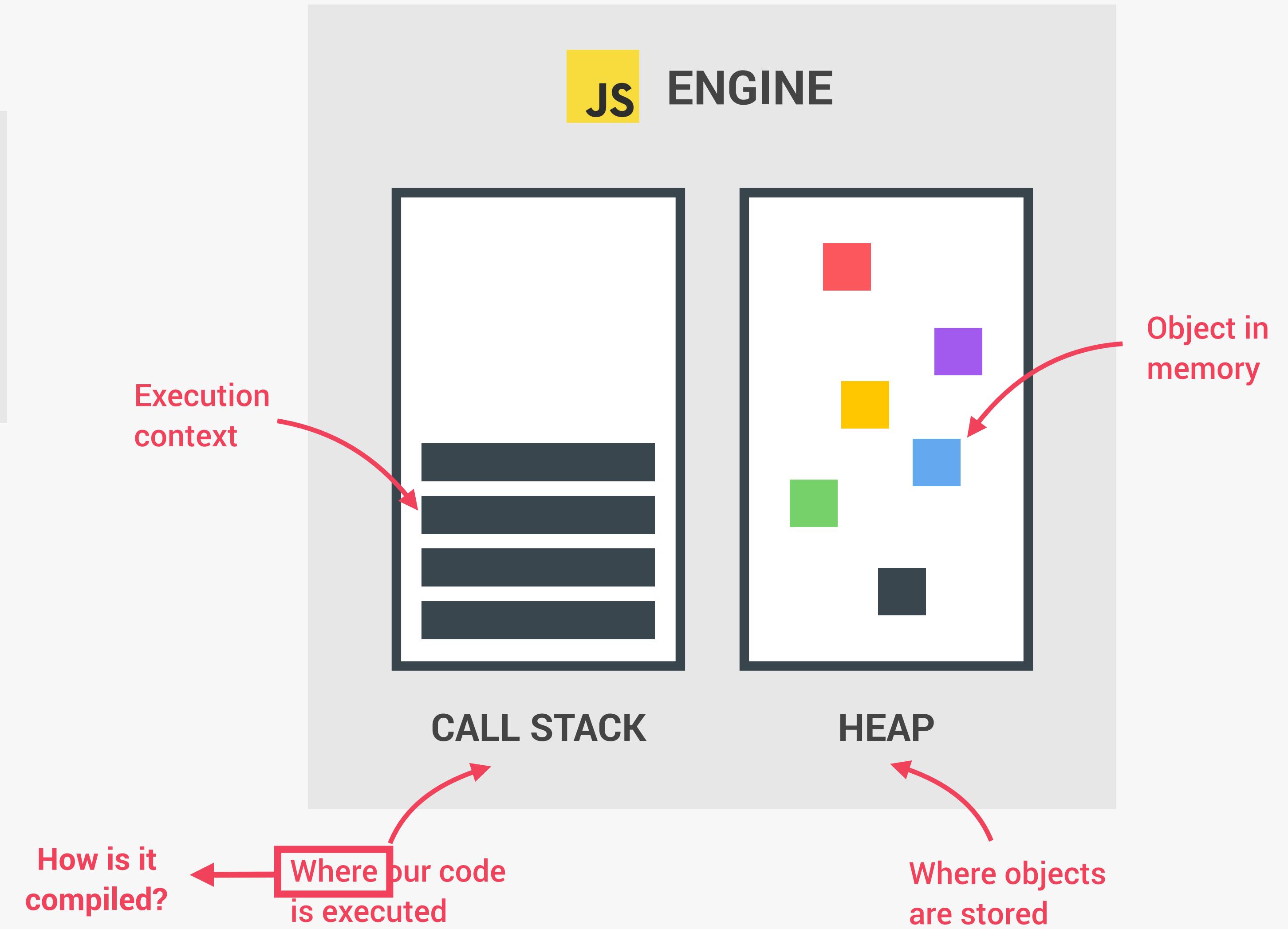
THE JAVASCRIPT ENGINE AND  
RUNTIME

JS

# WHAT IS A JAVASCRIPT ENGINE?



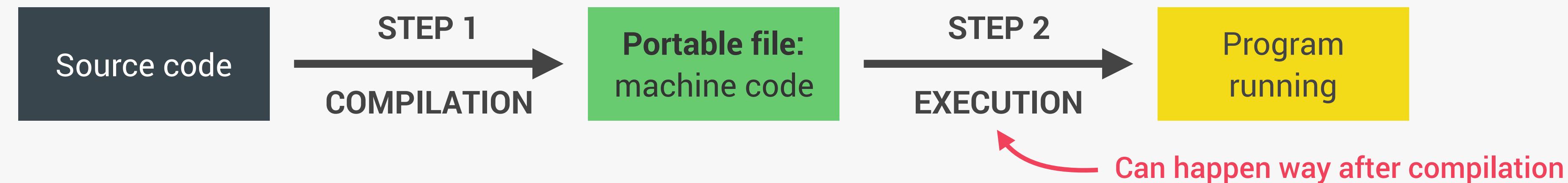
👉 Example: V8 Engine



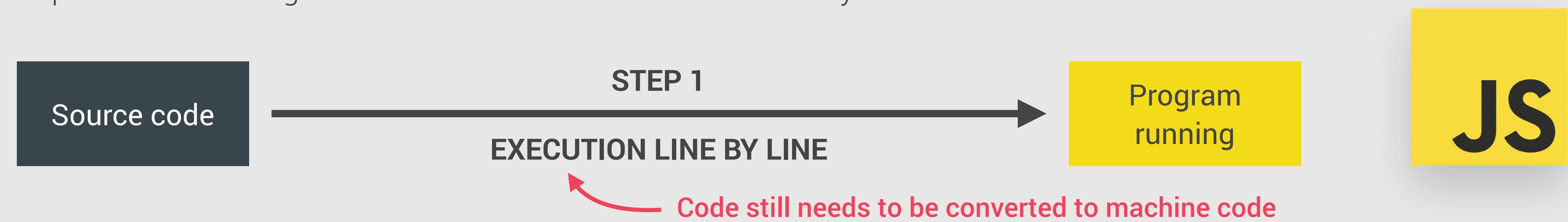
# COMPUTER SCIENCE SIDENOTE: COMPIRATION VS. INTERPRETATION



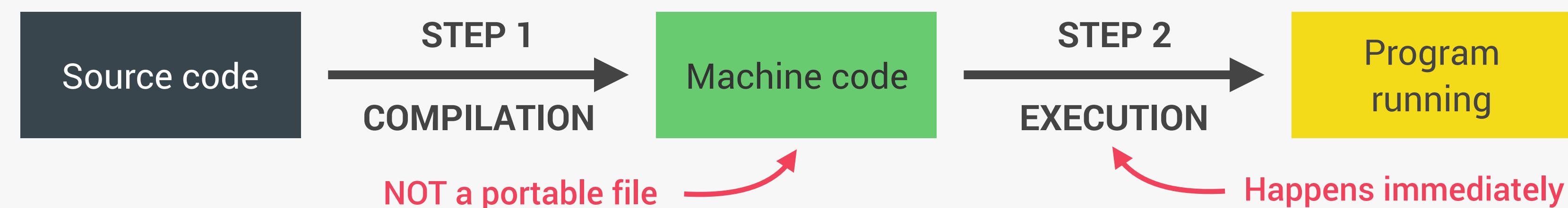
- 👉 **Compilation:** Entire code is converted into machine code at once, and written to a binary file that can be executed by a computer.



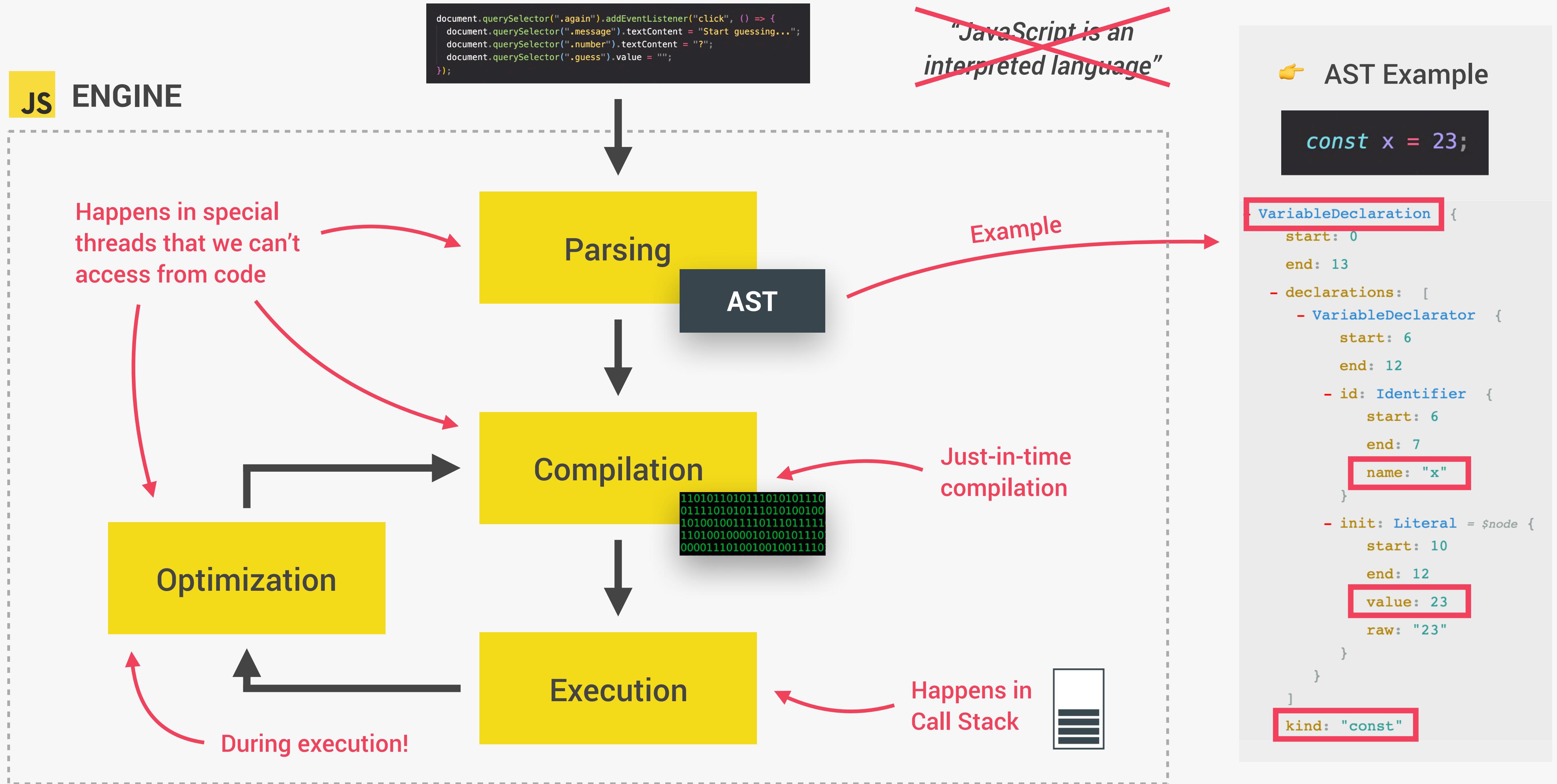
- 👉 **Interpretation:** Interpreter runs through the source code and executes it line by line.



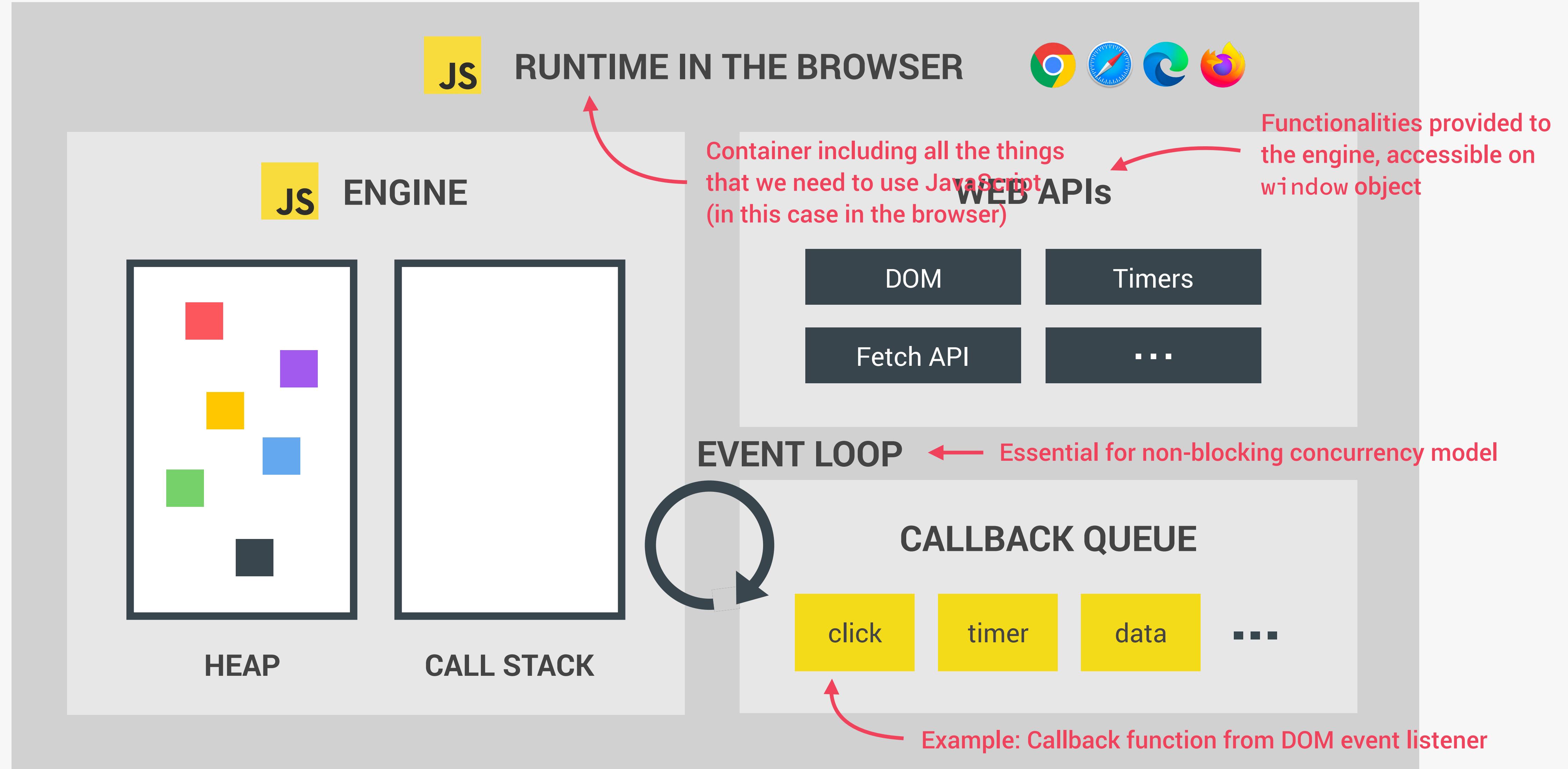
- 👉 **Just-in-time (JIT) compilation:** Entire code is converted into machine code at once, then executed immediately.



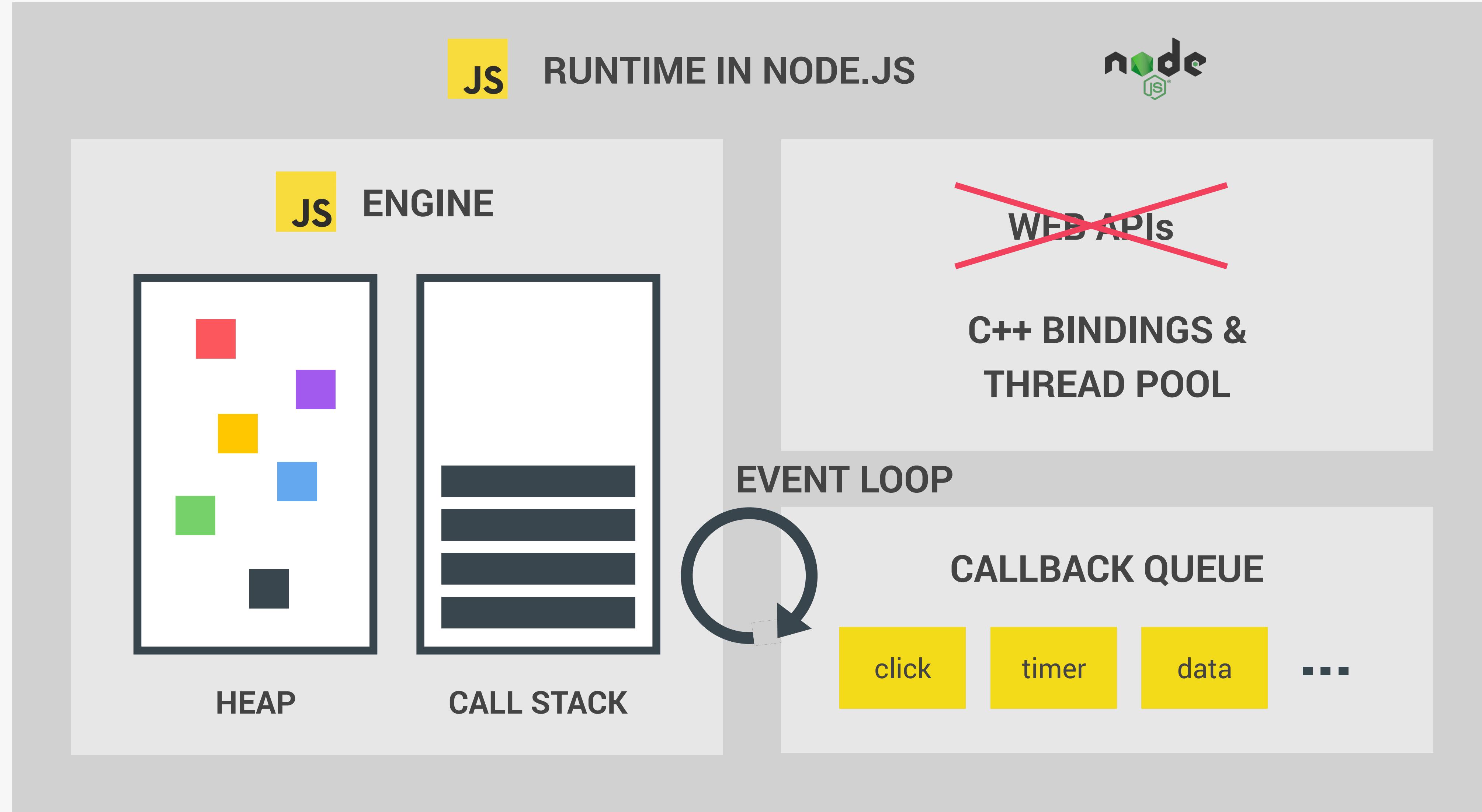
# MODERN JUST-IN-TIME COMPIRATION OF JAVASCRIPT



# THE BIGGER PICTURE: JAVASCRIPT RUNTIME



# THE BIGGER PICTURE: JAVASCRIPT RUNTIME







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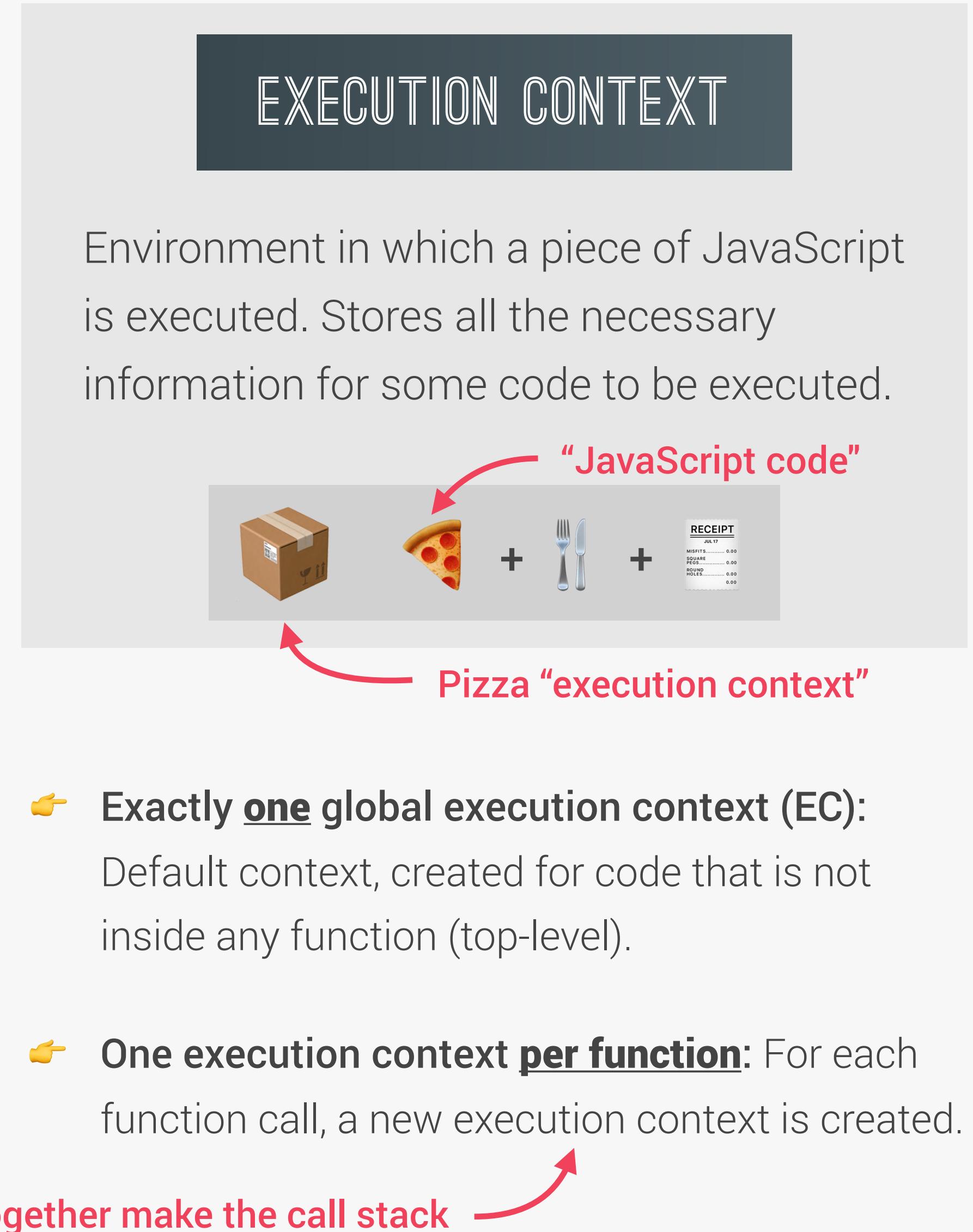
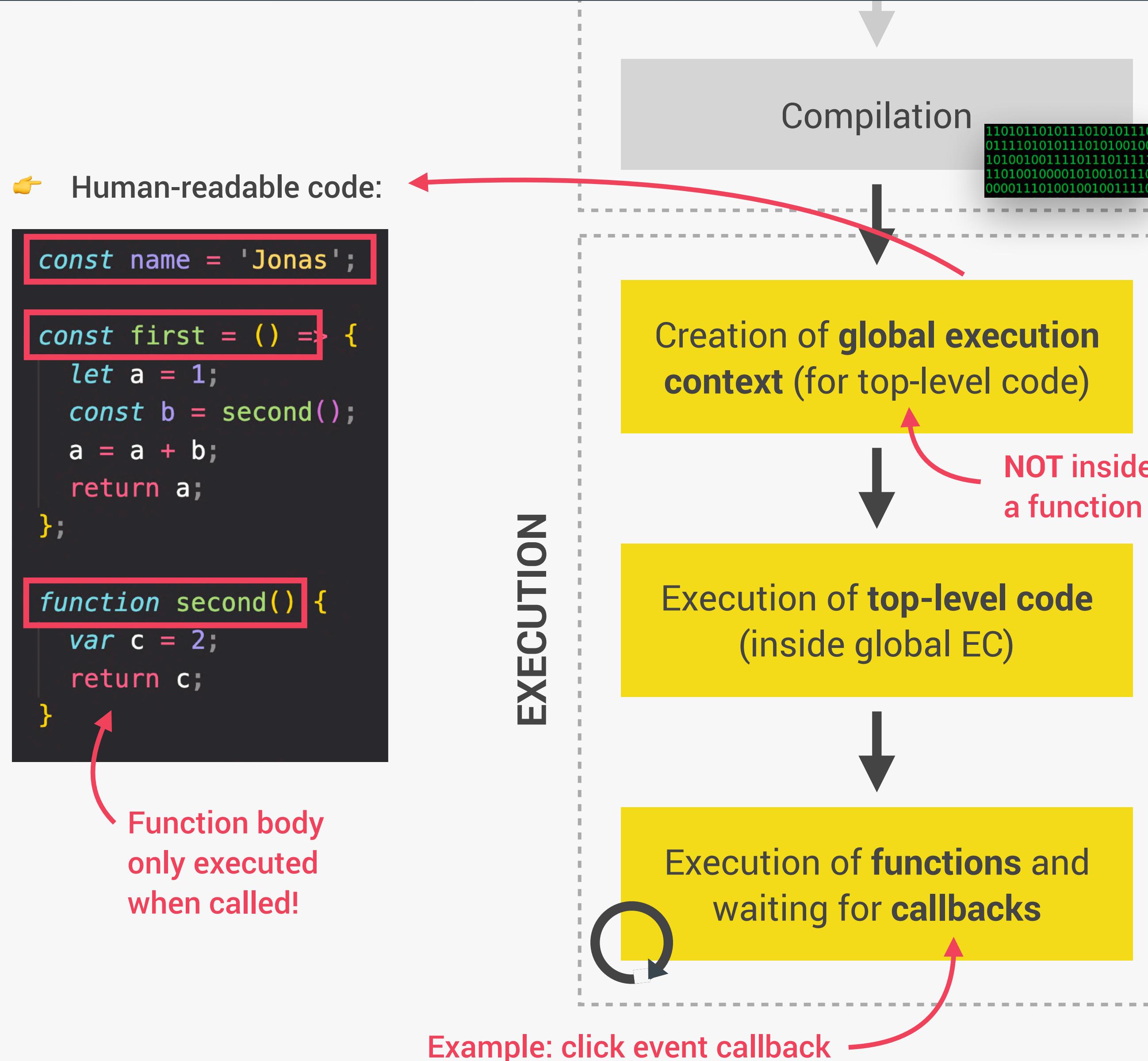
HOW JAVASCRIPT WORKS BEHIND THE  
SCENES

LECTURE

EXECUTION CONTEXTS AND THE  
CALL STACK

JS

# WHAT IS AN EXECUTION CONTEXT?



# EXECUTION CONTEXT IN DETAIL

## WHAT'S INSIDE EXECUTION CONTEXT?

### 1 Variable Environment

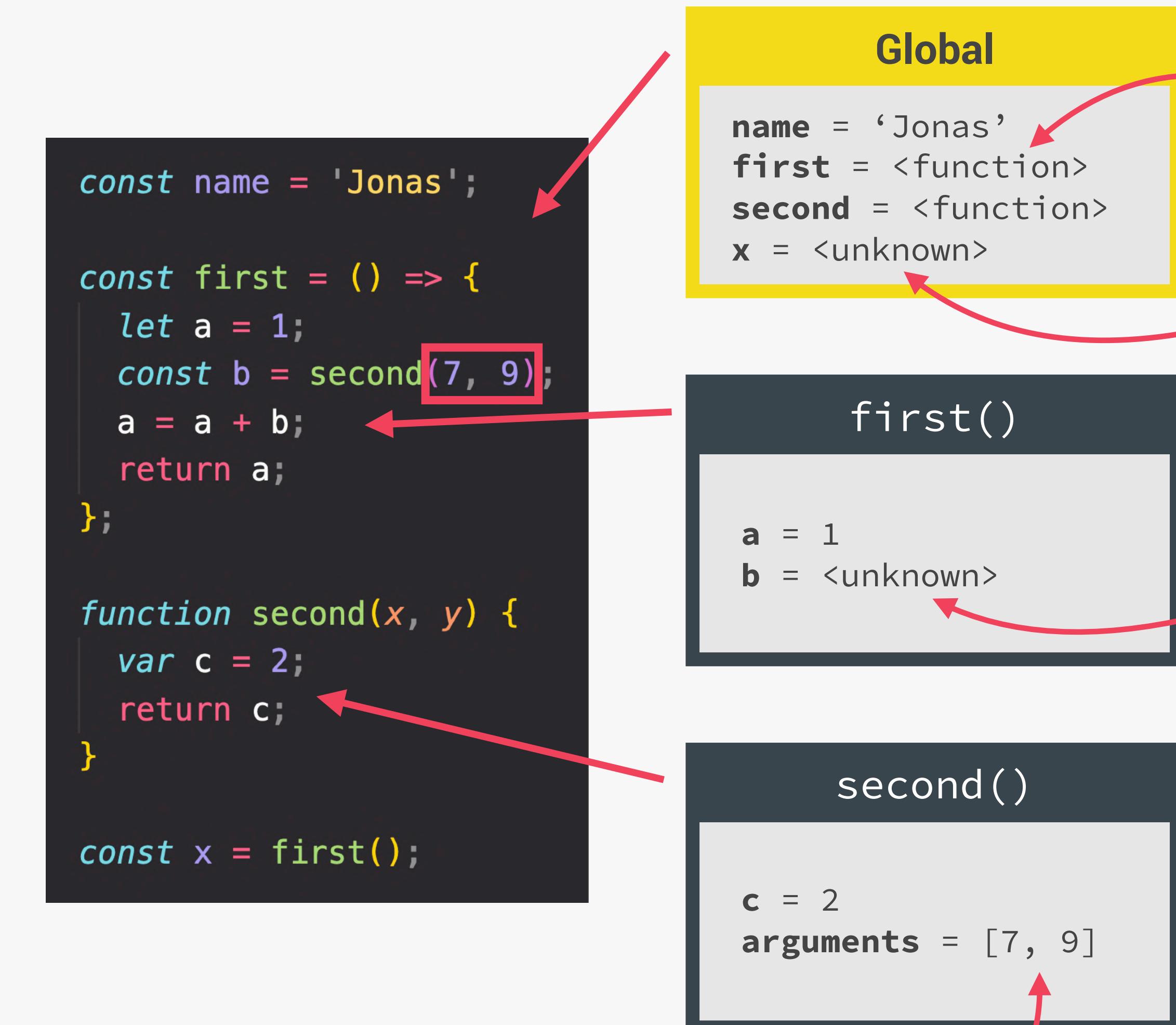
- 👉 let, const and var declarations
- 👉 Functions
- 👉 ~~arguments~~ object

### 2 Scope chain

### 3 ~~this~~ keyword

NOT in arrow functions!

Generated during “creation phase”, right before execution



Literally the function code

Need to run `first()` first

Need to run `second()` first

Array of passed arguments. Available in all “regular” functions (not arrow)

(Technically, values only become known during execution)

# THE CALL STACK

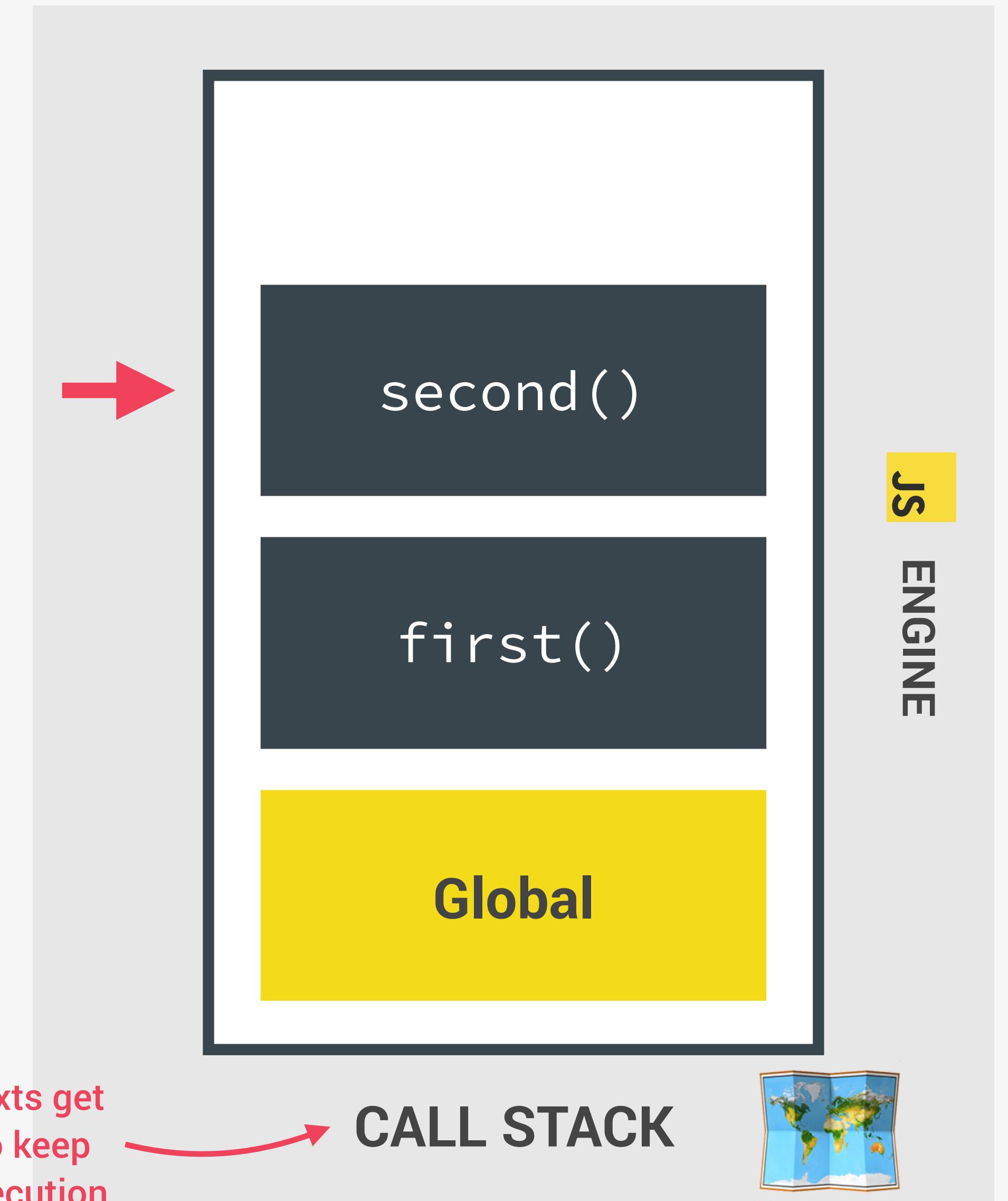
👉 Compiled code starts execution

```
const name = 'Jonas';

const first = () => {
  let a = 1;
  const b = second(7, 9);
  a = a + b;
  return a;
};

function second(x, y) {
  var c = 2;
  return c;
}

const x = first();
```







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SECTION

HOW JAVASCRIPT WORKS BEHIND THE  
SCENES

LECTURE

SCOPE AND THE SCOPE CHAIN

JS

# SCOPING AND SCOPE IN JAVASCRIPT: CONCEPTS

## SCOPE CONCEPTS

### EXECUTION CONTEXT

- 👉 Variable environment
- 👉 Scope chain
- 👉 this keyword

- 👉 **Scoping:** How our program's variables are **organized** and **accessed**. “*Where do variables live?*” or “*Where can we access a certain variable, and where not?*”;
- 👉 **Lexical scoping:** Scoping is controlled by **placement** of functions and blocks in the code;
- 👉 **Scope:** Space or environment in which a certain variable is **declared** (*variable environment in case of functions*). There is **global** scope, **function** scope, and **block** scope;
- 👉 **Scope of a variable:** Region of our code where a certain variable can be **accessed**.

# THE 3 TYPES OF SCOPE

## GLOBAL SCOPE

```
const me = 'Jonas';
const job = 'teacher';
const year = 1989;
```

## FUNCTION SCOPE

```
function calcAge(birthYear) {
  const now = 2037;
  const age = now - birthYear;
  return age;
}

console.log(now); // ReferenceError
```

## BLOCK SCOPE (ES6)

```
if (year >= 1981 && year <= 1996) {
  const millenial = true;
  const food = 'Avocado toast';
} ← Example: if block, for loop block, etc.

console.log(millenial); // ReferenceError
```

- 👉 Outside of **any** function or block
- 👉 Variables declared in global scope are accessible **everywhere**

- 👉 Variables are accessible only **inside function**, NOT outside
- 👉 Also called local scope

- 👉 Variables are accessible only **inside block** (block scoped)
  - ⚠️ **HOWEVER**, this only applies to **let** and **const** variables!
  - 👉 Functions are **also block scoped** (only in strict mode)

# THE SCOPE CHAIN

```
const myName = 'Jonas';

function first() {
  const age = 30;
  let and const are block-scoped
  if (age >= 30) { // true
    const decade = 3;
    var millennial = true;
  }
  var is function-scoped
  function second() {
    const job = 'teacher';
    console.log(`[myName] is a ${age}-old ${job}`);
    // Jonas is a 30-old teacher
  }
  second();
}

first();
```

Variables not in current scope

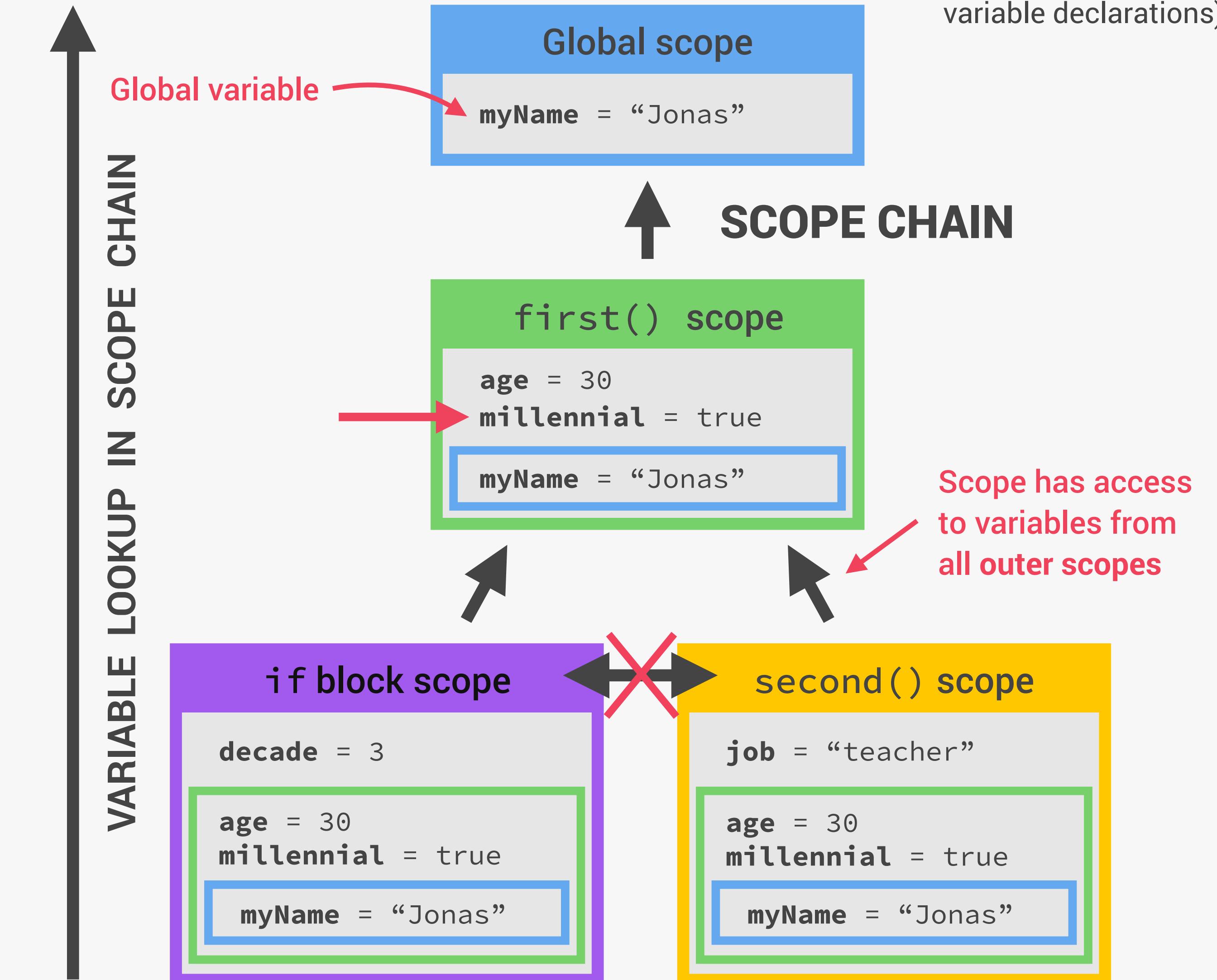
Global variable

SCOPE CHAIN

Scope has access to variables from all outer scopes

```
graph TD
    GS[Global scope: myName = "Jonas"]
    FS[first() scope: age = 30, millennial = true, myName = "Jonas"]
    IBS;if block scope: decade = 3, age = 30, millennial = true, myName = "Jonas"
    SS[second() scope: job = "teacher", age = 30, millennial = true, myName = "Jonas"]

    GS --> FS
    FS --> IBS
    FS --> SS
    IBS -.-> SS
```



# SCOPE CHAIN VS. CALL STACK

```
const a = 'Jonas';
first();

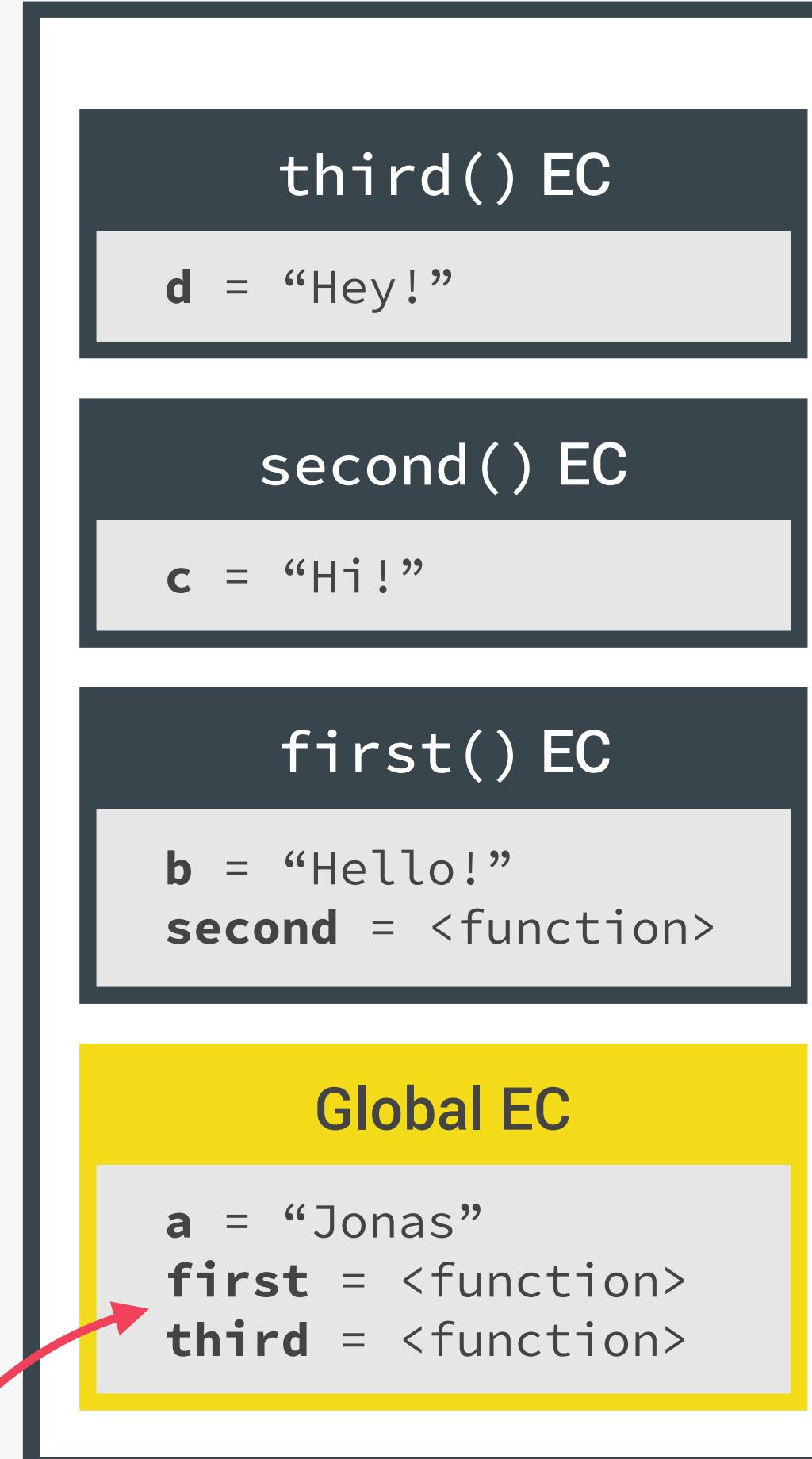
function first() {
  const b = 'Hello!';
  second();

  function second() {
    const c = 'Hi!';
    third();
  }
}

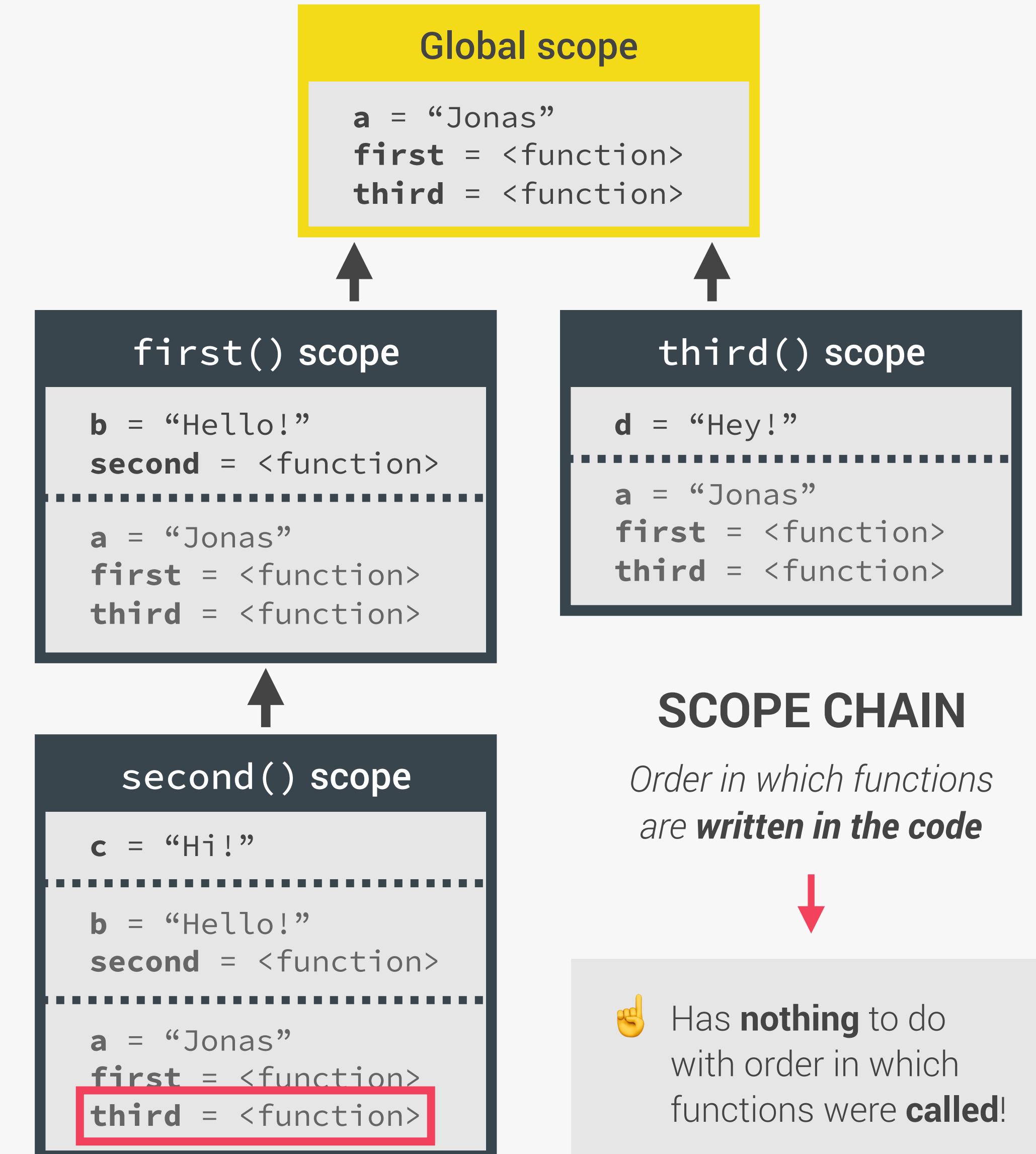
function third() {
  const d = 'Hey!';
  console.log(d + c + b + a);
  // ReferenceError
}
```

c and b can NOT be found in third() scope!

Variable environment (VE)



**CALL STACK**  
*Order in which functions were called*



👉 Has **nothing** to do with order in which functions were **called**!

# SUMMARY



- 👉 Scoping asks the question “*Where do variables live?*” or “*Where can we access a certain variable, and where not?*”;
- 👉 There are 3 types of scope in JavaScript: the global scope, scopes defined by functions, and scopes defined by blocks;
- 👉 Only `let` and `const` variables are block-scoped. Variables declared with `var` end up in the closest function scope;
- 👉 In JavaScript, we have lexical scoping, so the rules of where we can access variables are based on exactly where in the code functions and blocks are written;
- 👉 Every scope always has access to all the variables from all its outer scopes. This is the scope chain!
- 👉 When a variable is not in the current scope, the engine looks up in the scope chain until it finds the variable it's looking for. This is called variable lookup;
- 👉 The scope chain is a one-way street: a scope will never, ever have access to the variables of an inner scope;
- 👉 The scope chain in a certain scope is equal to adding together all the variable environments of the all parent scopes;
- 👉 The scope chain has nothing to do with the order in which functions were called. It does not affect the scope chain at all!





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SECTION

HOW JAVASCRIPT WORKS BEHIND THE  
SCENES

LECTURE

VARIABLE ENVIRONMENT: HOISTING  
AND THE TDZ

JS

# HOISTING IN JAVASCRIPT

👉 **Hoisting:** Makes some types of variables accessible/usable in the code before they are actually declared. “Variables lifted to the top of their scope”.

↓ **BEHIND THE SCENES**

**Before execution**, code is scanned for variable declarations, and for each variable, a new property is created in the **variable environment object**.

## EXECUTION CONTEXT

- 👉 Variable environment
- ✓ Scope chain
- 👉 this keyword

	HOISTED?	INITIAL VALUE	SCOPE	
function declarations	✓ YES	Actual function	Block	In strict mode. Otherwise: function!
var variables	✓ YES	undefined	Function	
let and const variables	✗ NO	<uninitialized>, TDZ	Block	
function expressions and arrows		Depends if using var or let/const		Temporal Dead Zone

# TEMPORAL DEAD ZONE, LET AND CONST

```
const myName = 'Jonas';

if (myName === 'Jonas') {
    console.log(`Jonas is a ${job}`);
    const age = 2037 - 1989;
    console.log(age);
    const job = 'teacher';
    console.log(x);
}
```

## TEMPORAL DEAD ZONE FOR job VARIABLE

- 👉 Different kinds of error messages:

ReferenceError: Cannot access 'job' before initialization

ReferenceError: x is not defined

## WHY HOISTING?

- 👉 Using functions before actual declaration;
- 👉 var hoisting is just a byproduct.

## WHY TDZ?

- 👉 Makes it easier to avoid and catch errors: accessing variables before declaration is bad practice and should be avoided;
- 👉 Makes const variables actually work





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SECTION

HOW JAVASCRIPT WORKS BEHIND THE  
SCENES

LECTURE

THE THIS KEYWORD

JS

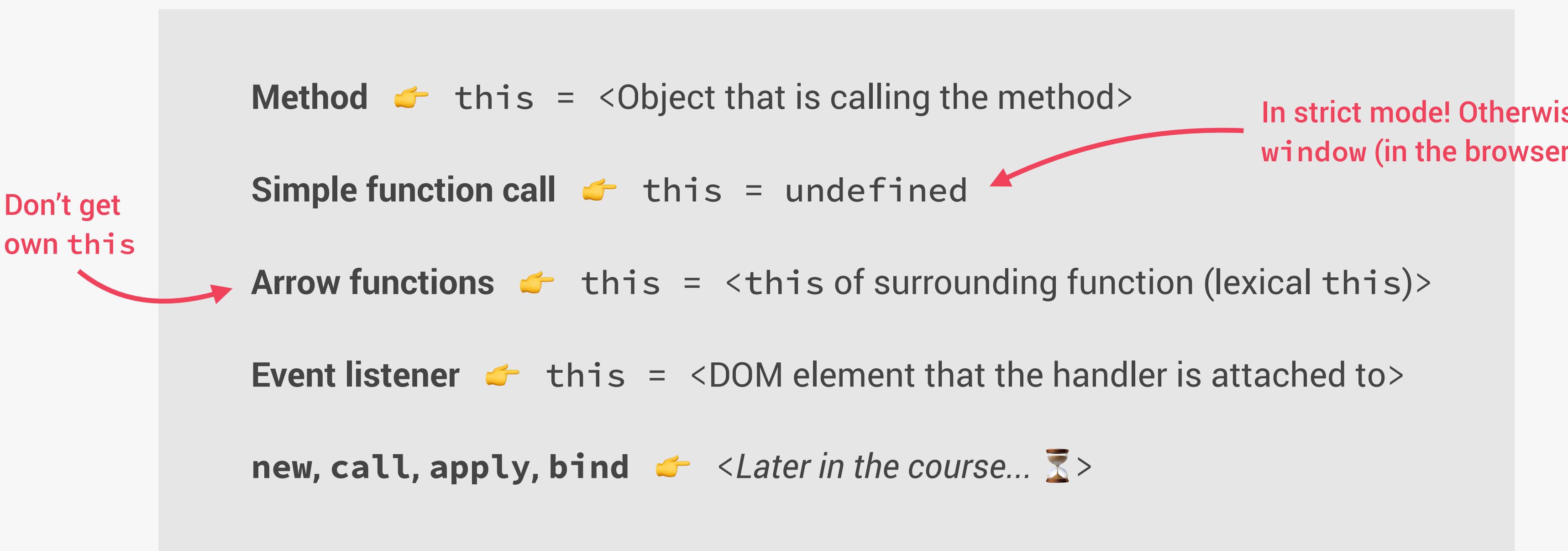
# HOW THE THIS KEYWORD WORKS

👉 **this keyword/variable:** Special variable that is created for every execution context (every function).  
Takes the value of (points to) the “owner” of the function in which the **this** keyword is used.

👉 **this** is **NOT** static. It depends on **how** the function is called, and its value is only assigned when the function **is actually called**.

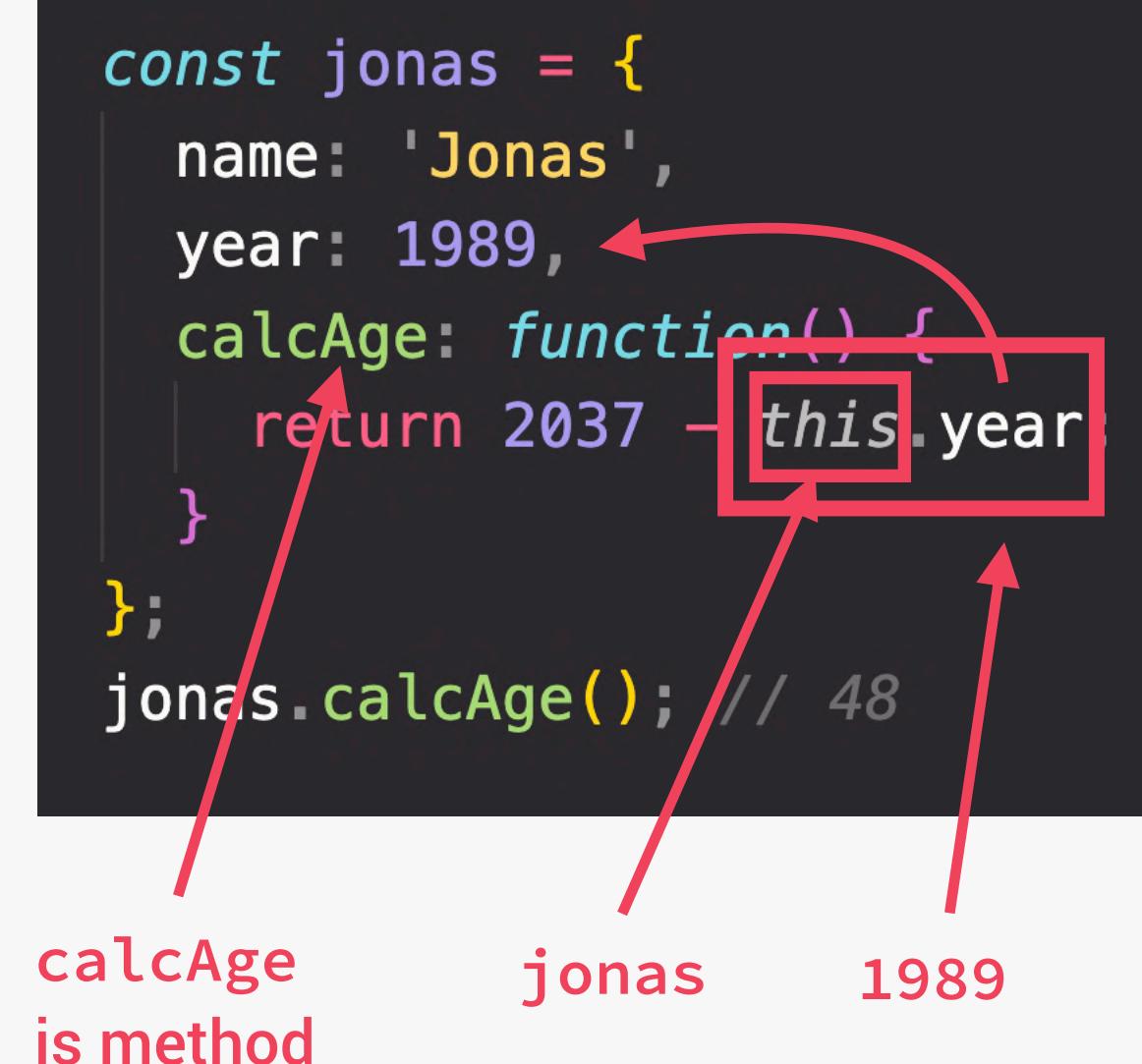
## EXECUTION CONTEXT

- ✓ Variable environment
- ✓ Scope chain
- 👉 **this keyword**



👉 **this** does **NOT** point to the function itself, and also **NOT** the its variable environment!

## Method example:



Way better than using `jonas.year!`



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GOT QUESTIONS? FEEDBACK?  
JUST POST IT IN THE Q&A OF THIS  
VIDEO. AND YOU WILL GET HELP  
THERE!

JS





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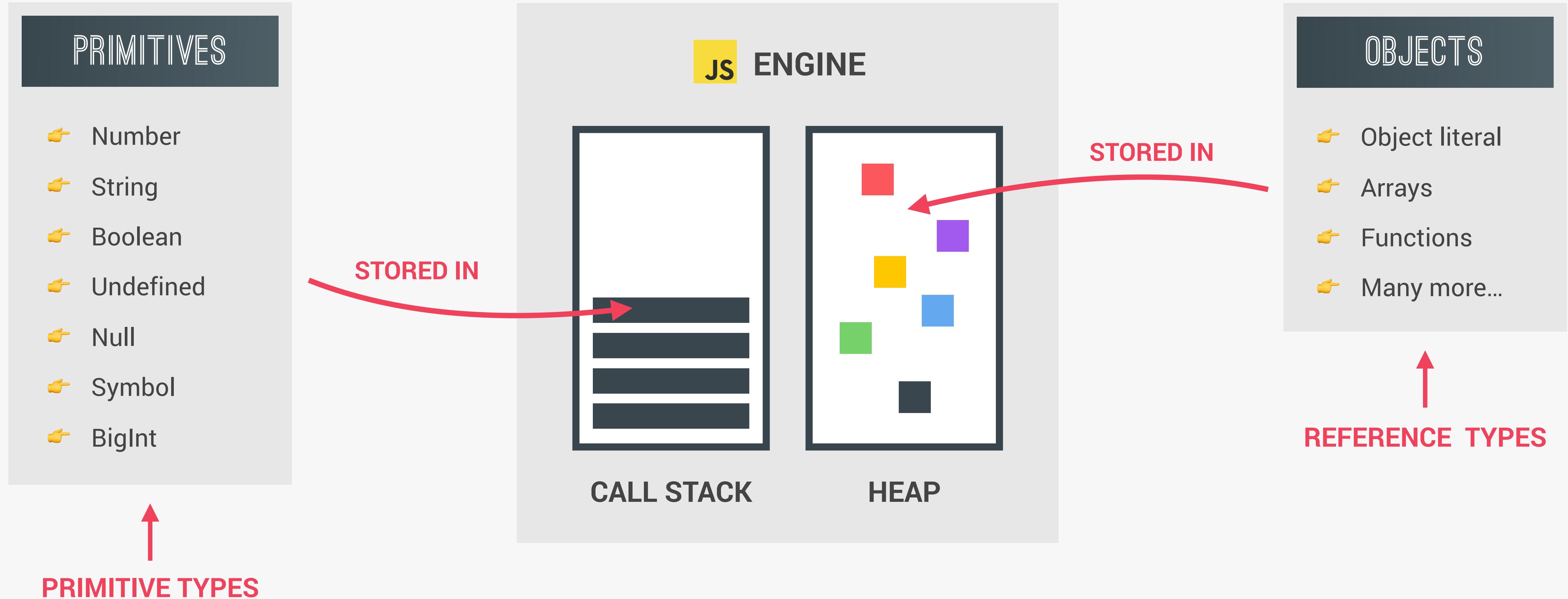
HOW JAVASCRIPT WORKS BEHIND THE  
SCENES

LECTURE

PRIMITIVES VS. OBJECTS (PRIMITIVE  
VS. REFERENCE TYPES)

JS

# REVIEW: PRIMITIVES, OBJECTS AND THE JAVASCRIPT ENGINE



# PRIMITIVE VS. REFERENCE VALUES

👉 Primitive values example:

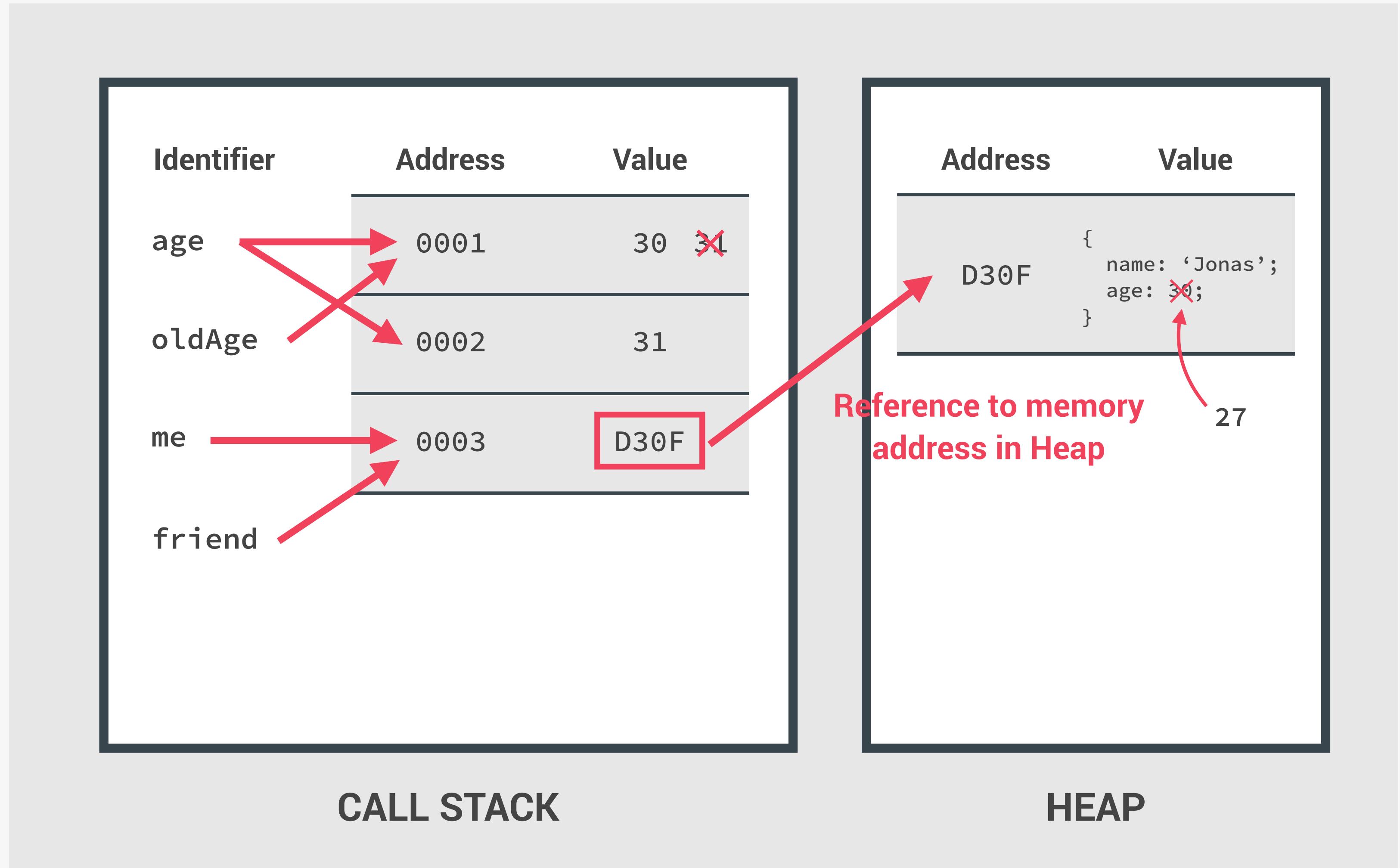
```
let age = 30;
let oldAge = age;
age = 31;
console.log(age); // 31
console.log(oldAge); // 30
```

👉 Reference values example:

```
const me = {
  name: 'Jonas'      No problem, because
  age: 30            we're NOT changing the
};                   value at address 0003!
const friend = me;
friend.age = 27;

console.log('Friend:', friend);
// { name: 'Jonas', age: 27 }

console.log('Me:', me);
// { name: 'Jonas', age: 27 }
```



# "HOW JAVASCRIPT WORKS BEHIND THE SCENES" TOPICS FOR LATER...

1

**Prototypal Inheritance** ➡ Object Oriented Programming (OOP) With JavaScript

2

**Event Loop** ➡ Asynchronous JavaScript: Promises, Async/Await and AJAX

3

**How the DOM Really Works** ➡ Advanced DOM and Events



DATA STRUCTURES,  
MODERN OPERATORS  
AND STRINGS



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SECTION

DATA STRUCTURES, MODERN  
OPERATORS AND STRINGS

LECTURE

SUMMARY: WHICH DATA STRUCTURE  
TO USE?

JS

# DATA STRUCTURES OVERVIEW

# SOURCES OF DATA

- 1 **From the program itself:** Data written directly in source code (e.g. status messages)
  - 2 **From the UI:** Data input from the user or data written in DOM (e.g tasks in todo app)
  - 3 **From external sources:** Data fetched for example from web API (e.g. recipe objects)

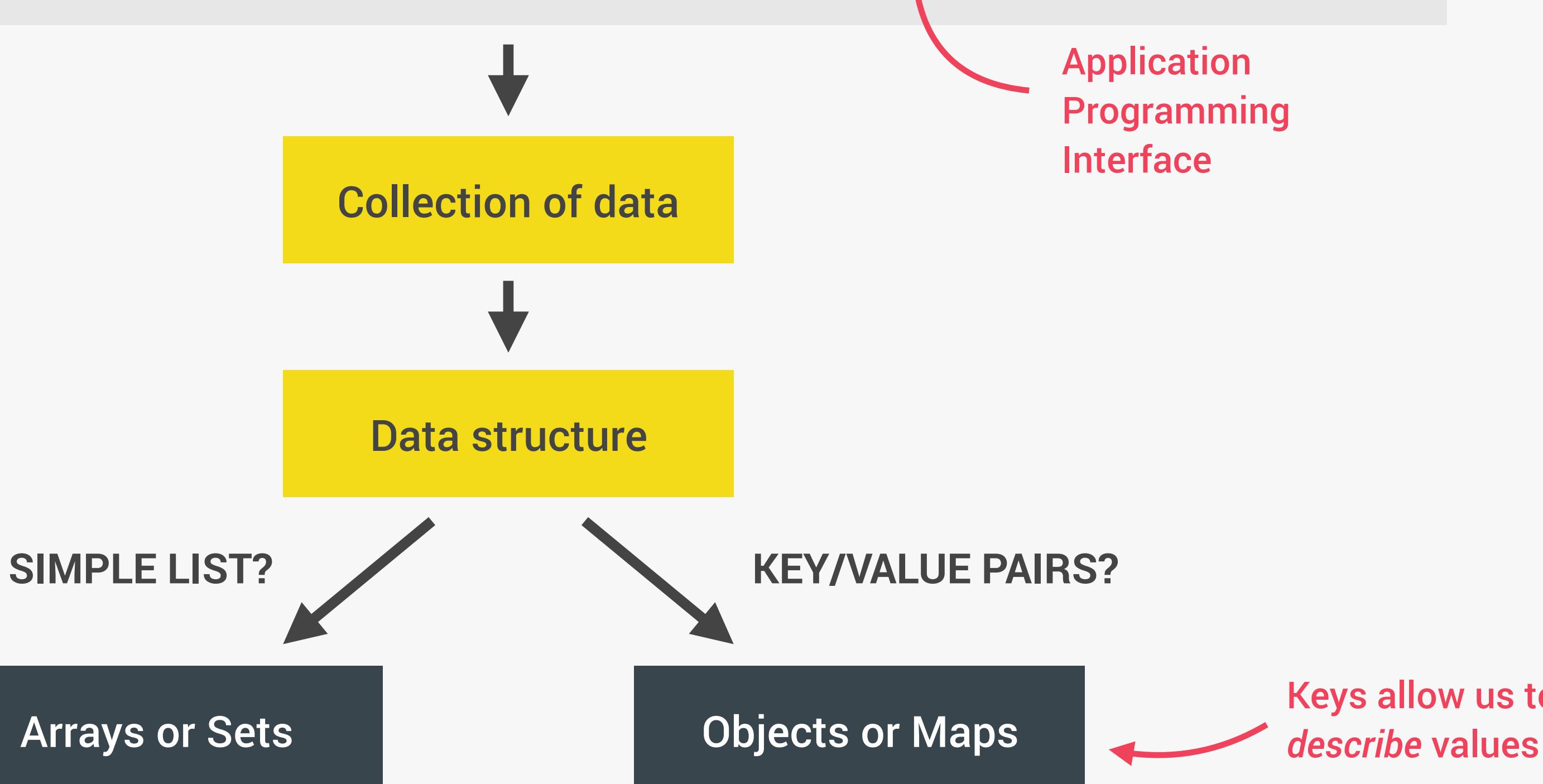
## OTHER BUILT-IN:

- # WeakMap

# WeakSet

## **NON-BUILT IN:**

- 👉 Stacks
  - 👉 Queues
  - 👉 Linked lists
  - 👉 Trees
  - 👉 Hash tables



Keys allow us to  
*describe* values

“Object”

```
[{"count": 3, "recipes": [{"publisher": "101 Cookbooks", "title": "Best Pizza Dough Ever", "source_url": "http://www.101cookbooks.com/archiv", "recipe_id": "47746", "image_url": "http://forkify-api.herokuapp.com/im", "social_rank": 100, "publisher_url": "http://www.101cookbooks.com"}, {"publisher": "The Pioneer Woman", "title": "Deep Dish Fruit Pizza", "source_url": "http://thepioneerwoman.com/cooking", "recipe_id": "46956", "image_url": "http://forkify-api.herokuapp.com/im", "social_rank": 100, "publisher_url": "http://thepioneerwoman.com"}, {"publisher": "Closet Cooking", "title": "Pizza Dip", "source_url": "http://www.closetcooking.com/2011/", "recipe_id": "35477", "image_url": "http://forkify-api.herokuapp.com/im", "social_rank": 99.99999999999994, "publisher_url": "http://closetcooking.com"}]}
```

# ARRAYS VS. SETS AND OBJECTS VS. MAPS

## ARRAYS

VS.

## SETS

```
tasks = ['Code', 'Eat', 'Code'];
// ["Code", "Eat", "Code"]
```

- 👉 Use when you need **ordered** list of values (might contain duplicates)
- 👉 Use when you need to **manipulate** data

```
tasks = new Set(['Code', 'Eat', 'Code']);
// {"Code", "Eat"}
```

- 👉 Use when you need to work with **unique** values
- 👉 Use when **high-performance** is *really* important
- 👉 Use to **remove duplicates** from arrays

## OBJECTS

VS.

## MAPS

```
task = {
  task: 'Code',
  date: 'today',
  repeat: true
};
```

- 👉 Use when you need to include **functions** (methods)
- 👉 Use when working with JSON (can convert to map)

```
task = new Map([
  ['task', 'Code'],
  ['date', 'today'],
  [false, 'Start coding!']
]);
```

- 👉 Better performance
- 👉 Keys can have **any** data type
- 👉 Easy to iterate
- 👉 Easy to compute size
- 👉 Use when you simply need to map key to values
- 👉 Use when you need keys that are **not** strings



# A CLOSER LOOK AT FUNCTIONS



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SECTION

A CLOSER LOOK AT FUNCTIONS

LECTURE

FIRST-CLASS AND HIGHER-ORDER  
FUNCTIONS

JS

# FIRST-CLASS VS. HIGHER-ORDER FUNCTIONS

## FIRST-CLASS FUNCTIONS

- 👉 JavaScript treats functions as **first-class citizens**
- 👉 This means that functions are **simply values**
- 👉 Functions are just another “**type**” of object

- 👉 Store functions in variables or properties:

```
const add = (a, b) => a + b;  
  
const counter = {  
  value: 23,  
  inc: function() { this.value++; }  
}
```

- 👉 Pass functions as arguments to OTHER functions:

```
const greet = () => console.log('Hey Jonas');  
btnClose.addEventListener('click', greet)
```

- 👉 Return functions FROM functions

- 👉 Call methods on functions:

```
counter.inc.bind(someOtherObject);
```

## HIGHER-ORDER FUNCTIONS

- 👉 A function that **receives** another function as an argument, that **returns** a new function, or **both**
- 👉 This is only possible because of first-class functions

### 1 Function that receives another function

```
const greet = () => console.log('Hey Jonas');  
btnClose.addEventListener('click', greet)
```

Higher-order  
function

Callback  
function



### 2 Function that returns new function

```
function count() {  
  let counter = 0;  
  return function() {  
    counter++;  
  };  
}
```

Higher-order  
function

Returned  
function





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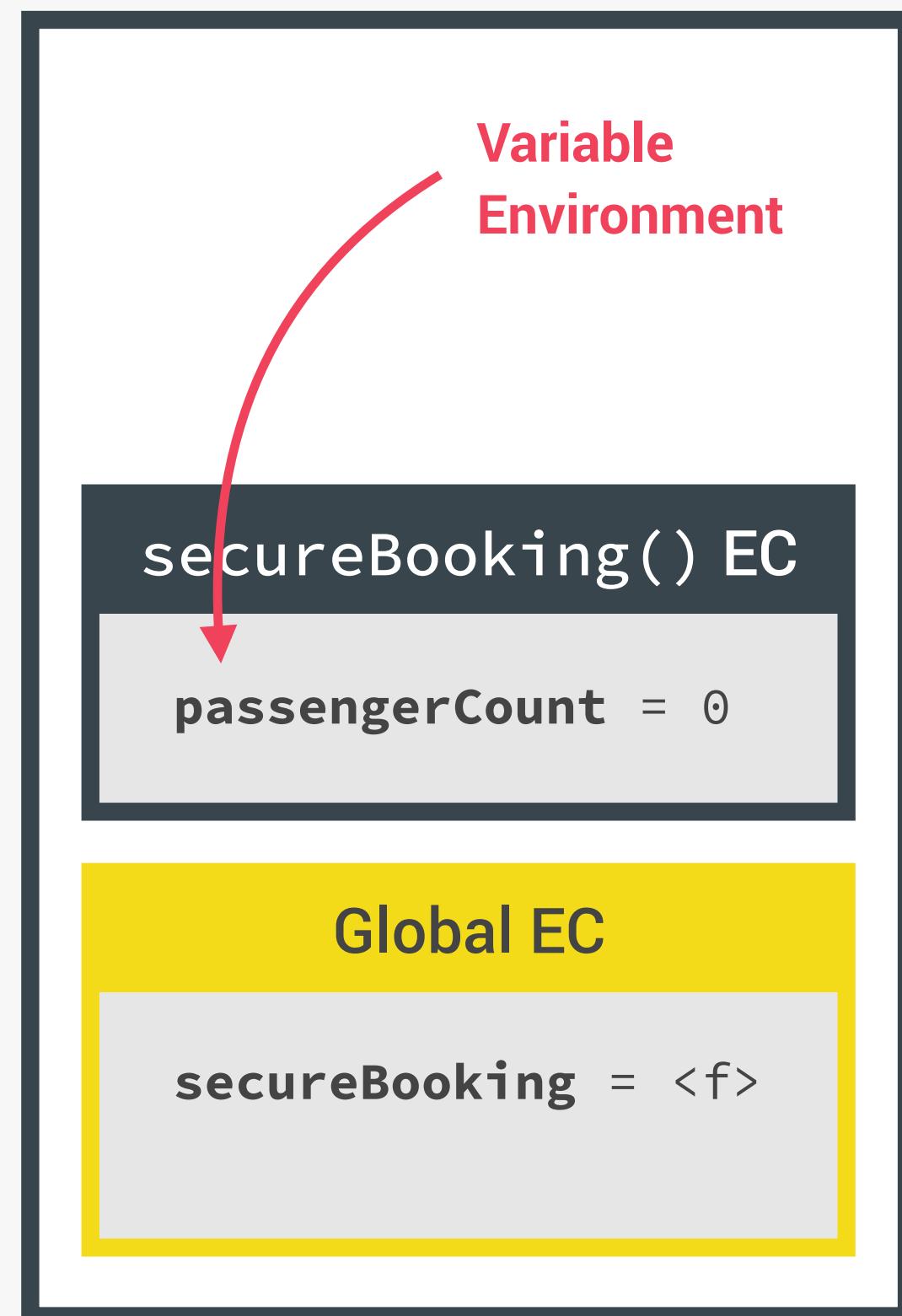
SECTION

A CLOSER LOOK AT FUNCTIONS

LECTURE  
CLOSURES

JS

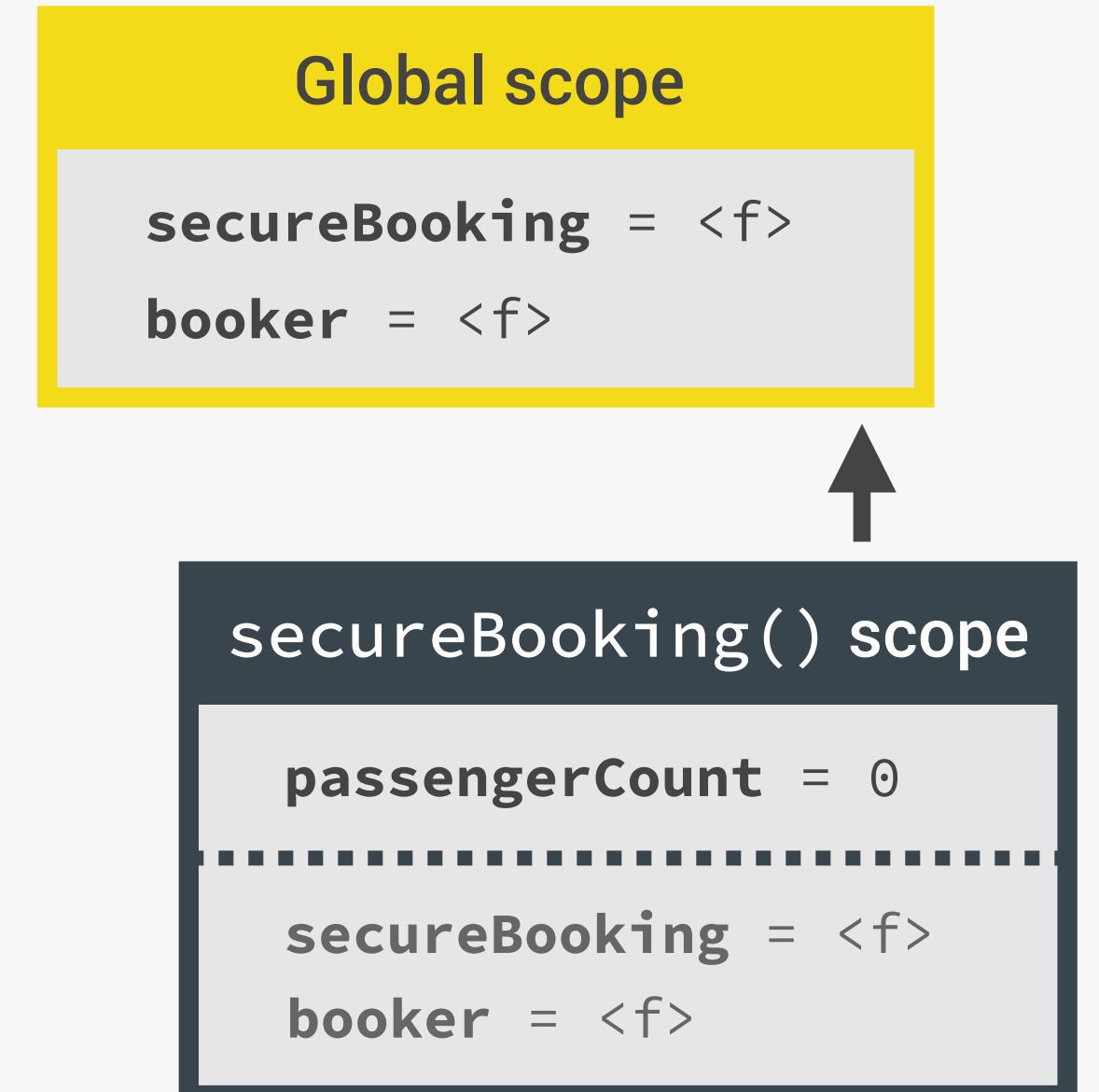
# "CREATING" A CLOSURE



```
const secureBooking = function () {
  let passengerCount = 0;

  return function () {
    passengerCount++;
    console.log(` ${passengerCount} passengers`);
  };
};

const booker = secureBooking();
```



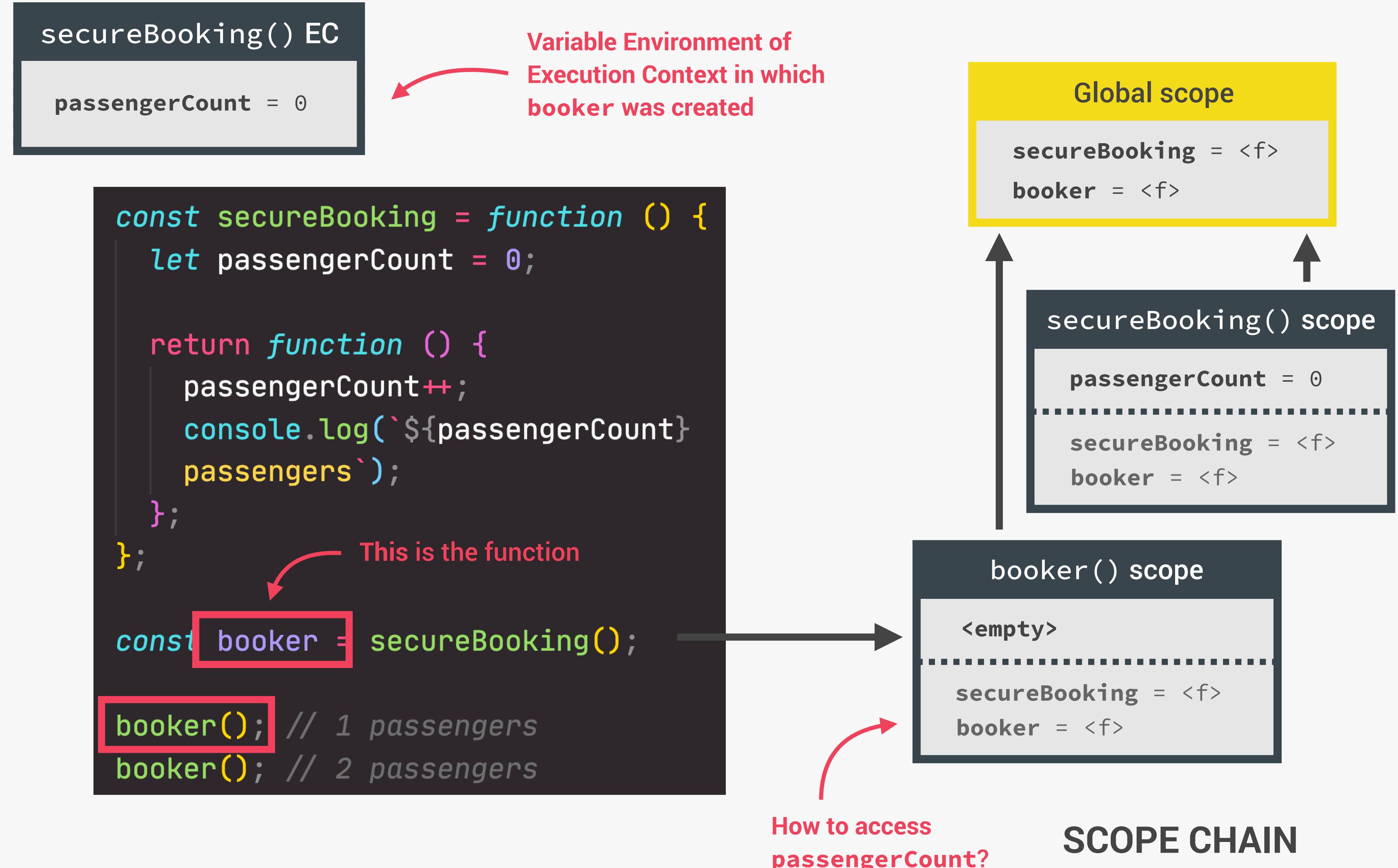
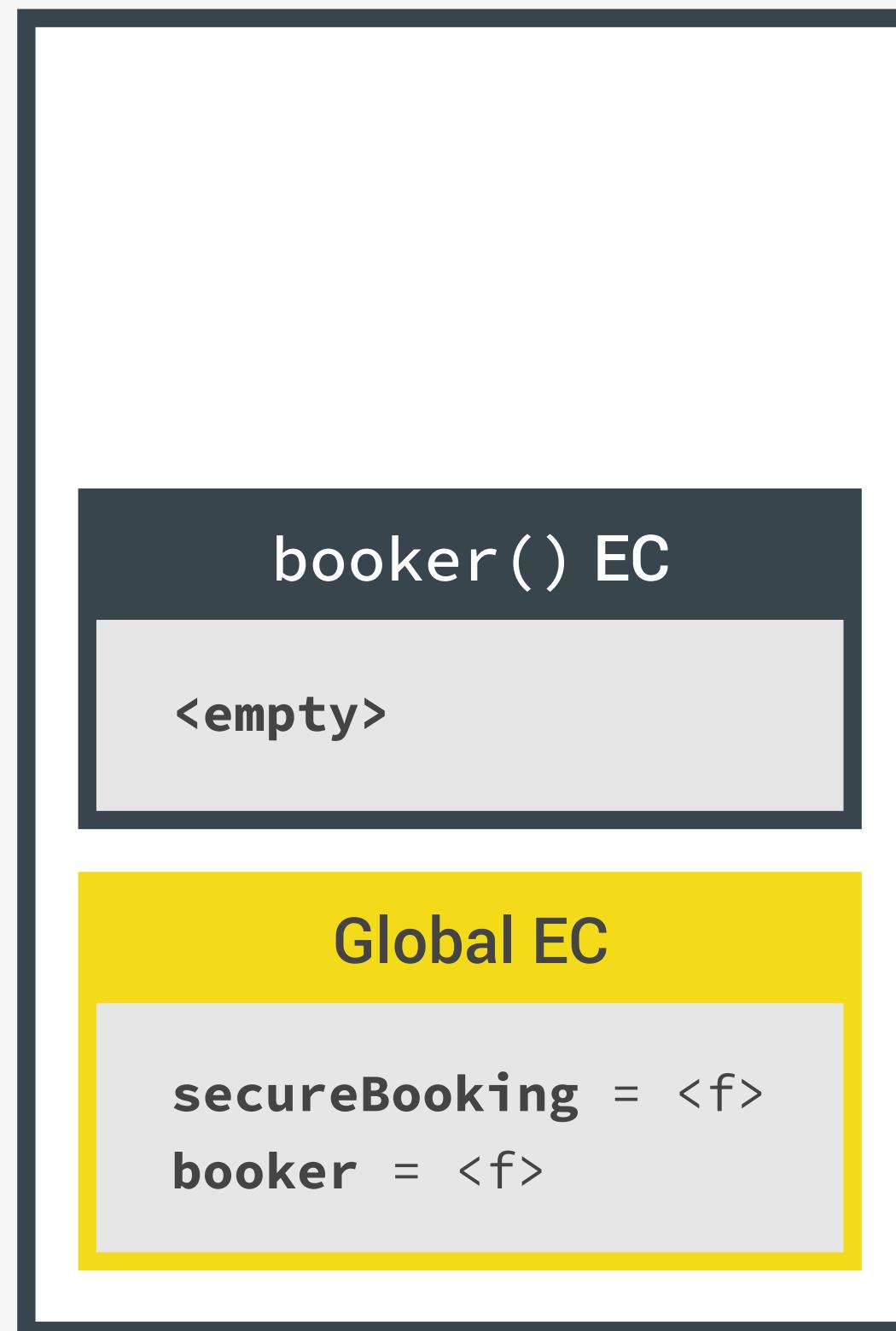
CALL STACK

Order in which  
functions were *called*

Order in which functions  
are *written in the code*

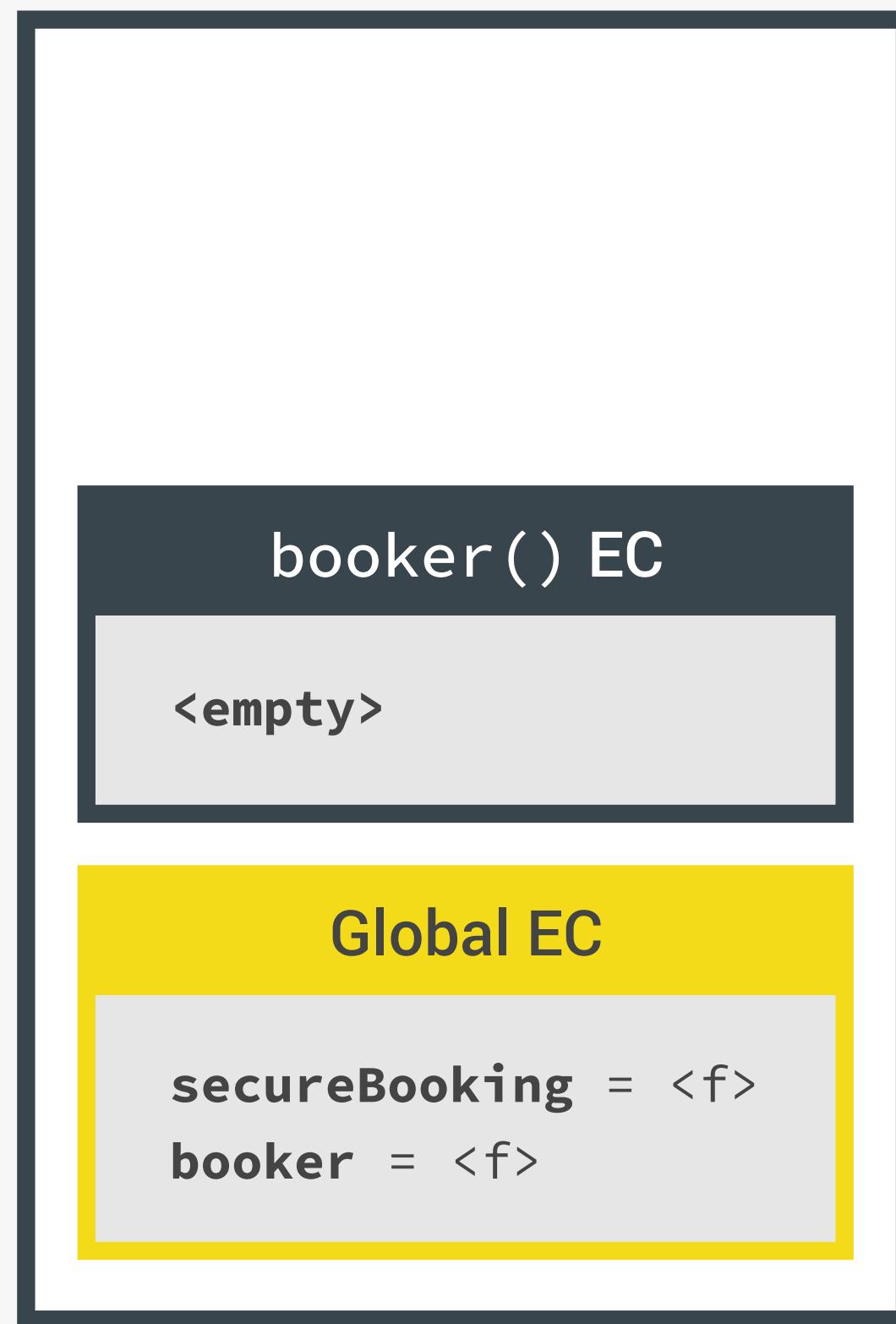
SCOPE CHAIN

# UNDERSTANDING CLOSURES



# UNDERSTANDING CLOSURES

- 👉 A function has access to the variable environment (VE) of the execution context in which it was created
- 👉 **Closure:** VE attached to the function, exactly as it was at the time and place the function was created



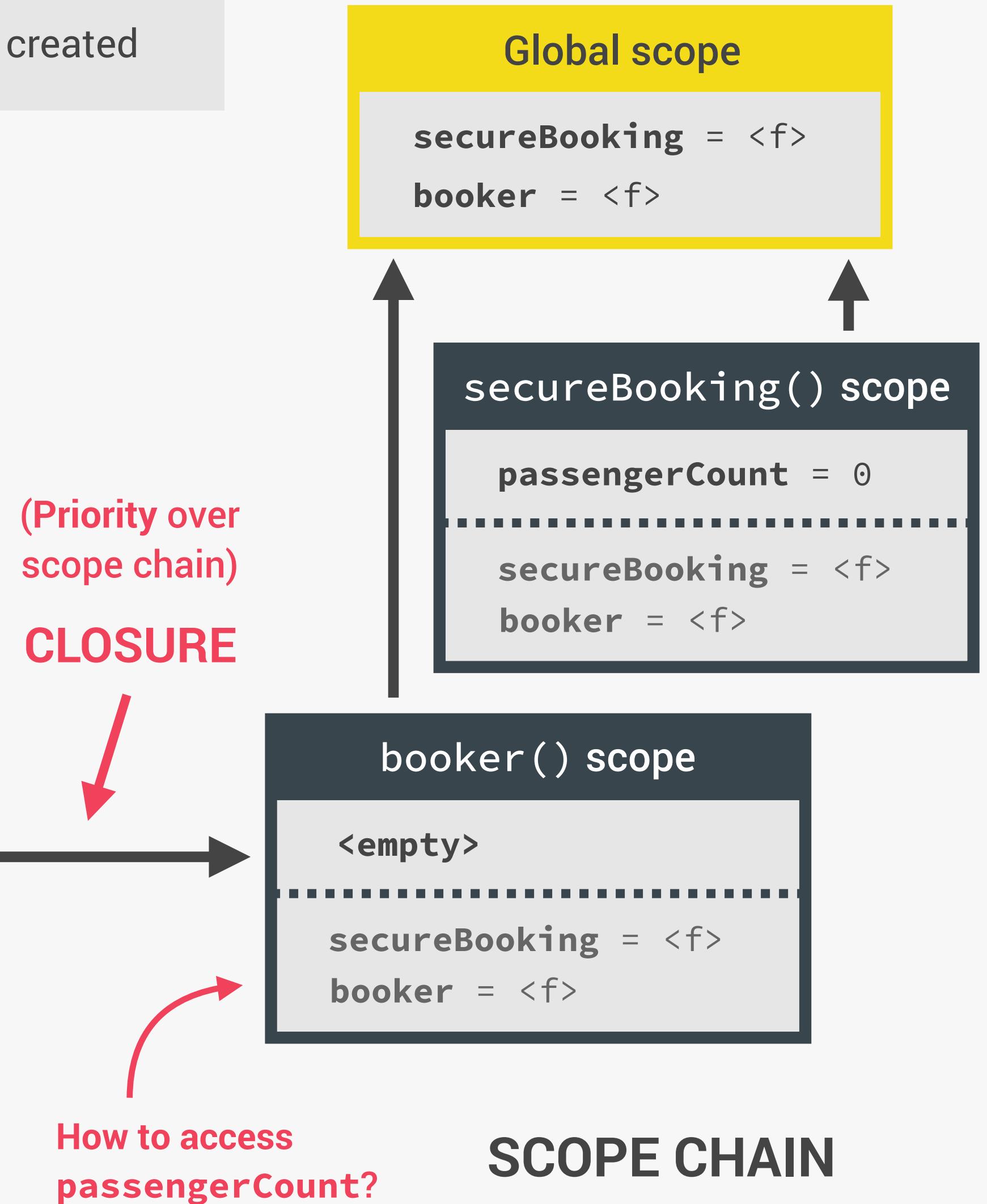
```
const secureBooking = function () {
  let passengerCount = 0;

  return function () {
    passengerCount++;
    console.log(`#${passengerCount} passengers`);
  };
};

const booker = booker();
booker(); // 1 passengers
booker(); // 2 passengers
```

This is the function

Annotations highlight the declaration of `booker` and its two invocations. The value `2` is shown in a box with a dashed border, indicating it is a closure variable.



CALL STACK

SCOPE CHAIN

# CLOSURES SUMMARY



- 👉 A closure is the closed-over **variable environment** of the execution context **in which a function was created**, even *after* that execution context is gone;

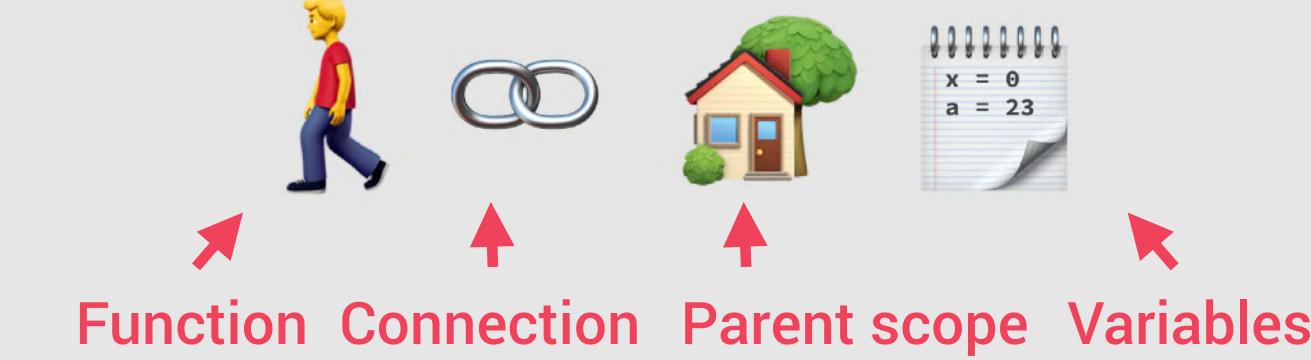
↓ Less formal

- 👉 A closure gives a function access to all the variables **of its parent function**, even *after* that parent function has returned. The function keeps a **reference** to its outer scope, which *preserves* the scope chain throughout time.

↓ Less formal

- 👉 A closure makes sure that a function doesn't loose connection to **variables that existed at the function's birth place**;

↓ Less formal



- 👉 A closure is like a **backpack** that a function carries around wherever it goes. This backpack has all the **variables that were present in the environment where the function was created**.



- 👉 We do **NOT** have to manually create closures, this is a JavaScript feature that happens automatically. We can't even access closed-over variables explicitly. A closure is **NOT** a tangible JavaScript object.



# WORKING WITH ARRAYS



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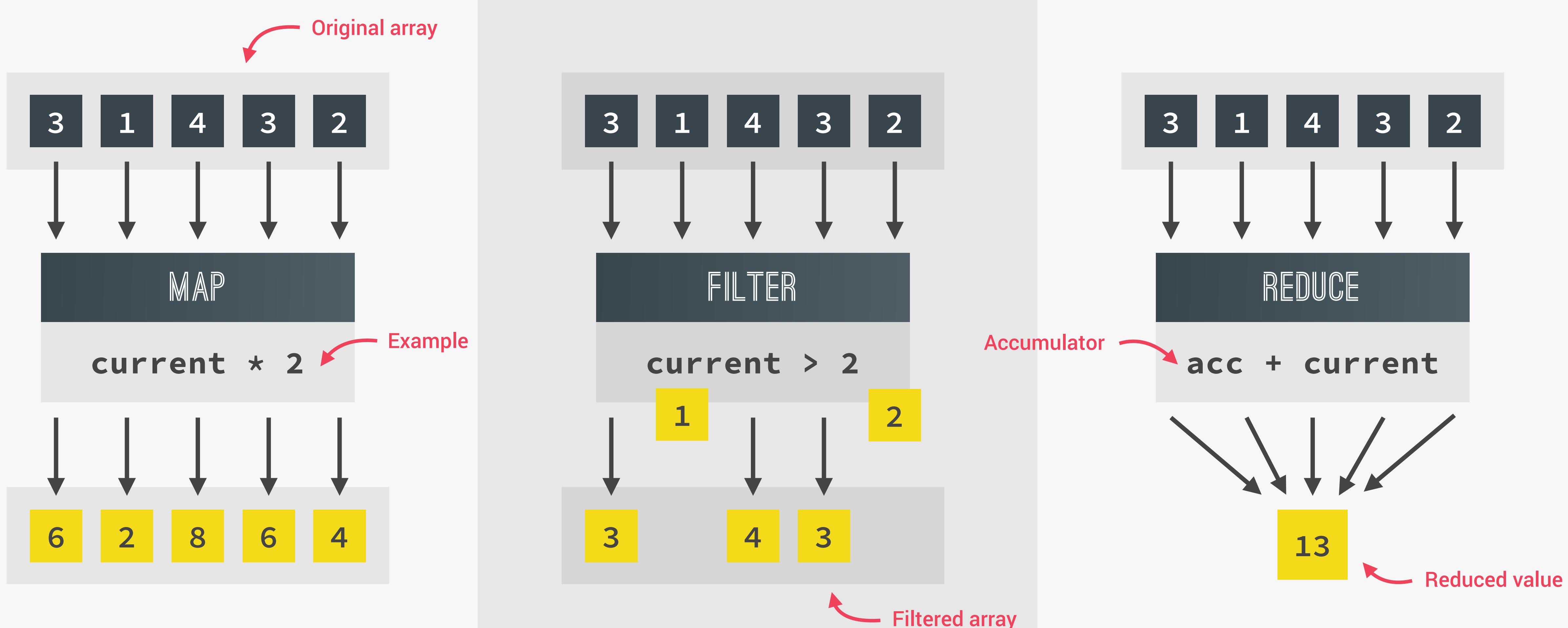
WORKING WITH ARRAYS

LECTURE

DATA TRANSFORMATIONS: MAP, FILTER,  
REDUCE

JS

# DATA TRANSFORMATIONS WITH MAP, FILTER AND REDUCE



👉 map returns a **new array** containing the results of applying an operation on all original array elements

👉 filter returns a **new array** containing the array elements that passed a specified **test condition**

👉 reduce boils ("reduces") all array elements down to one single value (e.g. adding all elements together)





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SECTION

WORKING WITH ARRAYS

LECTURE

SUMMARY: WHICH ARRAY METHOD TO  
USE?

JS

# WHICH ARRAY METHOD TO USE?



"I WANT..."

## To mutate original array

👉 Add to original:

`.push` (end)

`.unshift` (start)

👉 Remove from original:

`.pop` (end)

`.shift` (start)

`.splice` (any)

👉 Others:

`.reverse`

`.sort`

`.fill`

## A new array

👉 Computed from original:

`.map` (loop)

👉 Filtered using condition:

`.filter`

👉 Portion of original:

`.slice`

👉 Adding original to other:

`.concat`

👉 Flattening the original:

`.flat`

`.flatMap`

## An array index

👉 Based on value:

`.indexof`

👉 Based on test condition:

`.findIndex`

## An array element

👉 Based on test condition:

`.find`

## Know if array includes

👉 Based on value:

`.includes`

👉 Based on test condition:

`.some`

`.every`

## A new string

👉 Based on separator string:

`.join`

## To transform to value

👉 Based on accumulator:

`.reduce`

(Boil down array to single value of any type: number, string, boolean, or even new array or object)

## To just loop array

👉 Based on callback:

`.forEach`

(Does not create a new array, just loops over it)



# ADVANCED DOM AND EVENTS



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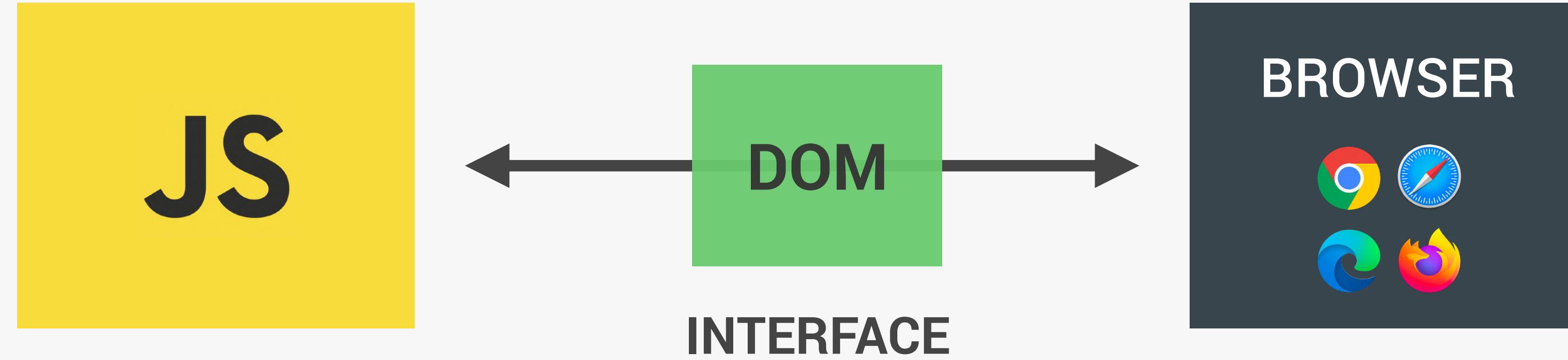
ADVANCED DOM AND EVENTS

LECTURE

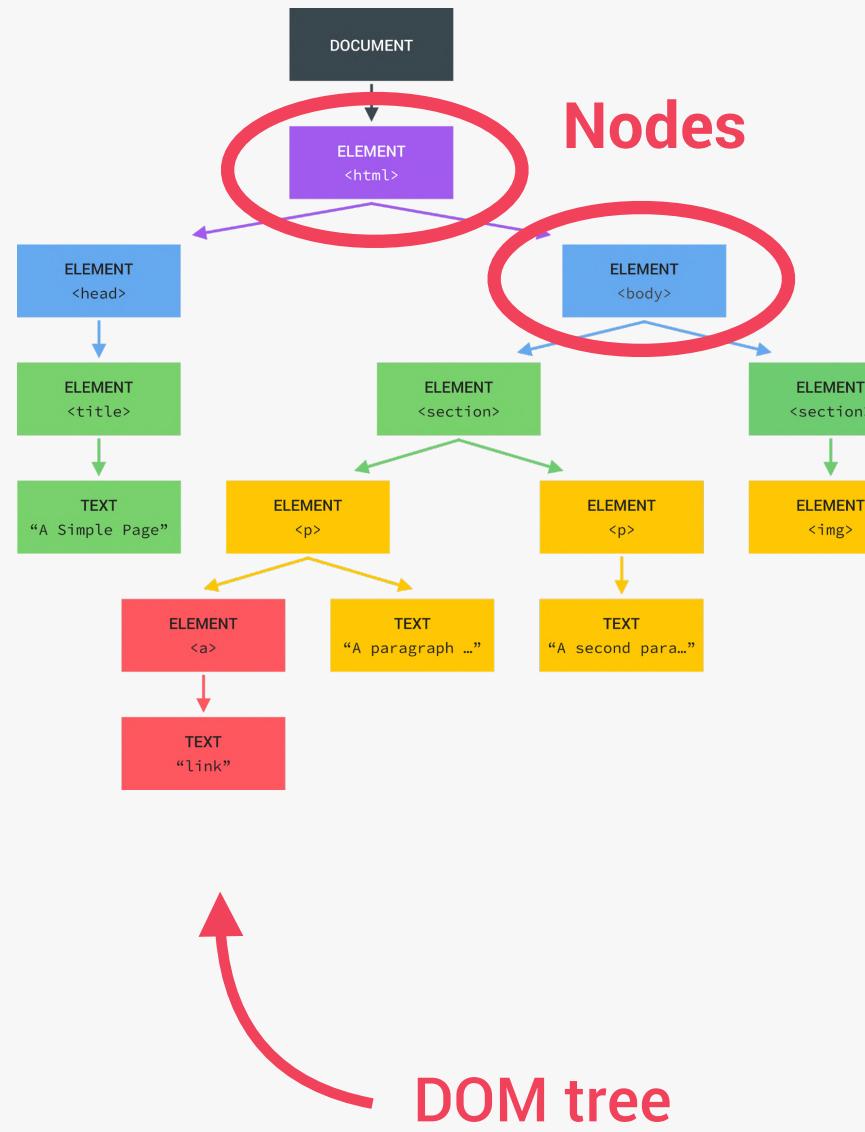
HOW THE DOM REALLY WORKS

JS

# REVIEW: WHAT IS THE DOM?

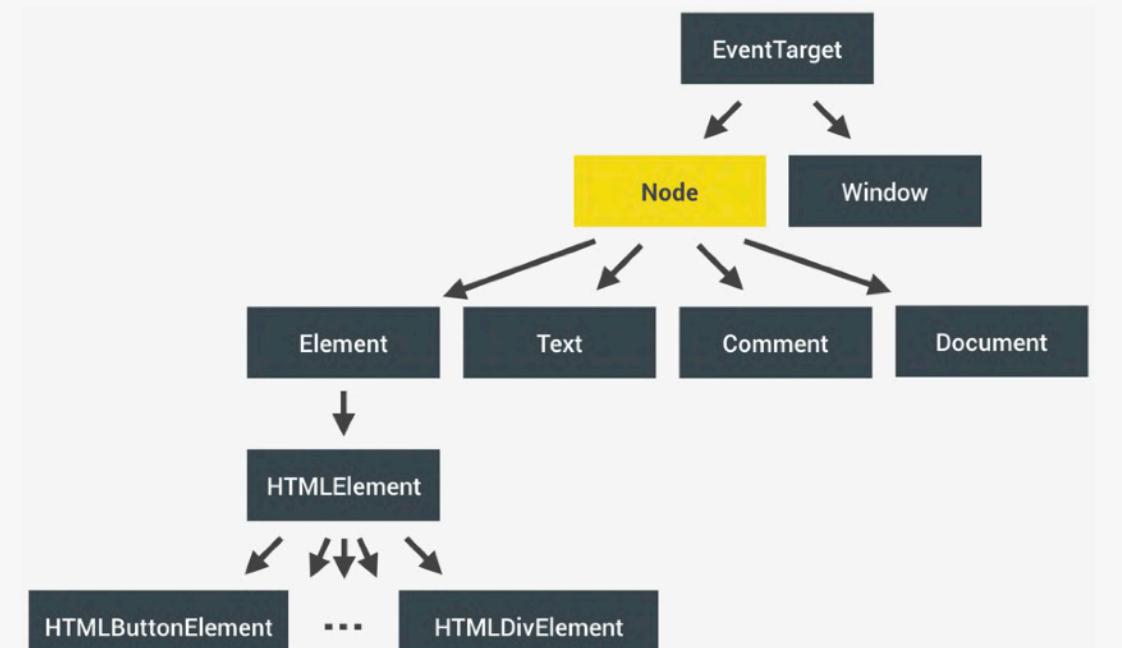


INTERFACE



- 👉 Allows us to make JavaScript interact with the browser;
- 👉 We can write JavaScript to create, modify and delete HTML elements; set styles, classes and attributes; and listen and respond to events;
- 👉 DOM tree is generated from an HTML document, which we can then interact with;
- 👉 DOM is a very complex API that contains lots of methods and properties to interact with the DOM tree

Application Programming Interface



```
.querySelector() / .addEventListener() / .createElement() /  
.innerHTML / .textContent / .children / etc ...
```

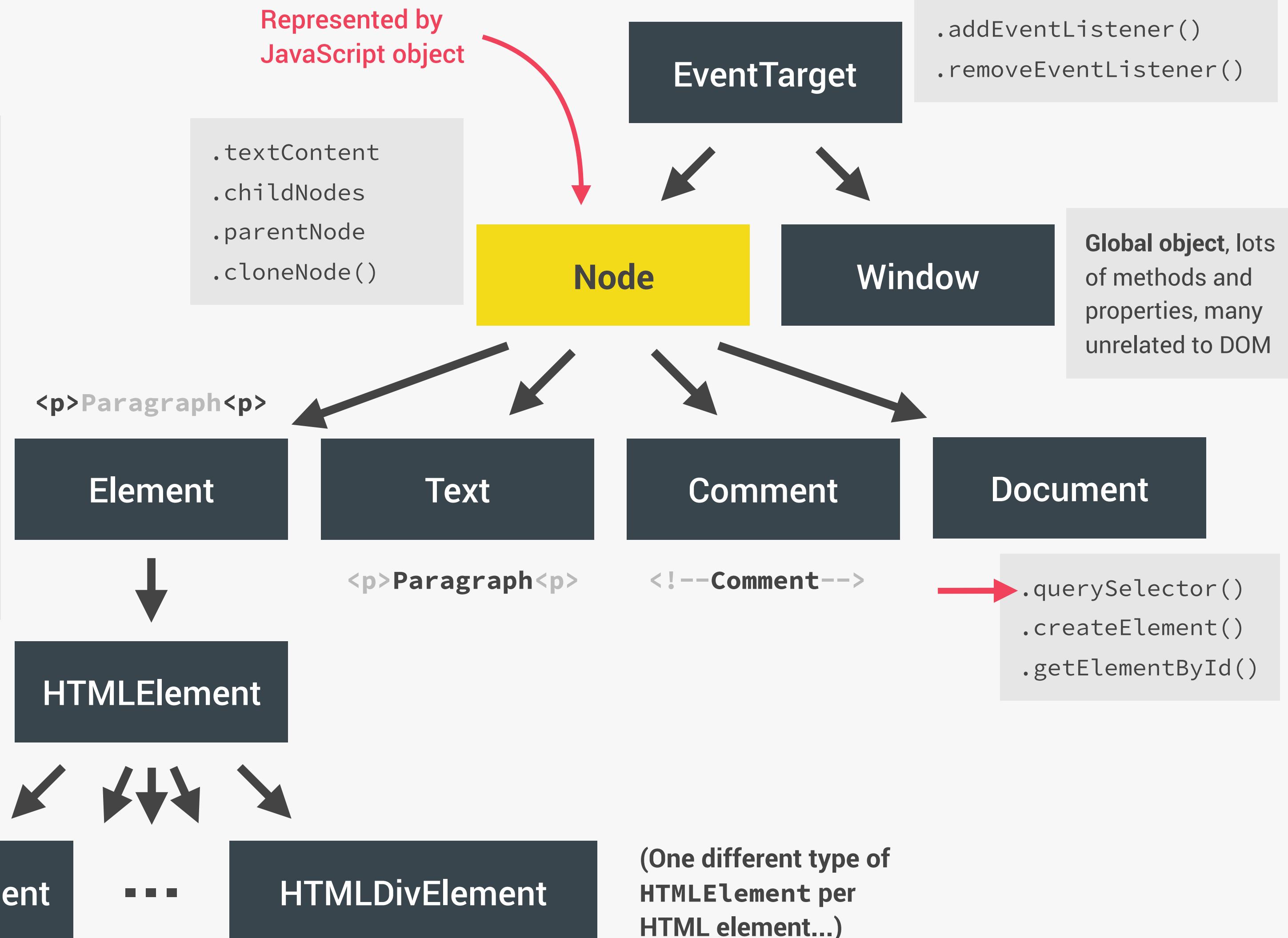
"Types" of  
DOM objects  
(next slide)

# HOW THE DOM API IS ORGANIZED BEHIND THE SCENES



.innerHTML  
.classList  
.children  
.parentElement  
.append()  
.remove()  
.insertAdjacentHTML()  
.querySelector()  
.closest()  
.matches()  
.scrollIntoView()  
.setAttribute()

→ .querySelector()



## INHERITANCE OF METHODS AND PROPERTIES

### Example:

Any **HTMLElement** will have access to **.addEventListener()**, **.cloneNode()** or **.closest()** methods.

(THIS IS NOT A DOM TREE)





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SECTION

ADVANCED DOM AND EVENTS

LECTURE

EVENT PROPAGATION: BUBBLING AND  
CAPTURING

JS

# BUBBLING AND CAPTURING

```
<html>
  <head>
    <title>A Simple Page</title>
  </head>
  <body>
    <section>
      <p>A paragraph with a <a>link</a></p>
      <p>A second paragraph</p>
    </section>
    <section>
      
    </section>
  </body>
</html>
```

(THIS DOES NOT HAPPEN  
ON ALL EVENTS)

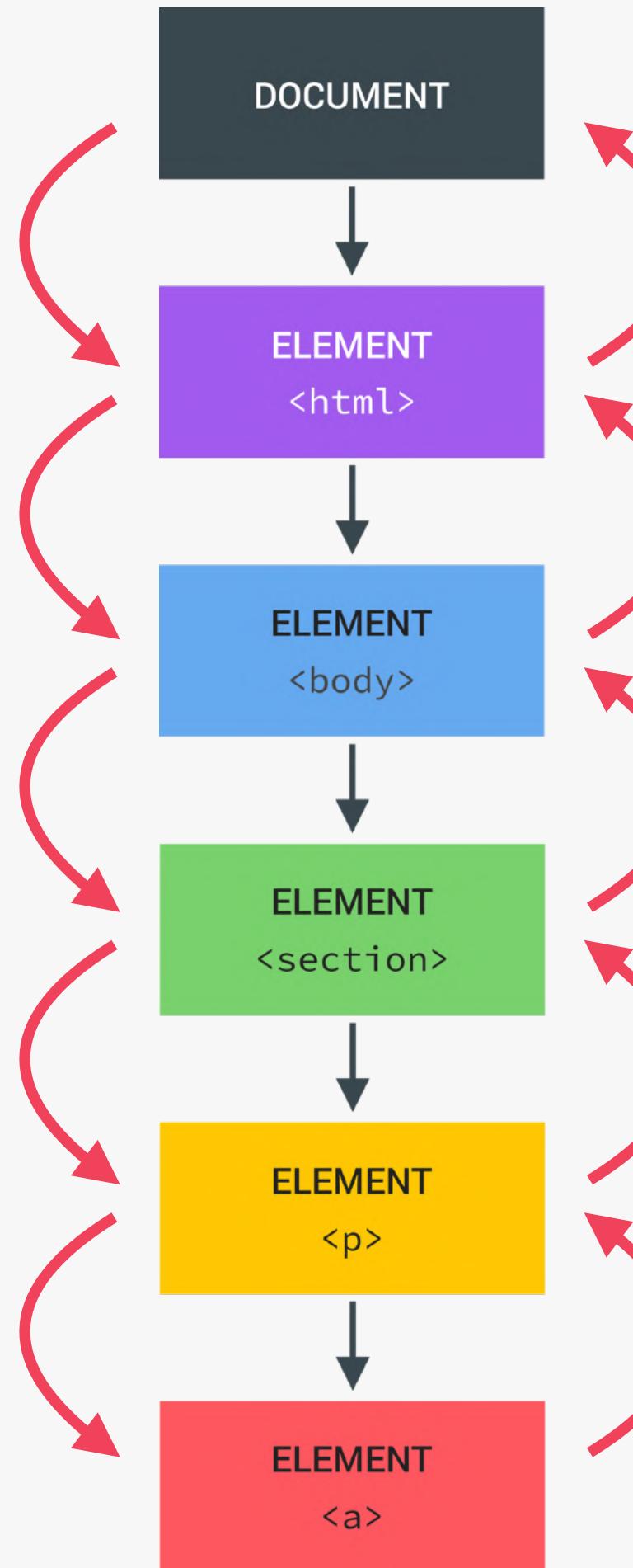
## 1 CAPTURING PHASE

Click event

1

2

## TARGET PHASE



## 3 BUBBLING PHASE

```
document
  .querySelector('section')
  .addEventListener('click', () => {
    alert('You clicked me 😊');
 });
```

127.0.0.1:8080 says  
You clicked me 😊

```
document
  .querySelector('a')
  .addEventListener('click', () => {
    alert('You clicked me 😊');
 });
```

127.0.0.1:8080 says  
You clicked me 😊





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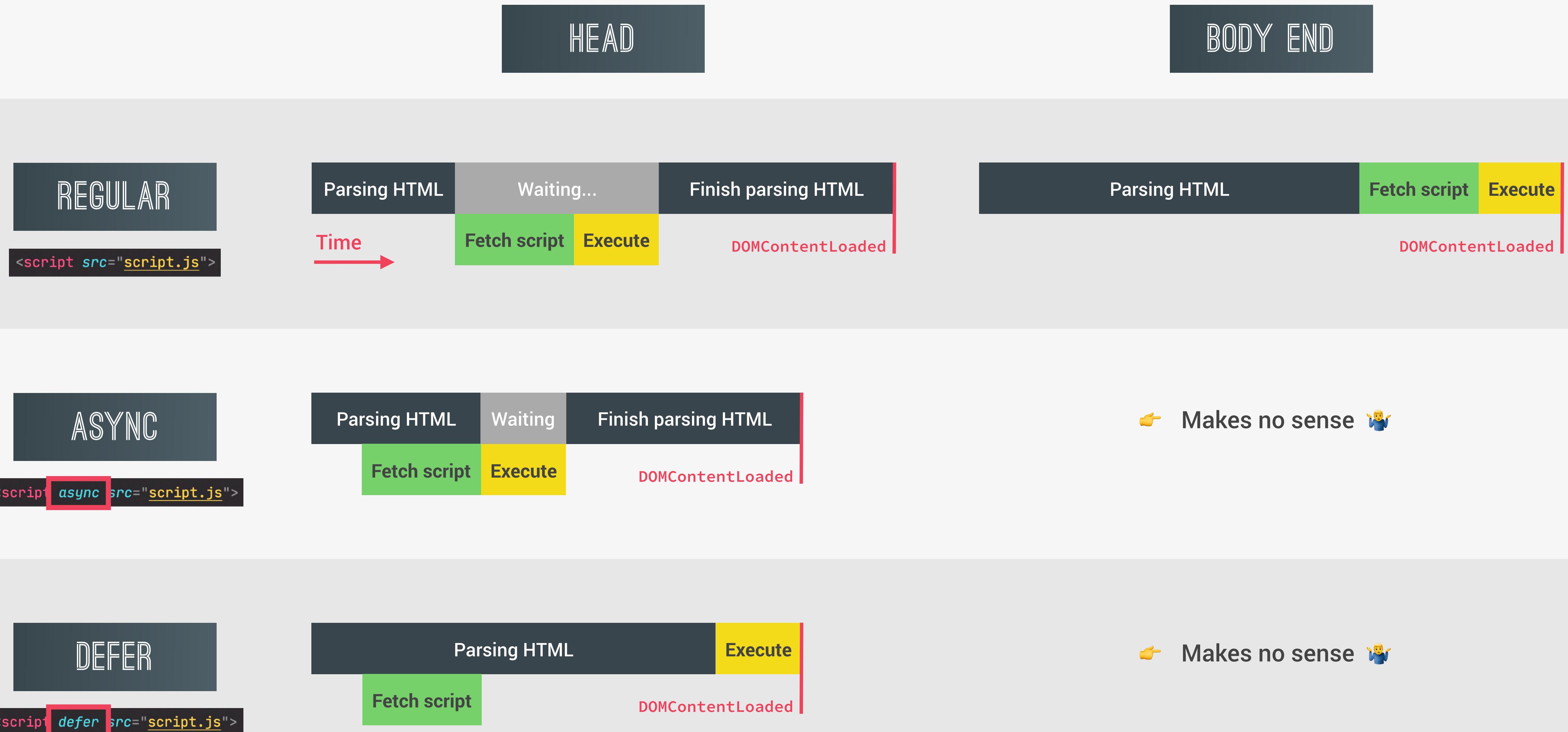
ADVANCED DOM AND EVENTS

LECTURE

EFFICIENT SCRIPT LOADING: DEFER  
AND ASYNC

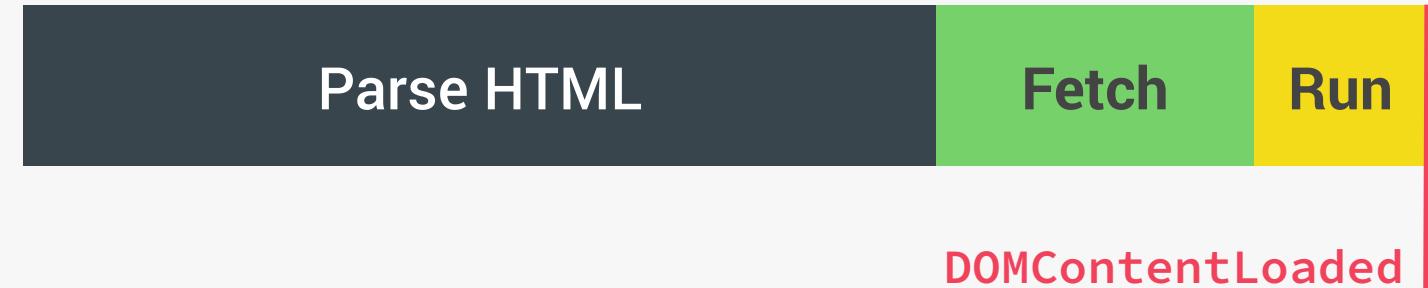
JS

# DEFER AND ASYNC SCRIPT LOADING



# REGULAR VS. ASYNC VS. DEFER

## END OF BODY



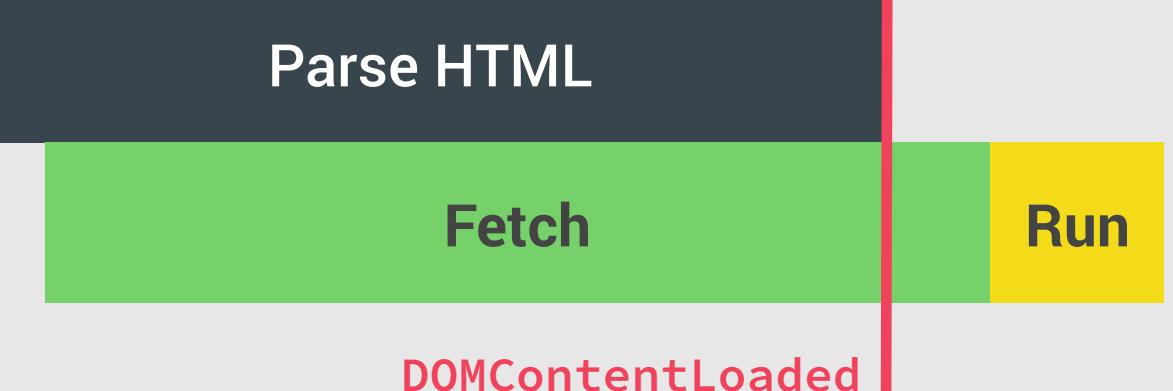
- 👉 Scripts are fetched and executed **after the HTML is completely parsed**
- 👉 **Use if you need to support old browsers**

You can, of course, use **different strategies for different scripts**. Usually a complete web application includes more than just one script

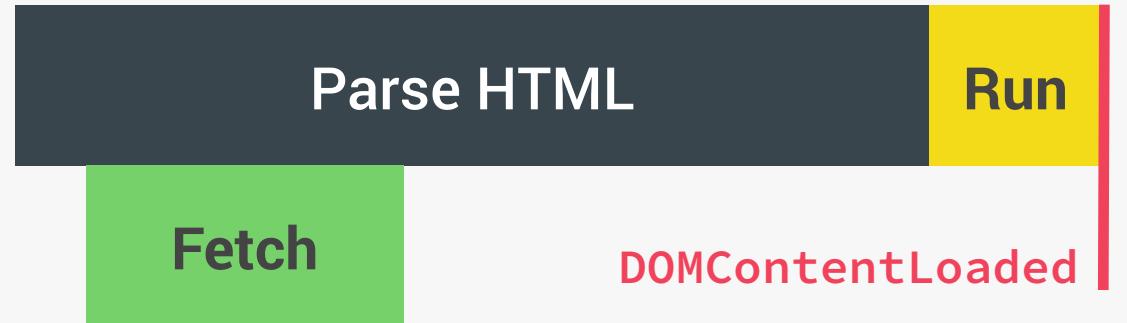
## ASYNC IN HEAD



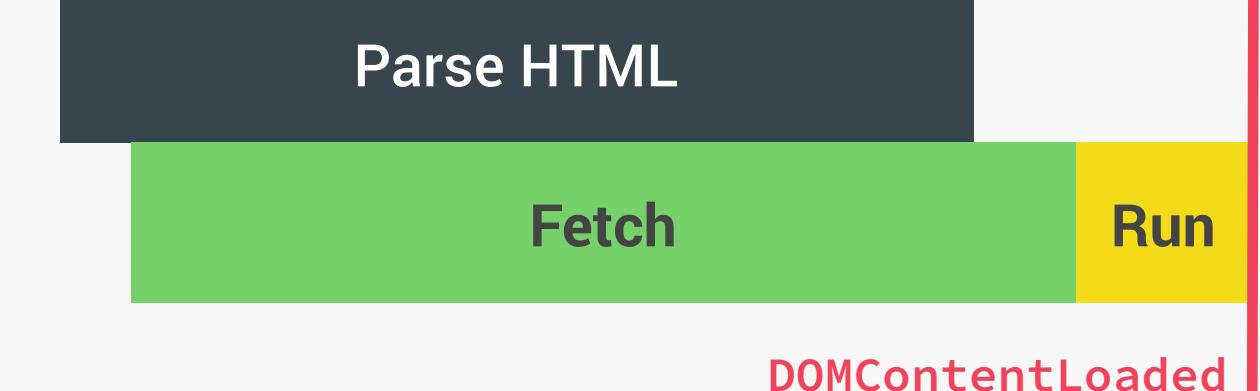
- 👉 Scripts are fetched **asynchronously** and executed **immediately**
- 👉 Usually the DOMContentLoaded event waits for **all** scripts to execute, except for async scripts. So, DOMContentLoaded does **not** wait for an async script
- 👉 Scripts **not** guaranteed to execute in order
- 👉 **Use for 3rd-party scripts where order doesn't matter (e.g. Google Analytics)**



## DEFER IN HEAD



- 👉 Scripts are fetched **asynchronously** and executed **after the HTML is completely parsed**
- 👉 DOMContentLoaded event fires **after** defer script is executed
- 👉 Scripts are executed **in order**
- 👉 **This is overall the best solution! Use for your own scripts, and when order matters (e.g. including a library)**





OBJECT ORIENTED  
PROGRAMMING (OOP)  
WITH JAVASCRIPT



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OBJECT ORIENTED PROGRAMMING  
(OOP) WITH JAVASCRIPT

LECTURE

WHAT IS OBJECT-ORIENTED  
PROGRAMMING?

JS

# WHAT IS OBJECT-ORIENTED PROGRAMMING? (OOP)

OOP

Data

```
const user = {  
    user: 'jonas',  
    password: 'dk23s',  
  
    login(password) {  
        // Login logic  
    },  
    sendMessage(str) {  
        // Sending logic  
    }  
}
```

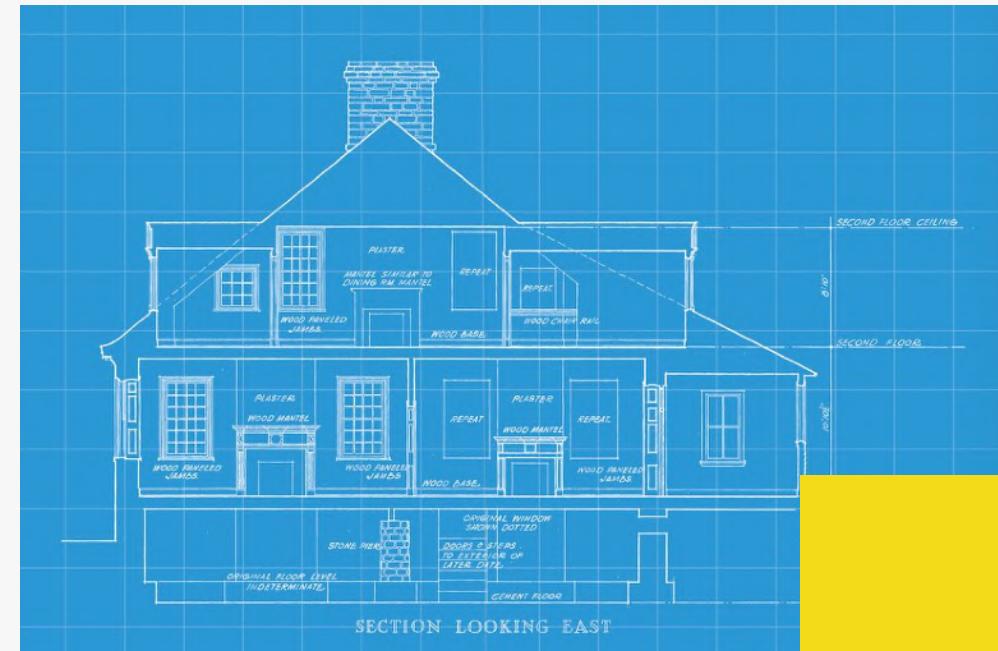
Behaviour

- 👉 Object-oriented programming (OOP) is a programming paradigm based on the concept of objects;
- 👉 We use objects to **model** (describe) real-world or abstract features;  
E.g. user or todo list item
- 👉 Objects may contain data (properties) and code (methods). By using objects, we pack **data and the corresponding behavior** into one block;
- 👉 In OOP, objects are **self-contained** pieces/blocks of code;
- 👉 Objects are **building blocks** of applications, and **interact** with one another;
- 👉 Interactions happen through a **public interface** (API): methods that the code **outside** of the object can access and use to communicate with the object;
- 👉 OOP was developed with the goal of **organizing** code, to make it **more flexible** and easier to maintain (avoid “spaghetti code”).



Style of code, “how” we write and organize code

# CLASSES AND INSTANCES (TRADITIONAL OOP)



## CLASS

```
User {  
  user  
  password  
  email  
  
  login(password) {  
    // Login logic  
  }  
  sendMessage(str) {  
    // Sending logic  
  }  
}
```

Just a representation,  
NOT actual JavaScript  
syntax!

JavaScript does NOT  
support *real* classes  
like represented here

Like a blueprint from  
which we can create  
new objects

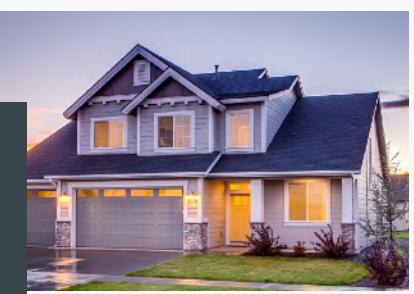
## Instance



```
{  
  user = 'jonas'  
  password = 'dk23s'  
  email = 'hello@jonas.io'  
  
  login(password) {  
    // Login logic  
  }  
  sendMessage(str) {  
    // Sending logic  
  }  
}
```

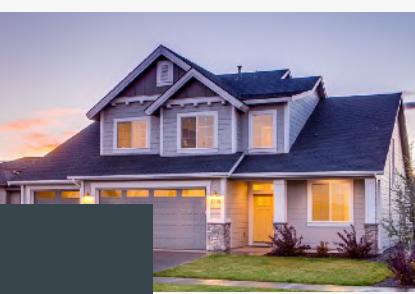
New object created from the class. Like a  
*real* house created from an *abstract* blueprint

## Instance



```
{  
  user = 'mary'  
  password = 'qwerty23'  
  email = 'mary@test.com'  
  
  login(password) {  
    // Login logic  
  }  
  sendMessage(str) {  
    // Sending logic  
  }  
}
```

## Instance



```
{  
  user = 'steven'  
  password = '5p8dz32dd'  
  email = 'steven@tes.co'  
  
  login(password) {  
    // Login logic  
  }  
  sendMessage(str) {  
    // Sending logic  
  }  
}
```

Conceptual overview: it works  
a bit differently in JavaScript.  
Still important to understand!

# THE 4 FUNDAMENTAL OOP PRINCIPLES

# Abstraction

# Encapsulation

# Inheritance

# Polymorphism

# The 4 fundamental principles of Object-Oriented Programming



# “How do we actually design classes? How do we model real-world data into classes?”



# PRINCIPLE 1: ABSTRACTION

Abstraction

Encapsulation

Inheritance

Polymorphism

```
Phone {  
    charge  
    volume  
    voltage  
    temperature  
  
    homeBtn() {}  
    volumeBtn() {}  
    screen() {}  
    verifyVolt() {}  
    verifyTemp() {}  
    vibrate() {}  
    soundSpeaker() {}  
    soundEar() {}  
    frontCamOn() {}  
    frontCamOff() {}  
    rearCamOn() {}  
    rearCamOff() {}  
}
```

Real phone



Abstracted phone



```
Phone {  
    charge  
    volume  
  
    homeBtn() {}  
    volumeBtn() {}  
    screen() {}  
}
```

Details have been abstracted away

Do we *really* need all these low-level details?

👉 **Abstraction:** Ignoring or hiding details that **don't matter**, allowing us to get an **overview** perspective of the *thing* we're implementing, instead of messing with details that don't really matter to our implementation.

# PRINCIPLE 2: ENCAPSULATION

Abstraction

Encapsulation

Inheritance

Polymorphism

NOT accessible from outside the class!

STILL accessible from within the class!

STILL accessible from within the class!

NOT accessible from outside the class!

```
User {  
    user  
    private password  
    private email  
  
    login(word) {  
        this.password === word  
    }  
    comment(text) {  
        this.checkSPAM(text)  
    }  
    private checkSPAM(text) {  
        // Verify logic  
    }  
}
```

Again, NOT actually JavaScript syntax (the **private** keyword doesn't exist)

WHY?

👉 Prevents external code from accidentally manipulating internal properties/state

👉 Allows to change internal implementation without the risk of breaking external code

👉 **Encapsulation:** Keeping properties and methods **private** inside the class, so they are **not accessible from outside the class**. Some methods can be **exposed** as a public interface (API).

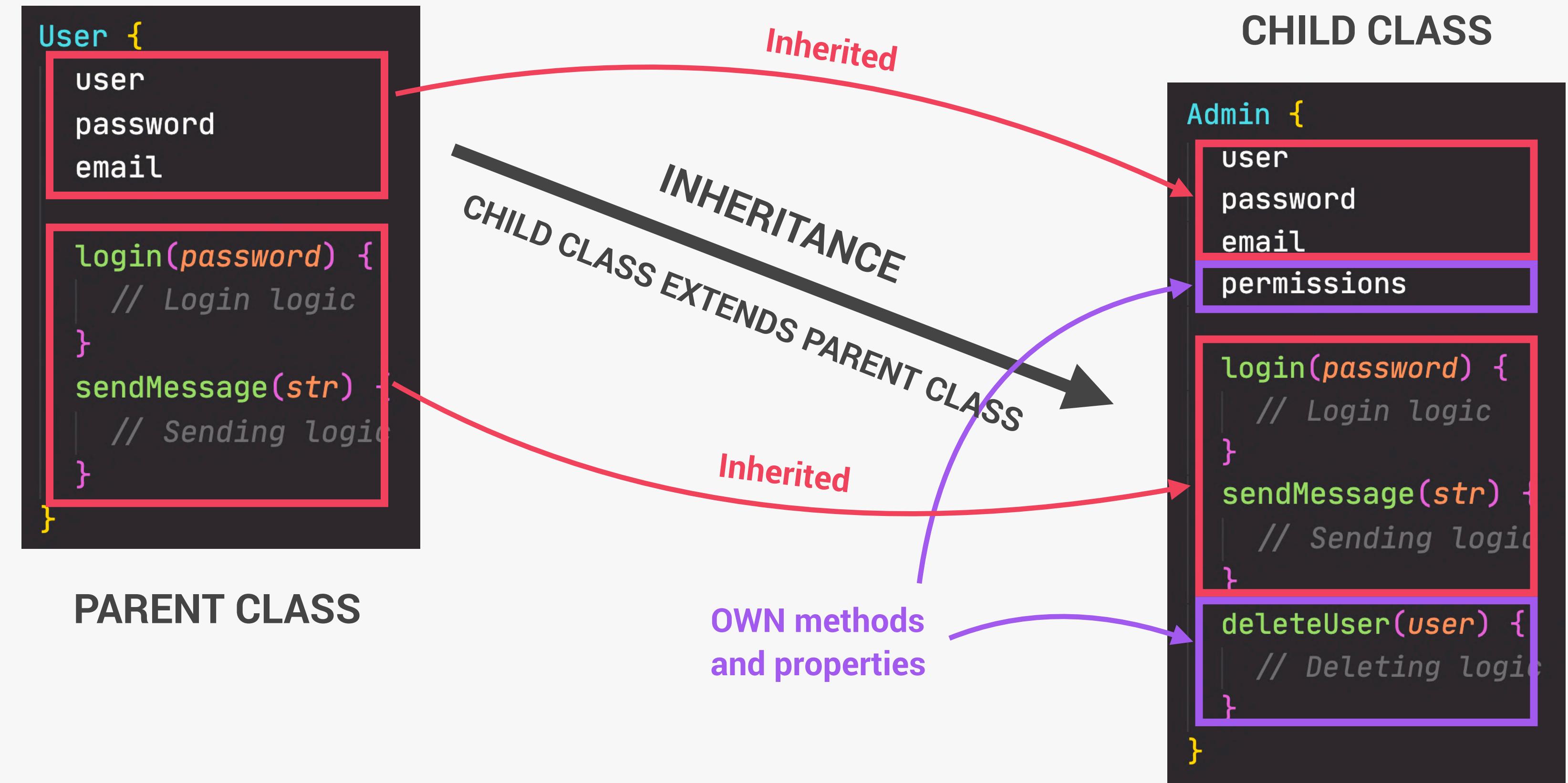
# PRINCIPLE 3: INHERITANCE

Abstraction

Encapsulation

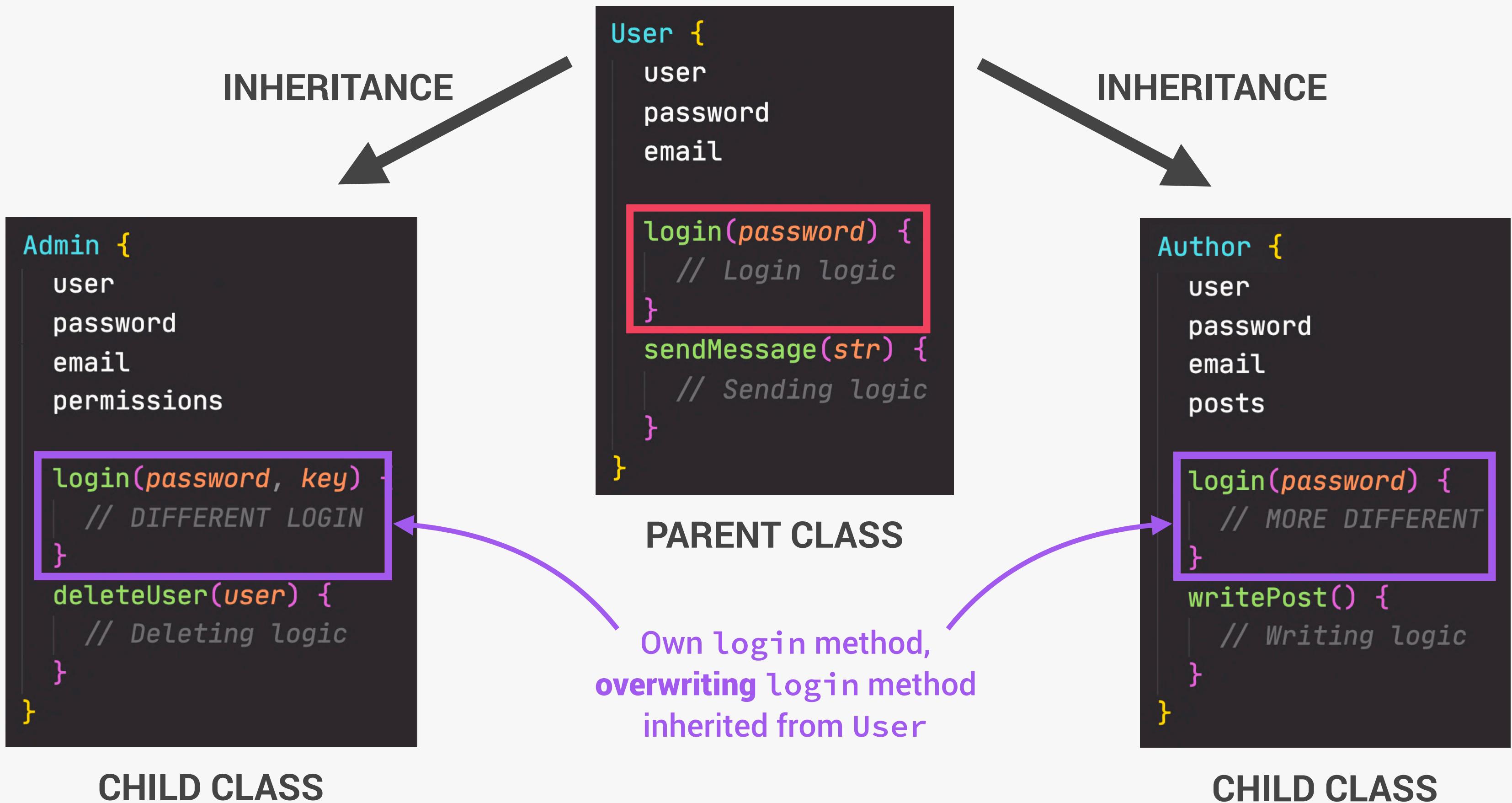
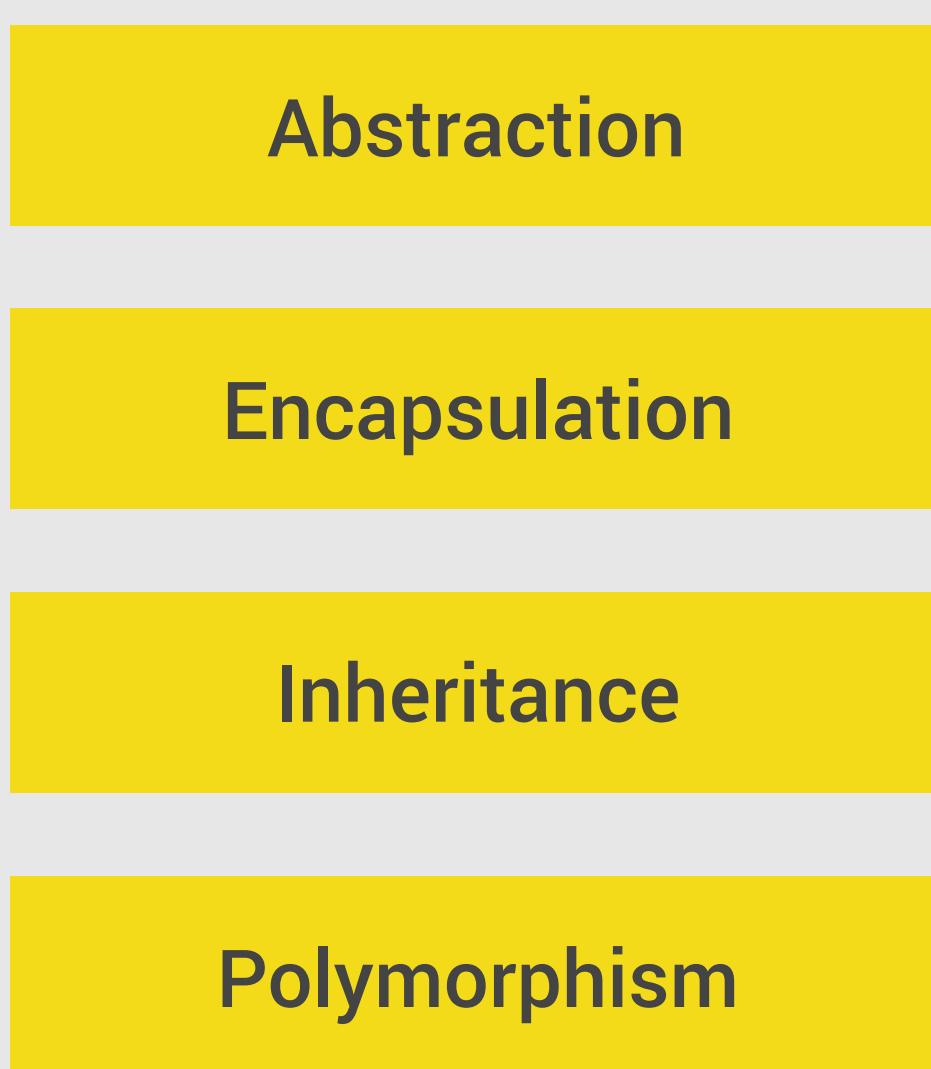
Inheritance

Polymorphism



👉 **Inheritance:** Making all properties and methods of a certain class **available** to a **child class**, forming a hierarchical relationship between classes. This allows us to **reuse common logic** and to model real-world relationships.

# PRINCIPLE 4: POLYMORPHISM



👉 **Polymorphism:** A child class can **overwrite** a method it inherited from a parent class [it's more complex than that, but enough for our purposes].





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OBJECT ORIENTED PROGRAMMING  
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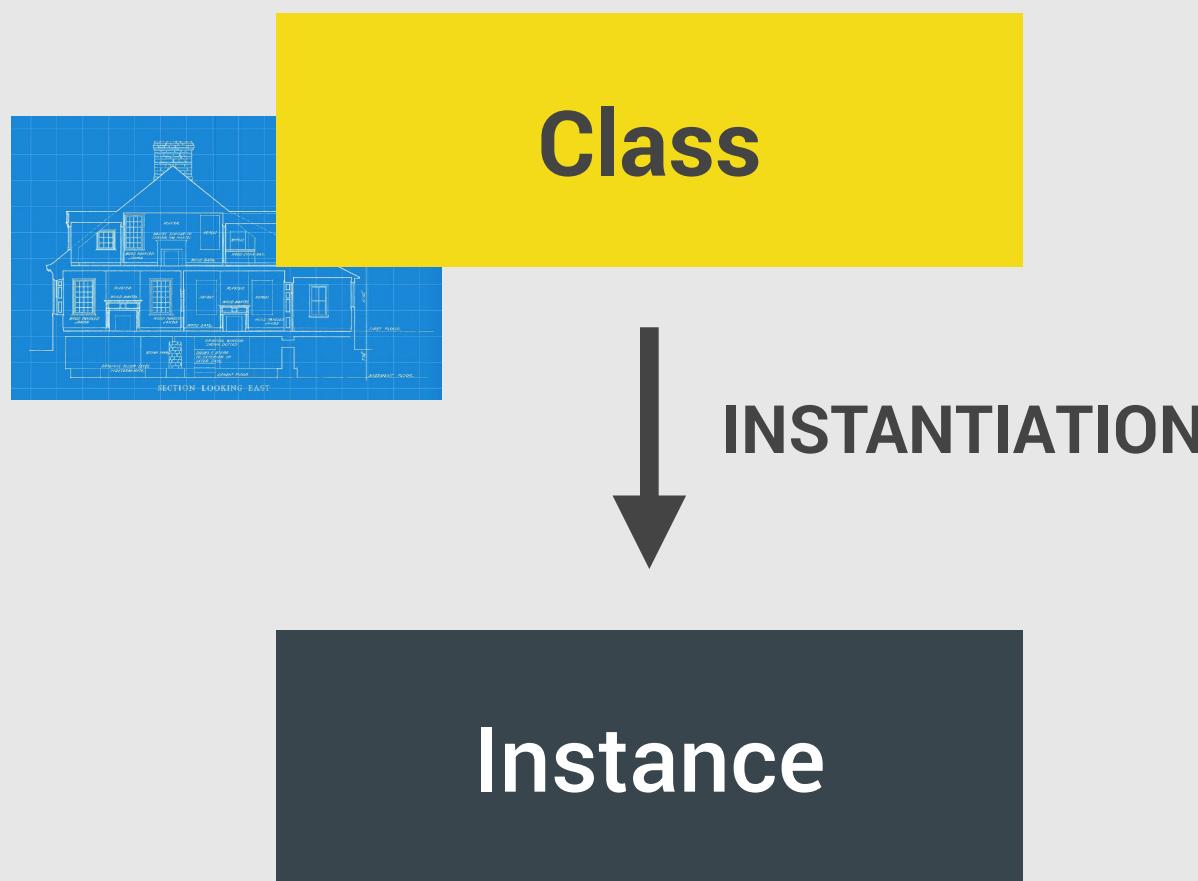
LECTURE

OOP IN JAVASCRIPT

JS

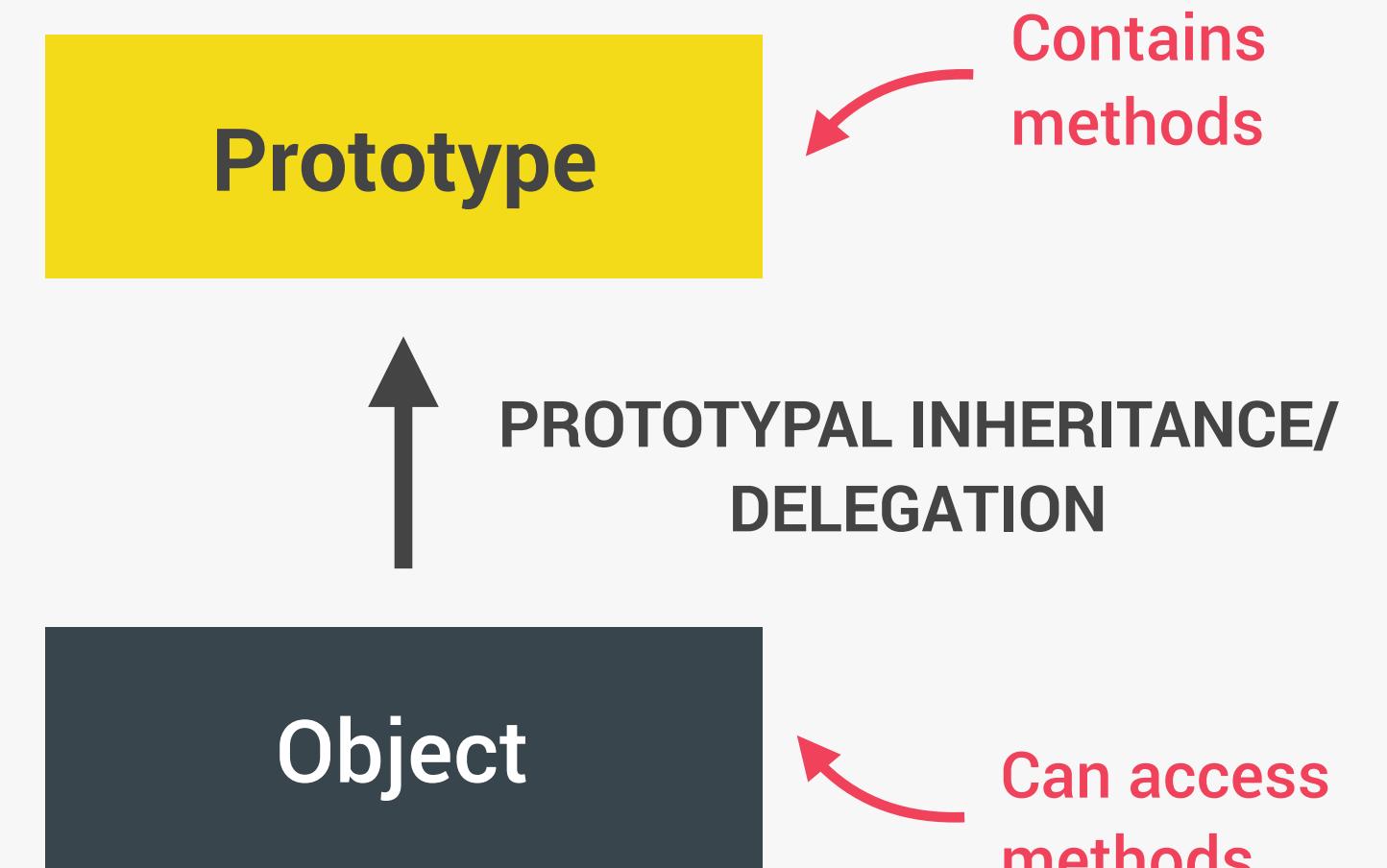
# OOP IN JAVASCRIPT: PROTOTYPES

## "CLASSICAL OOP": CLASSES



- 👉 Objects (instances) are **instantiated** from a class, which functions like a blueprint;
- 👉 Behavior (methods) is **copied** from class to all instances.

## OOP IN JS: PROTOTYPES



- 👉 Objects are **linked** to a prototype object;
- 👉 **Prototypal inheritance:** The prototype contains methods (behavior) that are **accessible** to all objects linked to that prototype;
- 👉 Behavior is **delegated** to the linked prototype object.

### 👉 Example: Array

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

MDN web docs  
moz://a

```
Array.prototype.keys()
Array.prototype.lastIndexOf()
Array.prototype.map()
```

👉 **Array.prototype** is the prototype of all array objects we create in JavaScript

Therefore, all arrays have access to the **map** method!

```
▼ f Array() i
  arguments: ...
  caller: ...
  length: 1
  name: "Array"
  ▶ prototype: Array(0)
    ▶ unique: f ()
    ▶ length: 0
    ▶ constructor: f Array()
    ▶ concat: f concat()
    ▶ map: f map()
```

# 3 WAYS OF IMPLEMENTING PROTOTYPAL INHERITANCE IN JAVASCRIPT



*"How do we actually create prototypes? And how do we link objects to prototypes? How can we create new objects, without having classes?"*

👉 The 4 pillars of OOP are still valid!

- 👉 Abstraction
- 👉 Encapsulation
- 👉 Inheritance
- 👉 Polymorphism

1

## Constructor functions

- 👉 Technique to create objects from a function;
- 👉 This is how built-in objects like Arrays, Maps or Sets are actually implemented.

2

## ES6 Classes

- 👉 Modern alternative to constructor function syntax;
- 👉 “Syntactic sugar”: behind the scenes, ES6 classes work **exactly** like constructor functions;
- 👉 ES6 classes do **NOT** behave like classes in “classical OOP” (last lecture).

3

## `Object.create()`

- 👉 The easiest and most straightforward way of linking an object to a prototype object.





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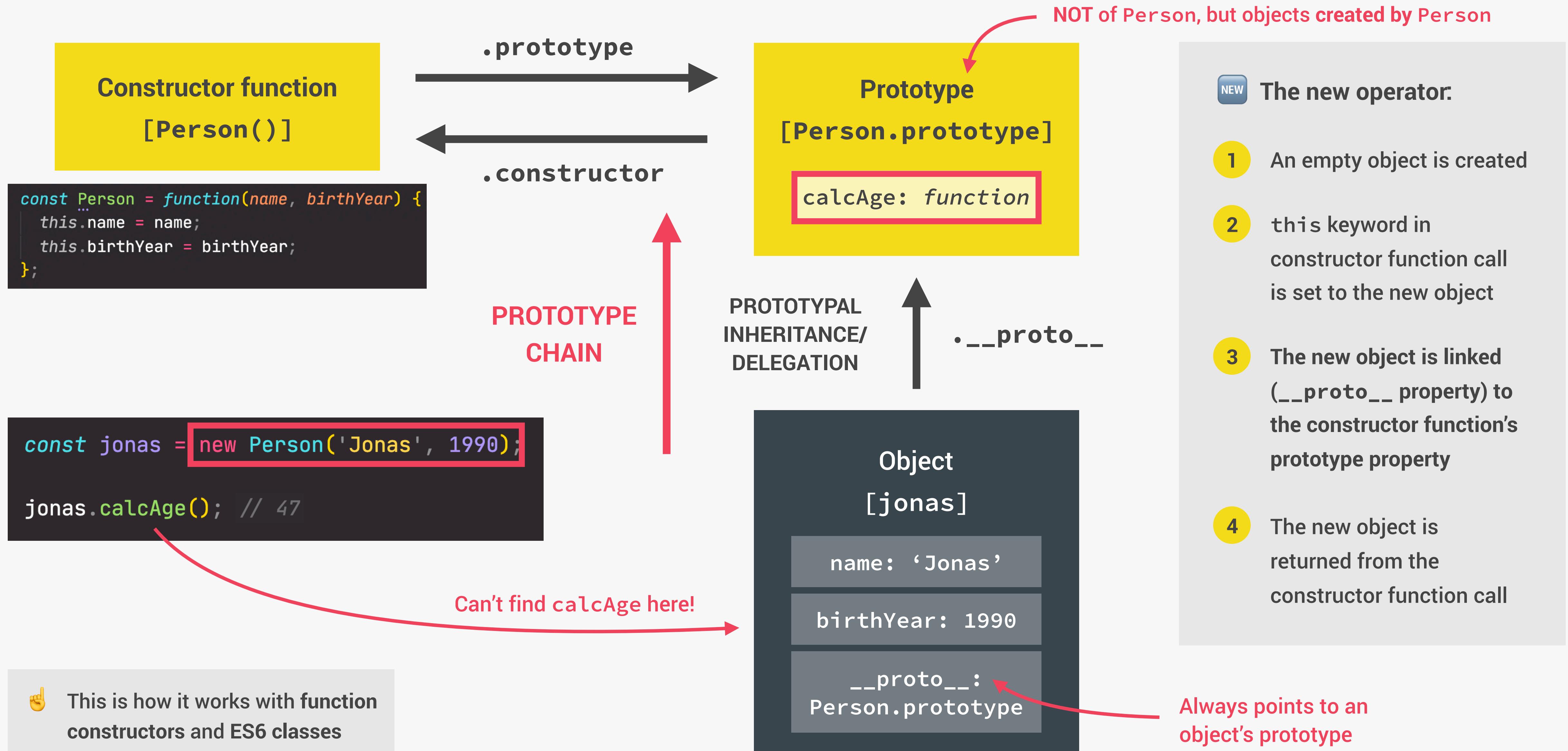
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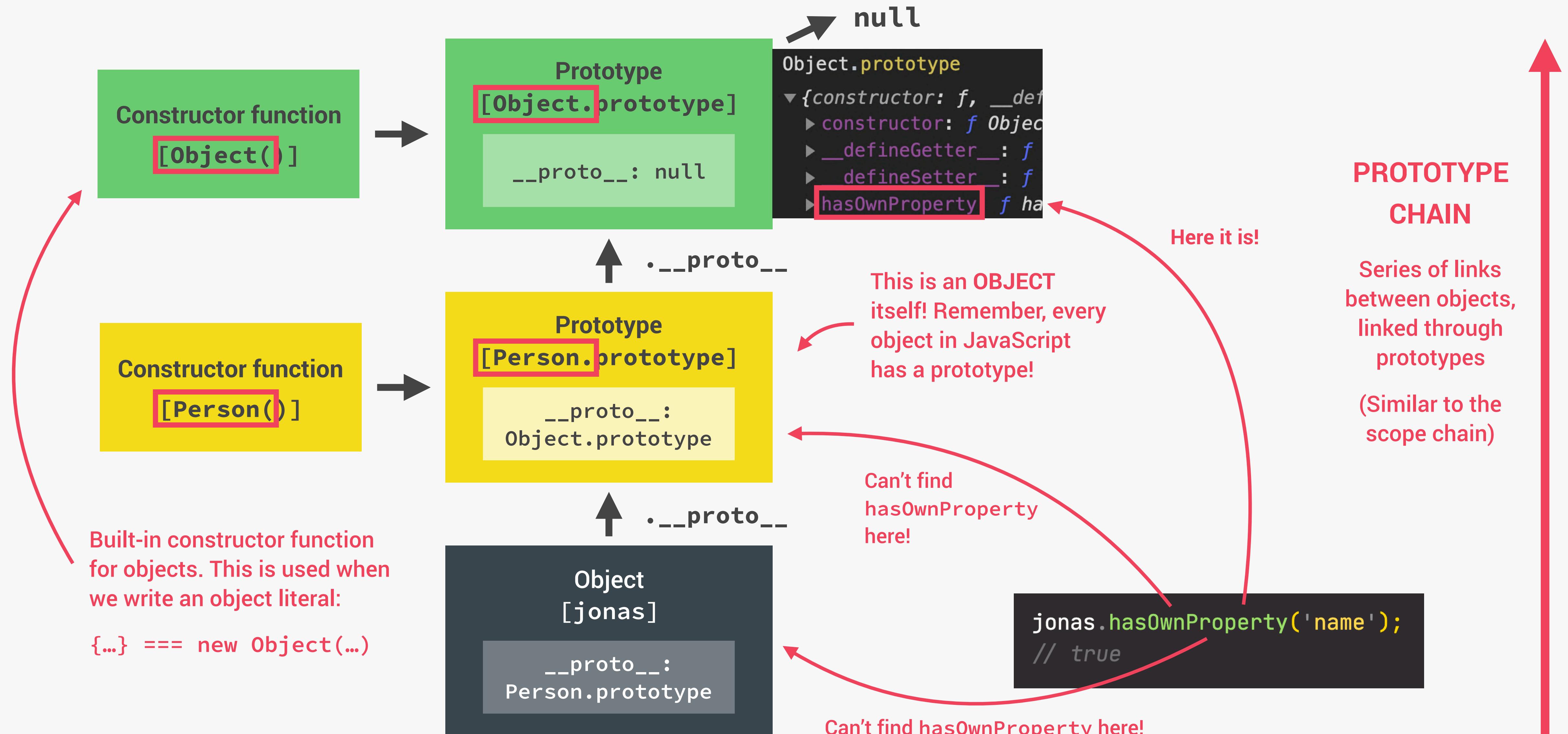
PROTOTYPAL INHERITANCE AND THE  
PROTOTYPE CHAIN

JS

# HOW PROTOTYPAL INHERITANCE / DELEGATION WORKS



# THE PROTOTYPE CHAIN







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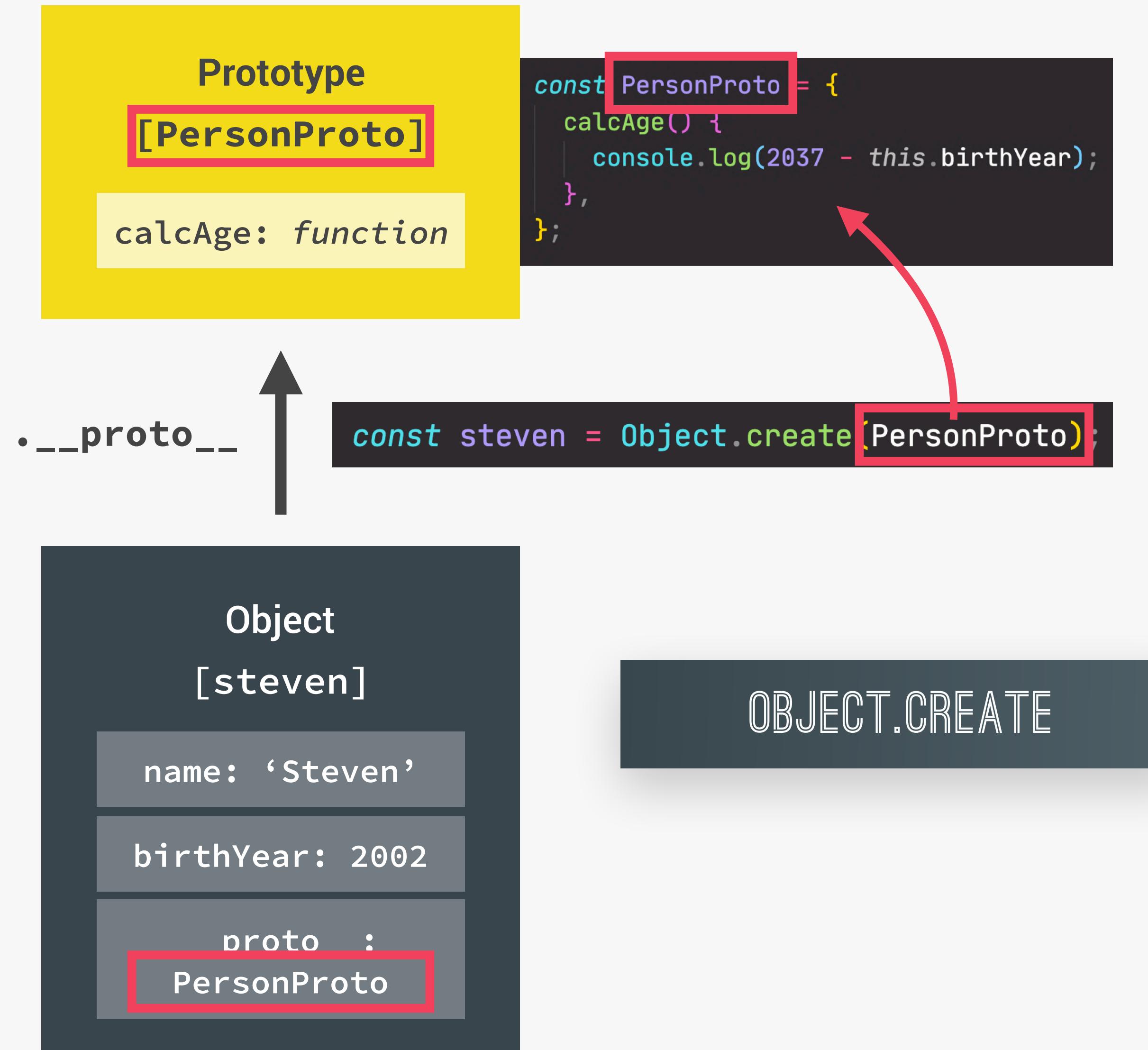
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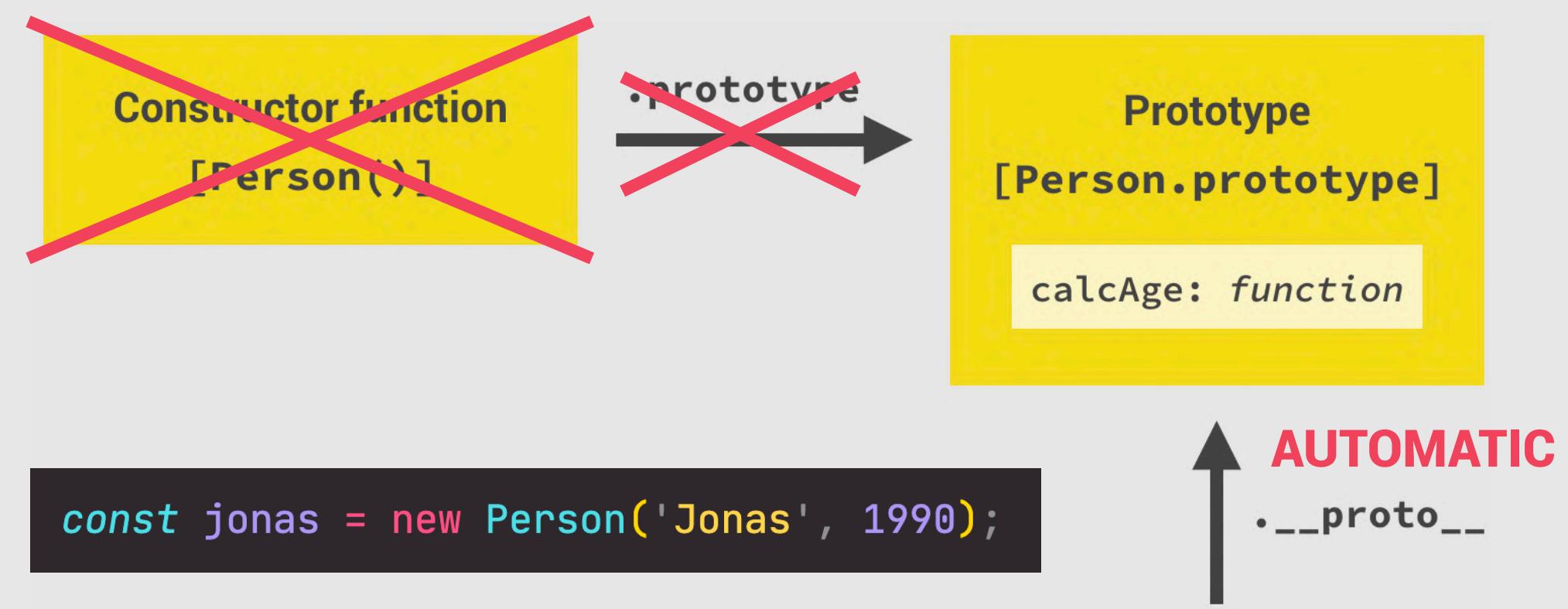
OBJECT.CREATE

JS

# HOW OBJECT.CREATE WORKS



## CONSTRUCTOR FUNCTIONS







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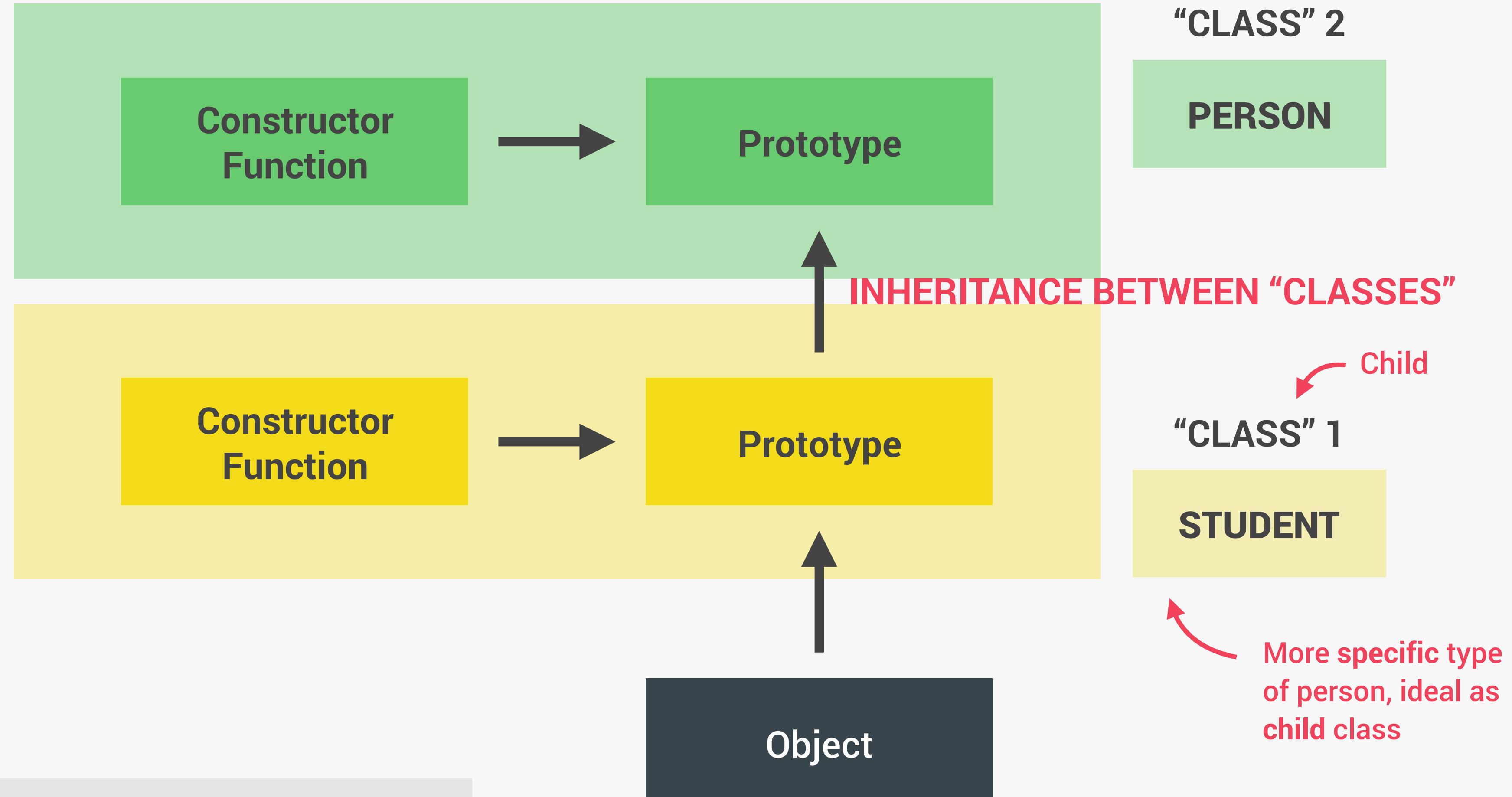
OBJECT ORIENTED PROGRAMMING  
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INHERITANCE BETWEEN "CLASSES":  
CONSTRUCTOR FUNCTIONS

JS

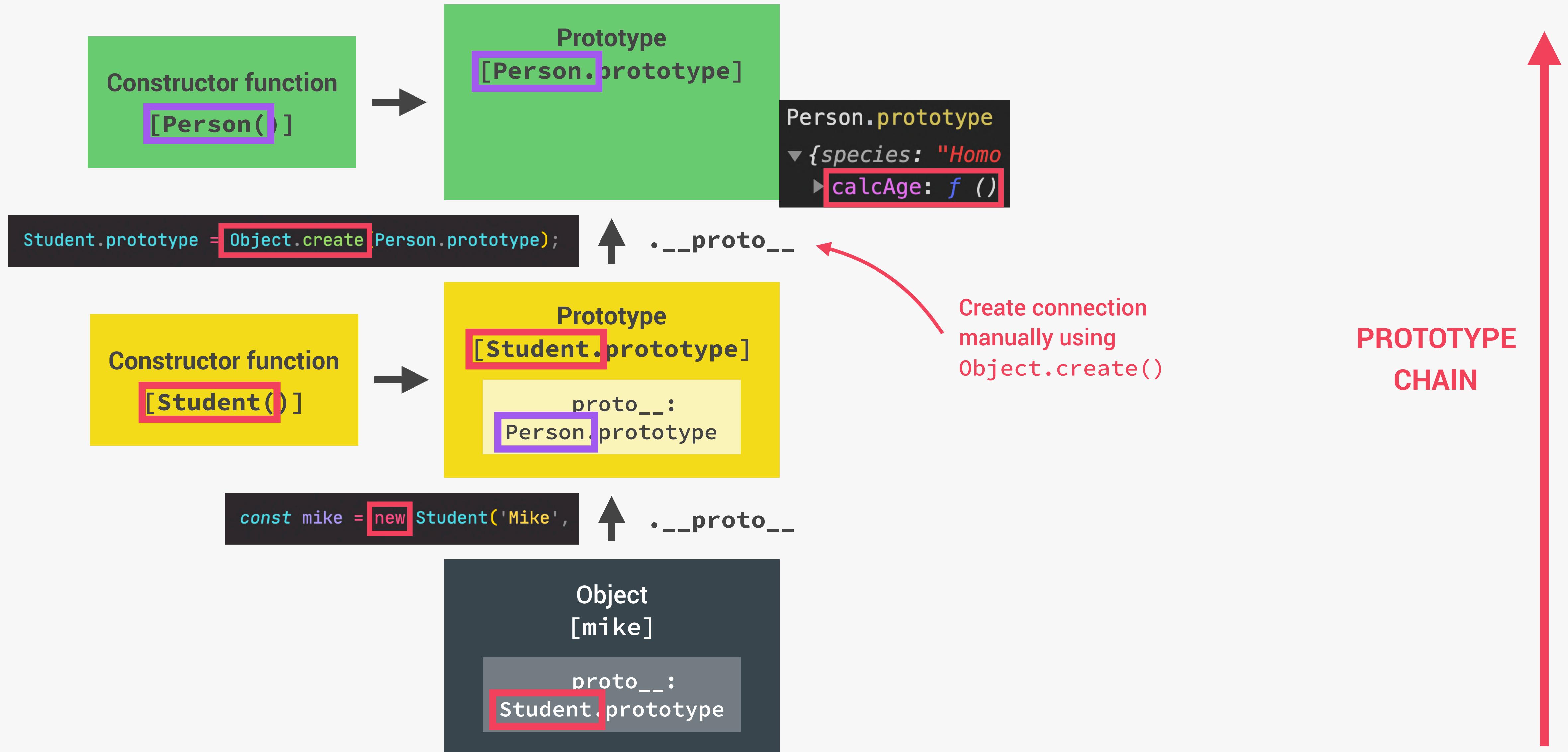
# INHERITANCE BETWEEN "CLASSES"



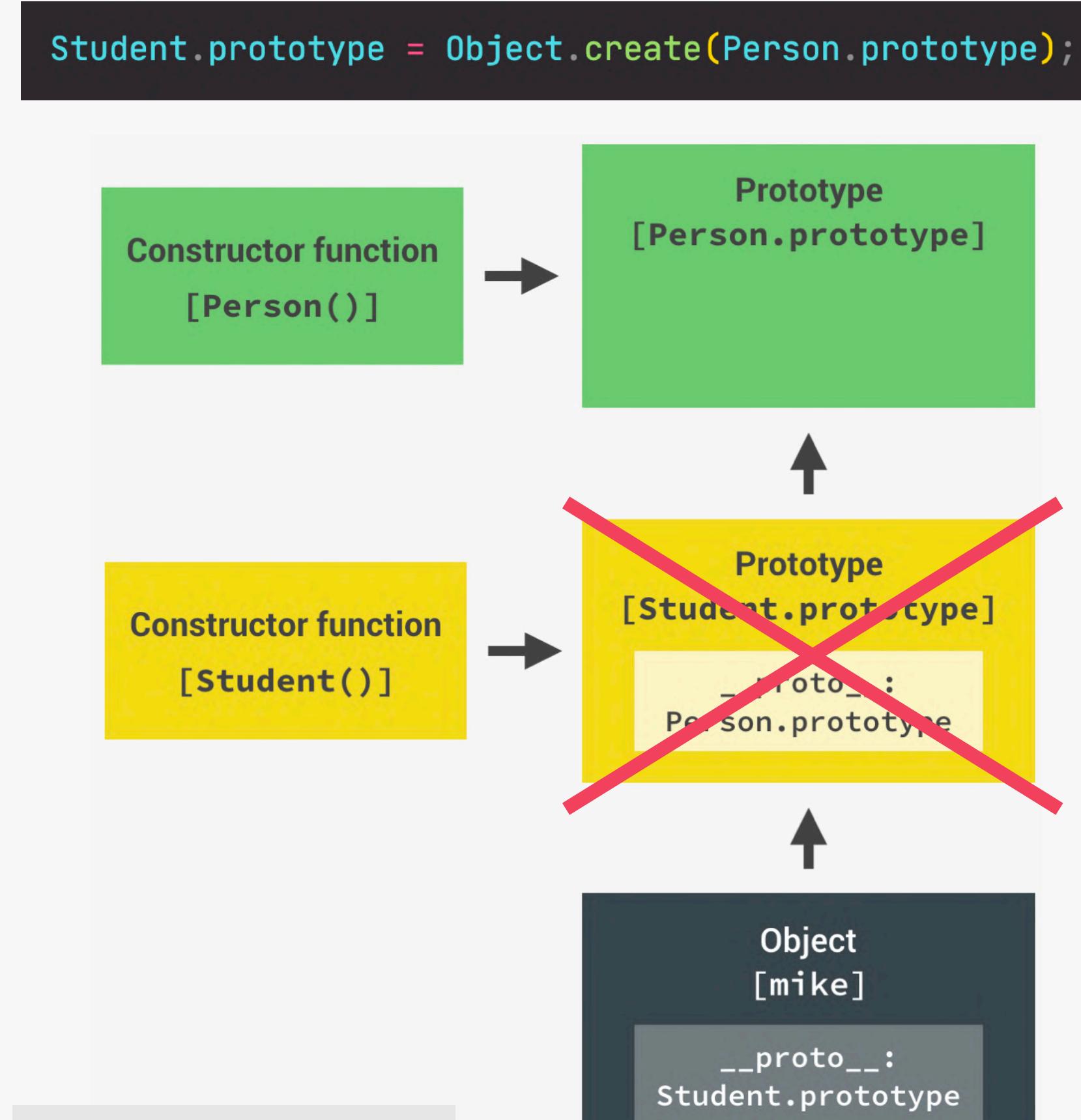
👉 Using class terminology here to make it easier to understand.

- 1 Constructor functions
- 2 ES6 Classes
- 3 `Object.create()`

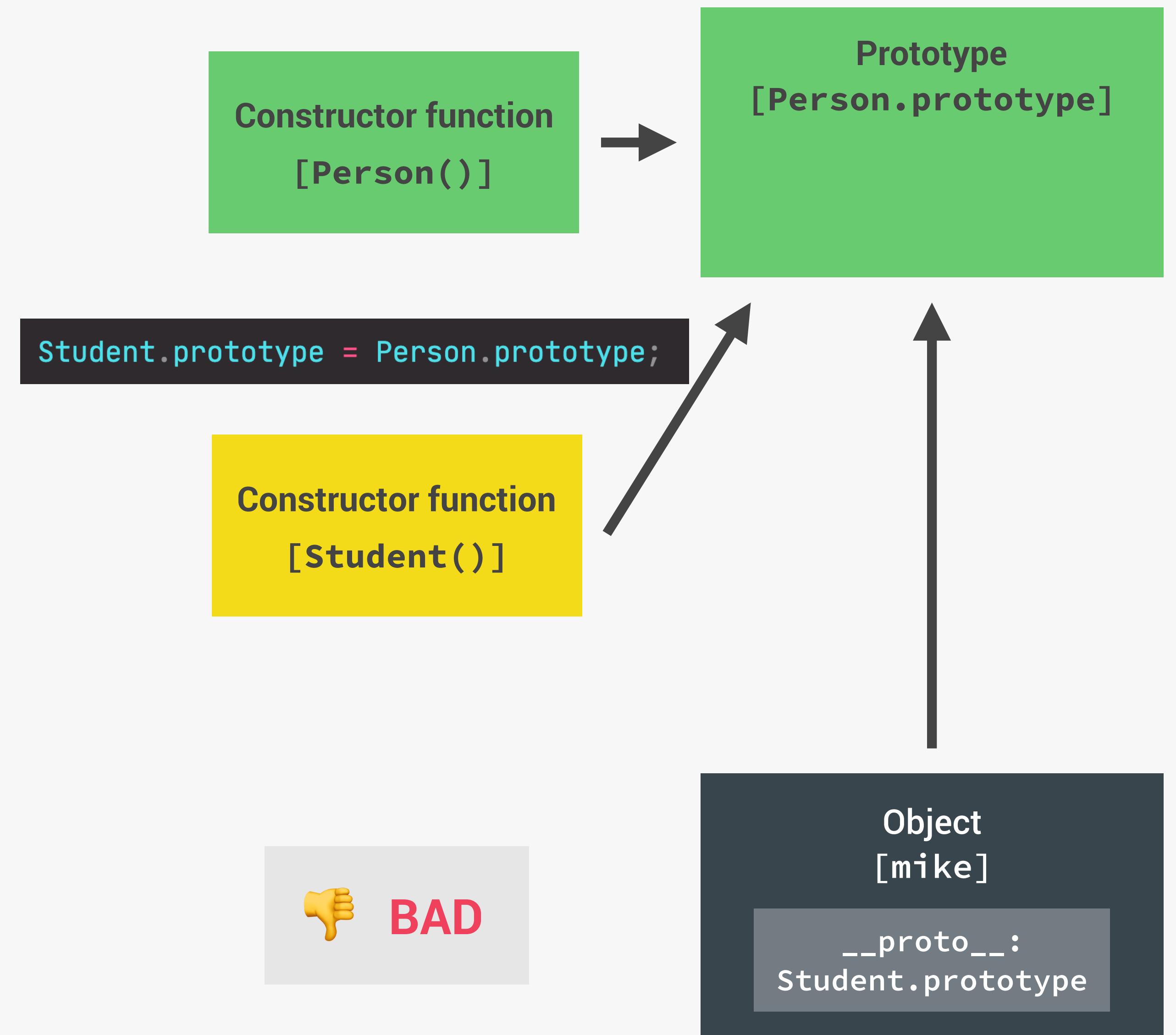
# INHERITANCE BETWEEN "CLASSES"



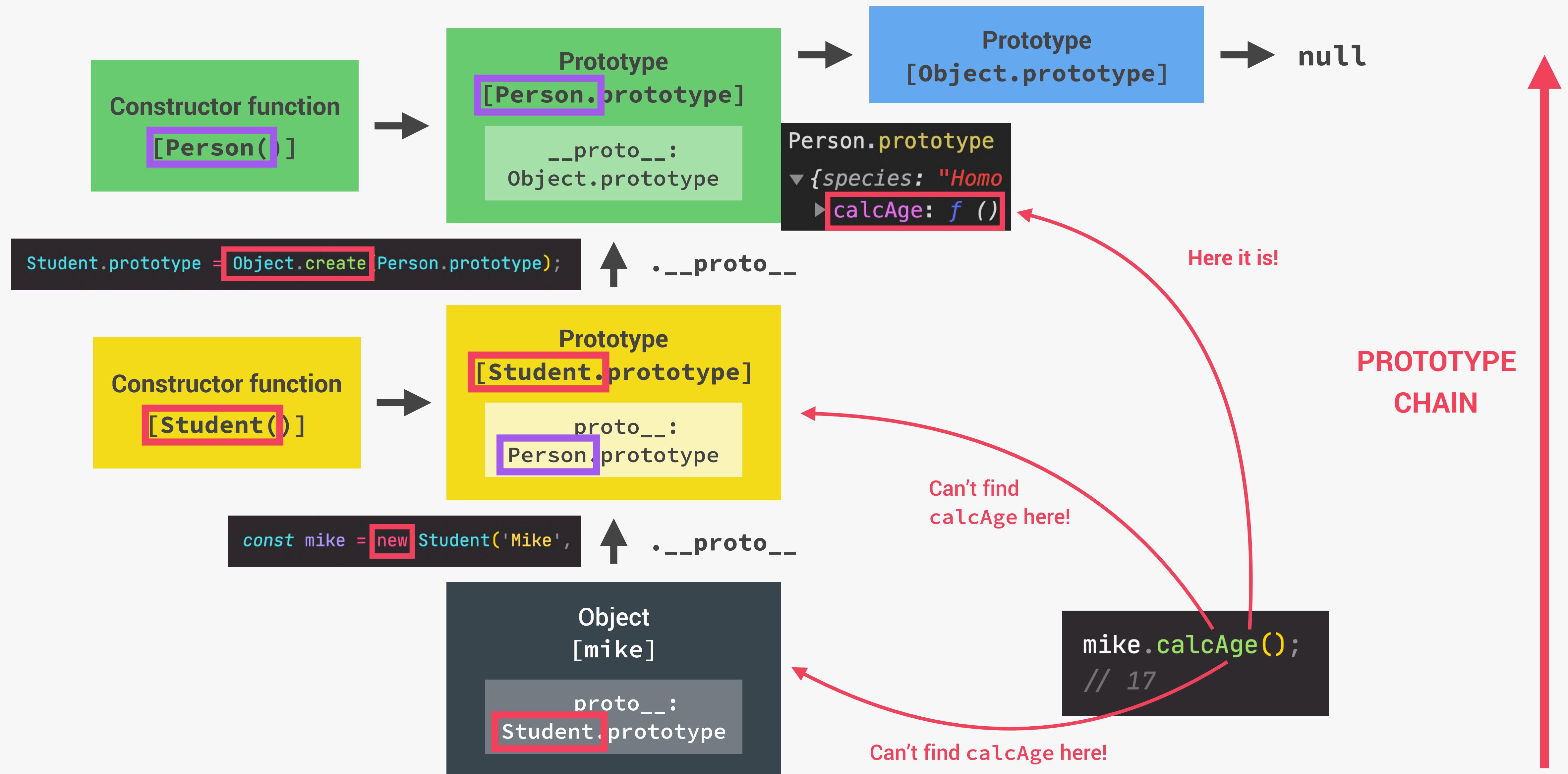
# INHERITANCE BETWEEN "CLASSES"



GOOD



# INHERITANCE BETWEEN "CLASSES"







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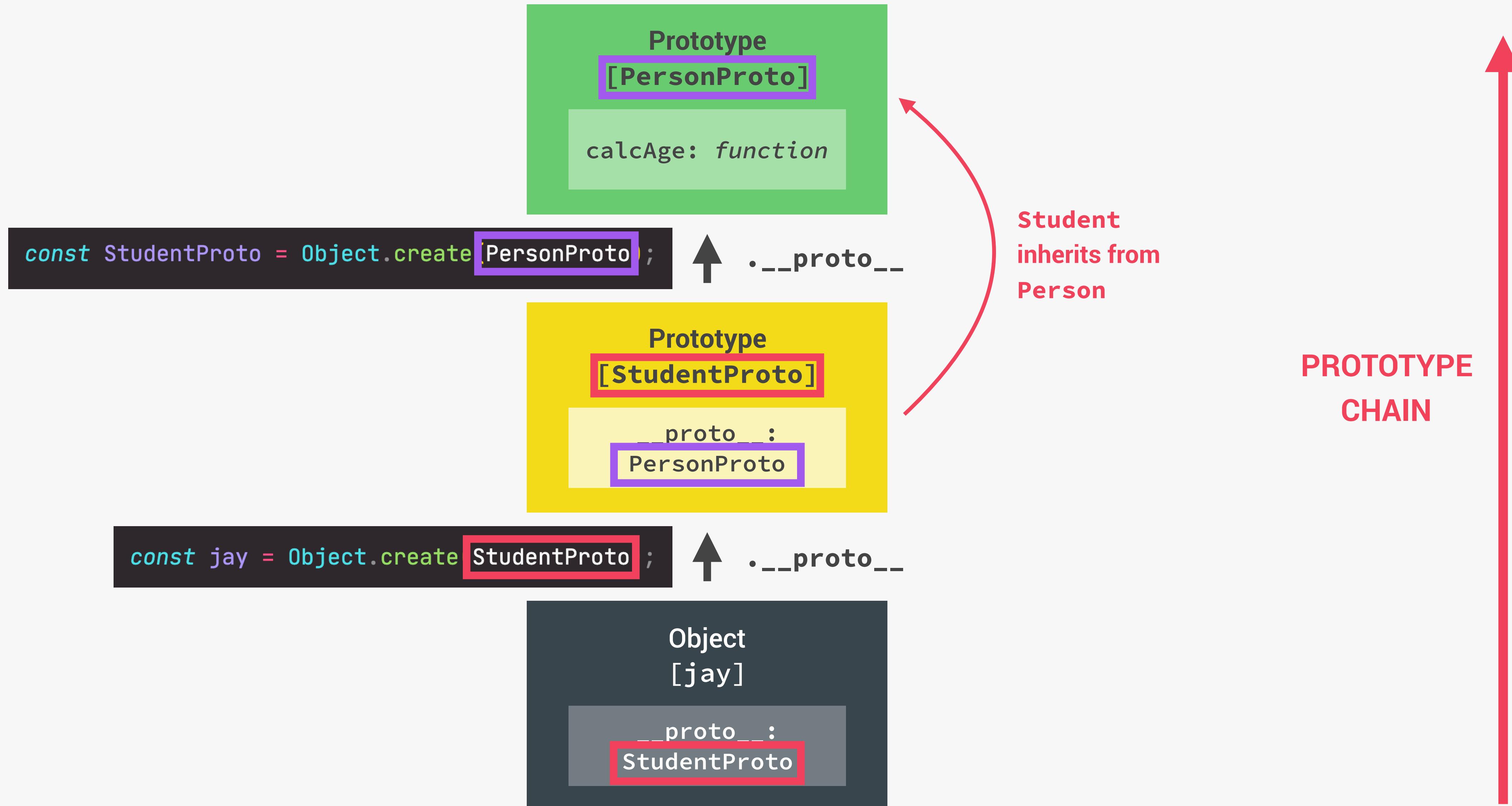
OBJECT ORIENTED PROGRAMMING  
(OOP) WITH JAVASCRIPT

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INHERITANCE BETWEEN "CLASSES":  
OBJECT.CREATE

JS

# INHERITANCE BETWEEN "CLASSES": OBJECT.CREATE







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ES6 CLASSES SUMMARY

JS

Public field (similar to property, available on created object)

Private fields (not accessible outside of class)

Static public field (available only on class)

Call to parent (super) class (necessary with extend). Needs to happen before accessing this

Instance property (available on created object)

Redefining private field

Public method

Referencing private field and method

Private method (⚠ Might not yet work in your browser. "Fake" alternative: \_ instead of #)

Getter method

Setter method (use \_ to set property with same name as method, and also add getter)

Static method (available only on class. Can not access instance properties nor methods, only static ones)

Creating new object with new operator

```
class Student extends Person {  
    university = 'University of Lisbon';  
    #studyHours = 0;  
    #course;  
    static numSubjects = 10;  
  
    constructor(fullName, birthYear, startYear, course) {  
        super(fullName, birthYear);  
  
        this.startYear = startYear;  
        this.#course = course;  
    }  
  
    introduce() {  
        console.log(`I study ${this.#course} at ${this.university}`);  
    }  
  
    study(h) {  
        this.#makeCoffe();  
        this.#studyHours += h;  
    }  
  
    #makeCoffe() {  
        return 'Here is a coffe for you ☕';  
    }  
  
    get testScore() {  
        return this._testScore;  
    }  
  
    set testScore(score) {  
        this._testScore = score ≤ 20 ? score : 0;  
    }  
  
    static printCurriculum() {  
        console.log(`There are ${this.numSubjects} subjects`);  
    }  
}  
  
const student = new Student('Jonas', 2020, 2037, 'Medicine');
```

Parent class

Inheritance between classes, automatically sets prototype

Child class

Constructor method, called by new operator. Mandatory in regular class, might be omitted in a child class

👉 Classes are just "syntactic sugar" over constructor functions

👉 Classes are not hoisted

👉 Classes are first-class citizens

👉 Class body is always executed in strict mode



**MAPTY APP. OOP,  
GEOLOCATION,  
EXTERNAL LIBRARIES,  
AND MORE!**



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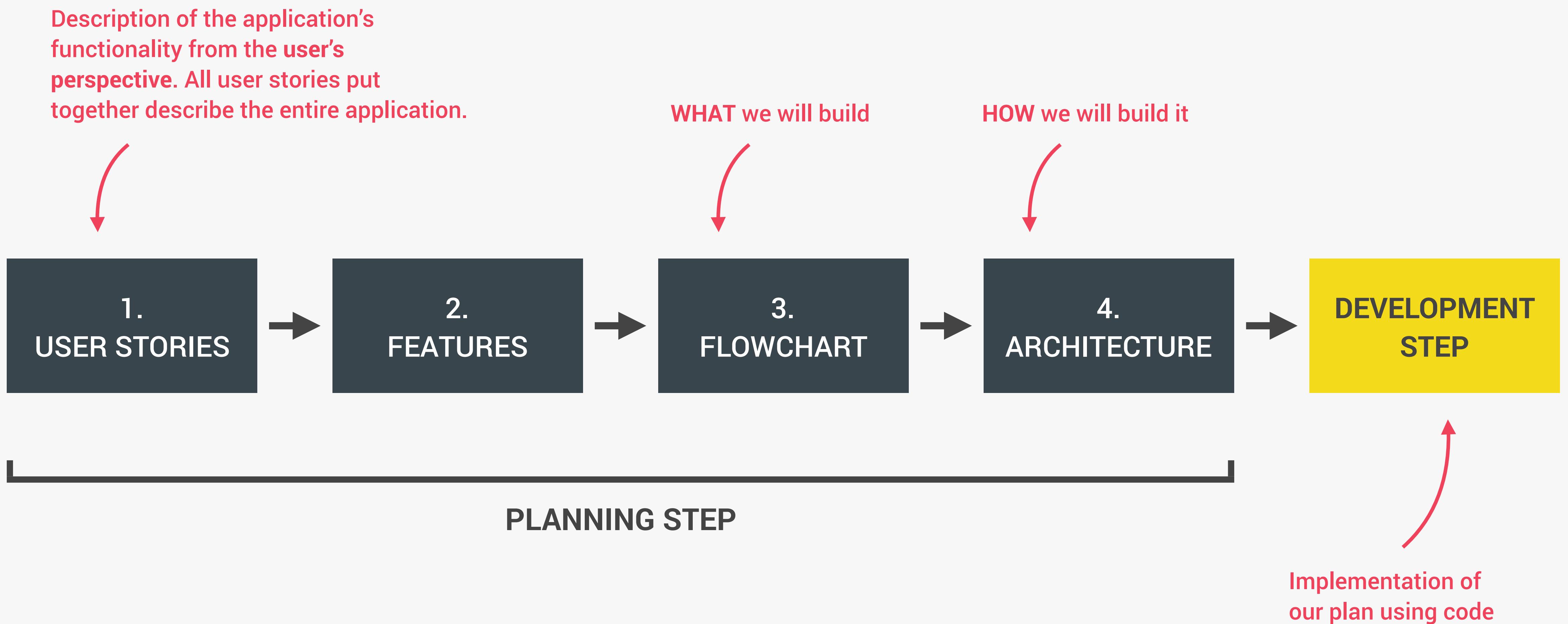
MAPTY APP: OOP, GEOLOCATION,  
EXTERNAL LIBRARIES, AND MORE!

LECTURE

HOW TO PLAN A WEB PROJECT

JS

# PROJECT PLANNING



# 1. USER STORIES



👉 **User story:** Description of the application's functionality from the user's perspective.

👉 **Common format:** As a *[type of user]*, I want *[an action]* so that *[a benefit]*

Who?

What?

Why?

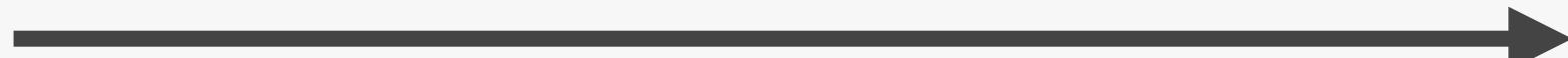
Example: user, admin, etc.

- 1 As a user, I want to log my running workouts with location, distance, time, pace and steps/minute, so I can keep a log of all my running
- 2 As a user, I want to log my cycling workouts with location, distance, time, speed and elevation gain, so I can keep a log of all my cycling
- 3 As a user, I want to see all my workouts at a glance, so I can easily track my progress over time
- 4 As a user, I want to also see my workouts on a map, so I can easily check where I work out the most
- 5 As a user, I want to see all my workouts when I leave the app and come back later, so that I can keep using there app over time

## 2. FEATURES



### USER STORIES



### FEATURES

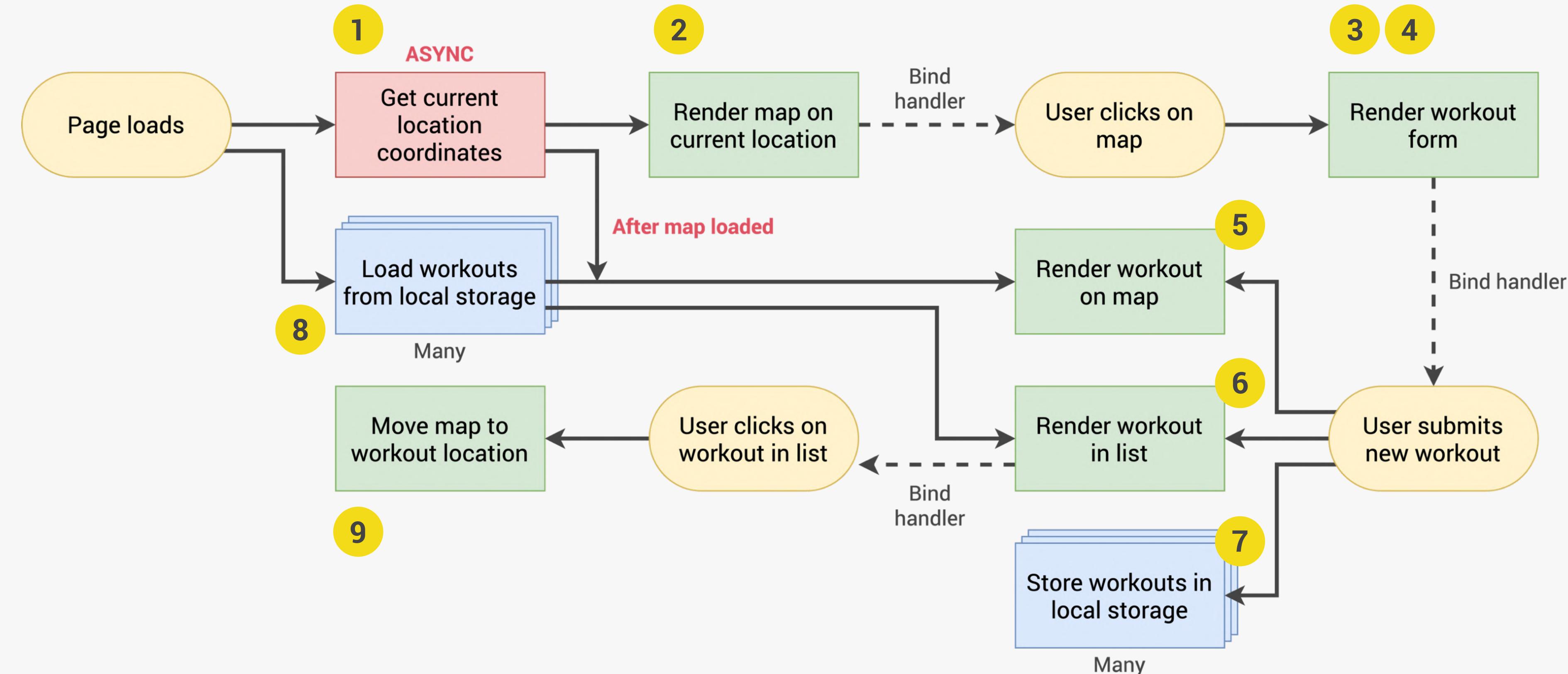
- |   |  |
|---|--|
| 1 Log my running workouts with location, distance, time, pace and steps/minute    | <ul style="list-style-type: none"><li>👉 Map where user clicks to add new workout (best way to get location coordinates)</li><li>👉 Geolocation to display map at current location (more user friendly)</li><li>👉 Form to input distance, time, pace, steps/minute</li></ul> |
| 2 Log my cycling workouts with location, distance, time, speed and elevation gain | <ul style="list-style-type: none"><li>👉 Form to input distance, time, speed, elevation gain</li></ul>  |
| 3 See all my workouts at a glance   | <ul style="list-style-type: none"><li>👉 Display all workouts in a list</li></ul>   |
| 4 See my workouts on a map  | <ul style="list-style-type: none"><li>👉 Display all workouts on the map</li></ul>  |
| 5 See all my workouts when I leave the app and come back later                    | <ul style="list-style-type: none"><li>👉 Store workout data in the browser using local storage API</li><li>👉 On page load, read the saved data from local storage and display</li></ul>   |

# 3. FLOWCHART



## FEATURES

1. Geolocation to display map at current location
2. Map where user clicks to add new workout
3. Form to input distance, time, pace, steps/minute
4. Form to input distance, time, speed, elevation gain
5. Display workouts in a list
6. Display workouts on the map
7. Store workout data in the browser
8. On page load, read the saved data and display
9. Move map to workout location on click



👉 In the real-world, you don't have to come with the final flowchart right in the planning phase. It's normal that it changes throughout implementation!

FOR NOW, LET'S JUST  
START CODING 





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MAPTY APP: OOP, GEOLOCATION,  
EXTERNAL LIBRARIES, AND MORE!

LECTURE

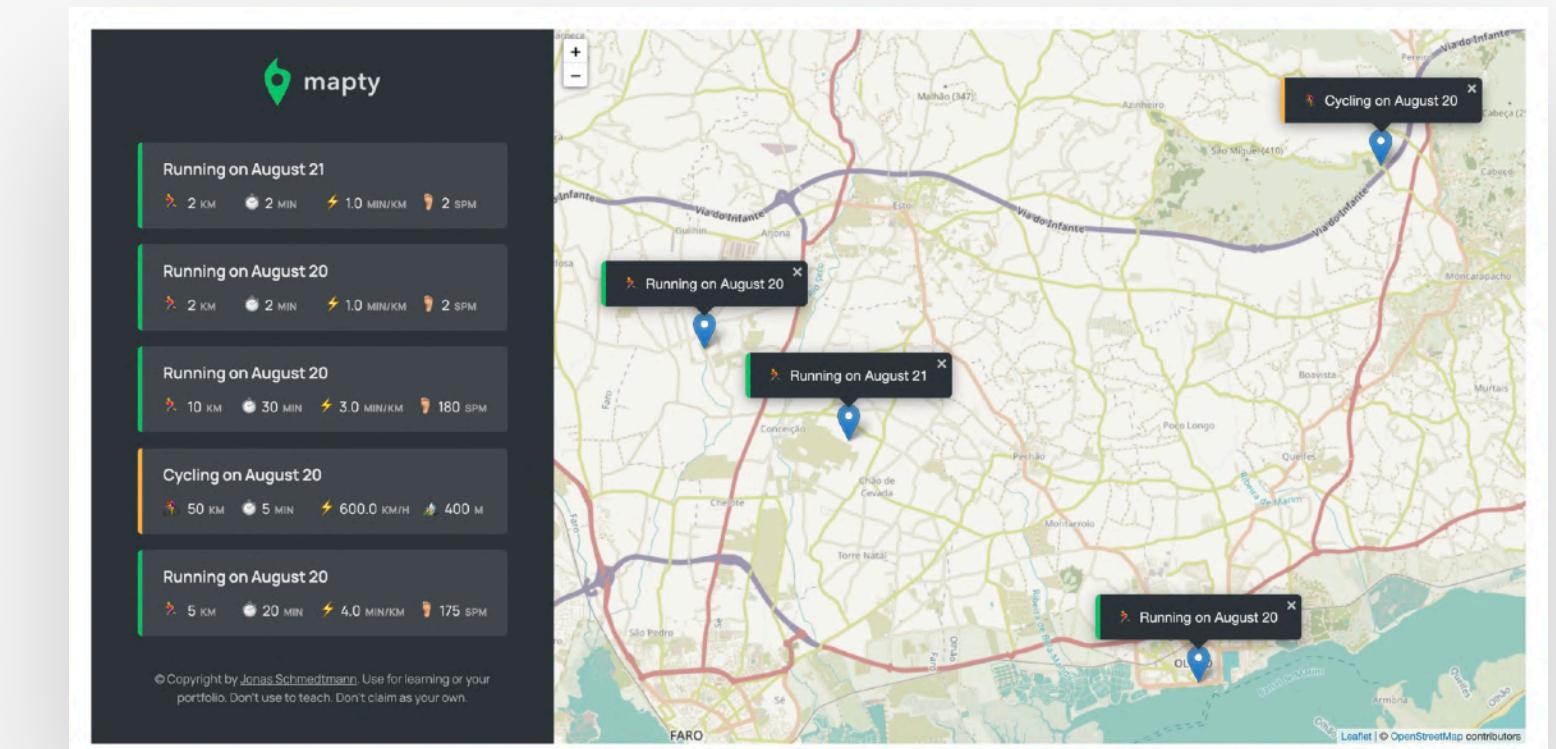
FINAL CONSIDERATIONS

JS

# 10 ADDITIONAL FEATURE IDEAS: CHALLENGES



- 👉 Ability to **edit** a workout;
- 👉 Ability to **delete** a workout;
- 👉 Ability to **delete all** workouts;
- 👉 Ability to **sort** workouts by a certain field (e.g. distance);
- 👉 **Re-build** Running and Cycling objects coming from Local Storage;
- 👉 More realistic error and confirmation **messages**;
- 👉 Ability to position the map to **show all workouts** [very hard];
- 👉 Ability to **draw lines and shapes** instead of just points [very hard];
- 👉 **Geocode location** from coordinates (“Run in Faro, Portugal”) [only after asynchronous JavaScript section];
- 👉 **Display weather** data for workout time and place [only after asynchronous JavaScript section].





ASYNCHRONOUS  
JAVASCRIPT:  
PROMISES, ASYNC/  
AWAIT AND AJAX



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ASYNCHRONOUS JAVASCRIPT:  
PROMISES, ASYNC/AWAIT AND AJAX

LECTURE

ASYNCHRONOUS JAVASCRIPT, AJAX  
AND APIs

JS

# SYNCHRONOUS CODE

BLOCKING

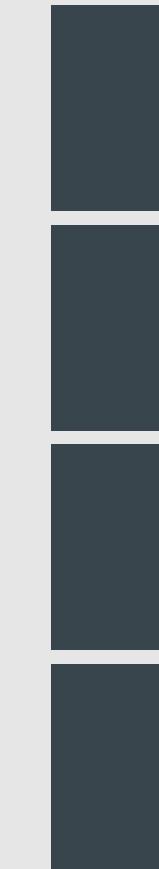
```
const p = document.querySelector('.p');
p.textContent = 'My name is Jonas!';
alert('Text set!');
p.style.color = 'red';
```

127.0.0.1:8080 says

Text set!

OK

THREAD OF EXECUTION



SYNCHRONOUS

- 👉 Most code is **synchronous**;
- 👉 Synchronous code is **executed line by line**;
- 👉 Each line of code **waits** for previous line to finish;
- 👉 Long-running operations **block** code execution.

Part of execution context that actually executes the code in computer's CPU

# ASYNCHRONOUS CODE

CALLBACK WILL  
RUN AFTER TIMER

Asynchronous

```
const p = document.querySelector('.p');
setTimeout(function () {
  p.textContent = 'My name is Jonas!';
}, 5000);
p.style.color = 'red';
```

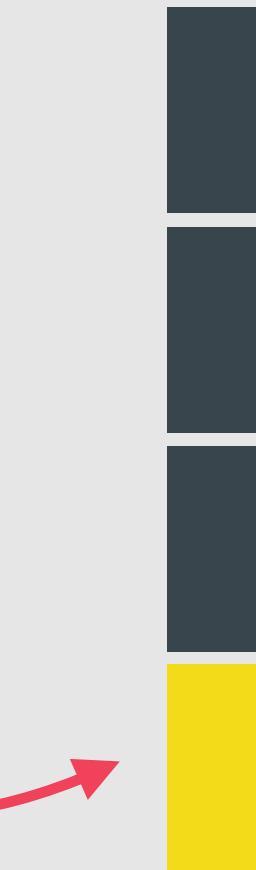
👉 Example: Timer with callback

Callback does NOT automatically  
make code asynchronous!

```
[1, 2, 3].map(v => v * 2);
```

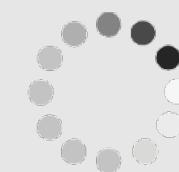
Executed after  
all other code

THREAD OF  
EXECUTION



“BACKGROUND”

Timer  
running



(More on this in the  
lecture on Event Loop)

ASYNCHRONOUS

Coordinating behavior of a  
program over a period of time

- 👉 Asynchronous code is executed **after a task that runs in the “background” finishes**;
- 👉 Asynchronous code is **non-blocking**;
- 👉 Execution doesn’t wait for an asynchronous task to finish its work;
- 👉 Callback functions alone do **NOT** make code asynchronous!

# ASYNCHRONOUS CODE

CALLBACK WILL RUN  
AFTER IMAGE LOADS

Asynchronous

```
const img = document.querySelector('.dog');
img.src = 'dog.jpg';
img.addEventListener('load', function () {
  img.classList.add('fadeIn');
});
p.style.width = '300px';
```

👉 Example: Asynchronous image loading with event and callback

👉 Other examples: Geolocation API or AJAX calls

addEventListener does  
NOT automatically make  
code asynchronous!

ASYNCHRONOUS

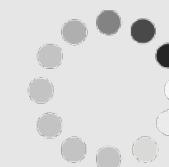
Coordinating behavior of a  
program over a period of time

THREAD OF  
EXECUTION



"BACKGROUND"

Image  
loading



(More on this in the  
lecture on Event Loop)

- 👉 Asynchronous code is executed **after a task that runs in the “background” finishes**;
- 👉 Asynchronous code is **non-blocking**;
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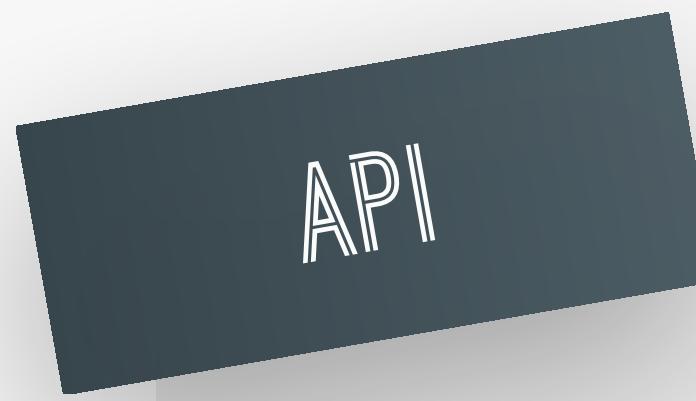
# WHAT ARE AJAX CALLS?

AJAX

**Asynchronous JavaScript And XML:** Allows us to communicate with remote web servers in an **asynchronous way**. With AJAX calls, we can **request data from web servers dynamically**.



# WHAT IS AN API?



- 👉 Application Programming Interface: Piece of software that can be used by another piece of software, in order to allow **applications to talk to each other**;

- 👉 There are many types of APIs in web development:

DOM API

Geolocation API

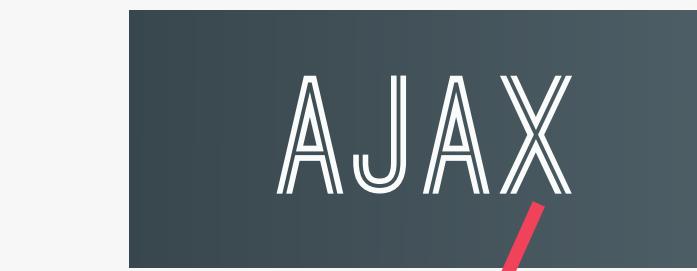
Own Class API

**“Online” API**

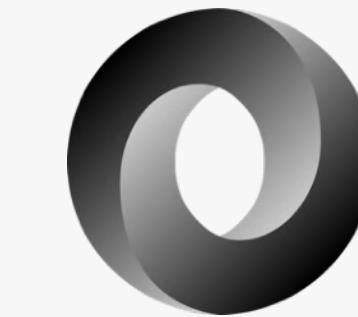
Just “API”

- 👉 **“Online” API**: Application running on a server, that receives requests for data, and sends data back as response;

- 👉 We can build **our own** web APIs (requires back-end development, e.g. with node.js) or use **3rd-party** APIs.



XML  
data  
format



JSON data  
format

{  
  "publisher": "101 Cookbooks",  
  "title": "Best Pizza Dough Ever",  
  "source\_url": "<http://www.101cookbo...>",  
  "recipe\_id": "47746",  
  "image\_url": "<http://forkify-api.he...>",  
  "social\_rank": 100,  
  "publisher\_url": "<http://www.101coo...>"  
},

Most popular  
API data format

There is an API for  
everything

- 👉 Weather data
- 👉 Data about countries
- 👉 Flights data
- 👉 Currency conversion data
- 👉 APIs for sending email or SMS
- 👉 Google Maps
- 👉 Millions of possibilities...







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PROMISES, ASYNC/AWAIT AND AJAX

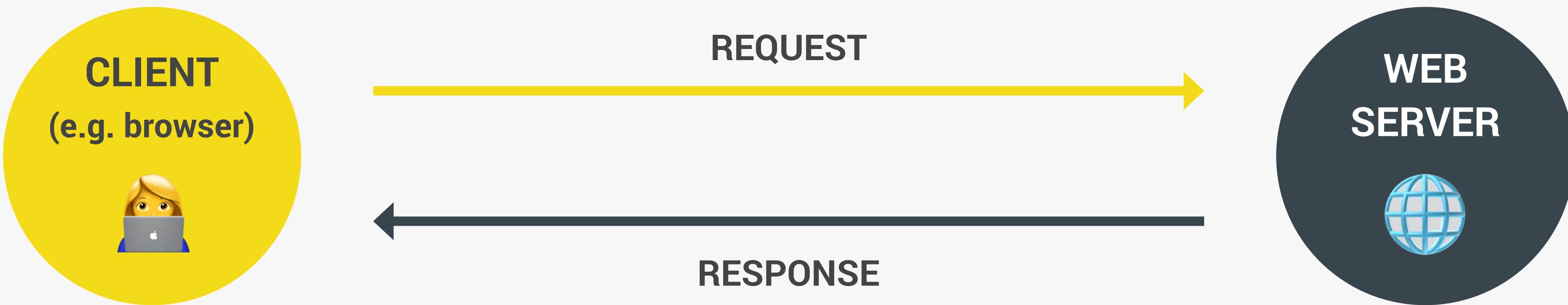
LECTURE

HOW THE WEB WORKS: REQUESTS  
AND RESPONSES

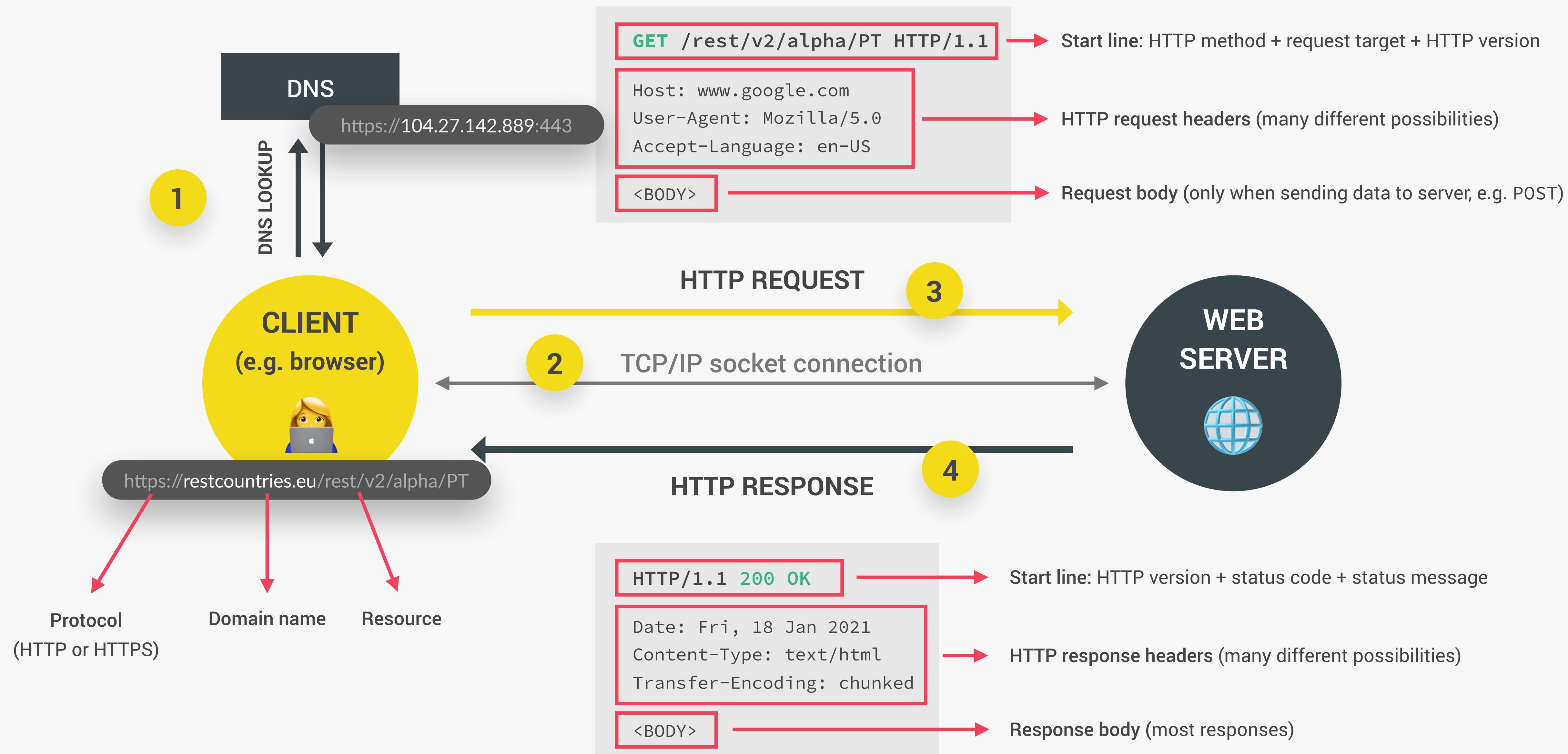
JS

# WHAT HAPPENS WHEN WE ACCESS A WEB SERVER

👉 Request-response model or Client-server architecture



# WHAT HAPPENS WHEN WE ACCESS A WEB SERVER







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PROMISES, ASYNC/AWAIT AND AJAX

LECTURE

PROMISES AND THE FETCH API

JS

# WHAT ARE PROMISES?

## PROMISE

- 👉 **Promise:** An object that is used as a placeholder for the future result of an asynchronous operation.

↓ Less formal

- 👉 **Promise:** A container for an asynchronously delivered value.

↓ Less formal

- 👉 **Promise:** A container for a future value.

Example: Response from AJAX call

- 👉 We no longer need to rely on events and callbacks passed into asynchronous functions to handle asynchronous results;
- 👉 Instead of nesting callbacks, we can **chain promises** for a sequence of asynchronous operations: **escaping callback hell** 🎉



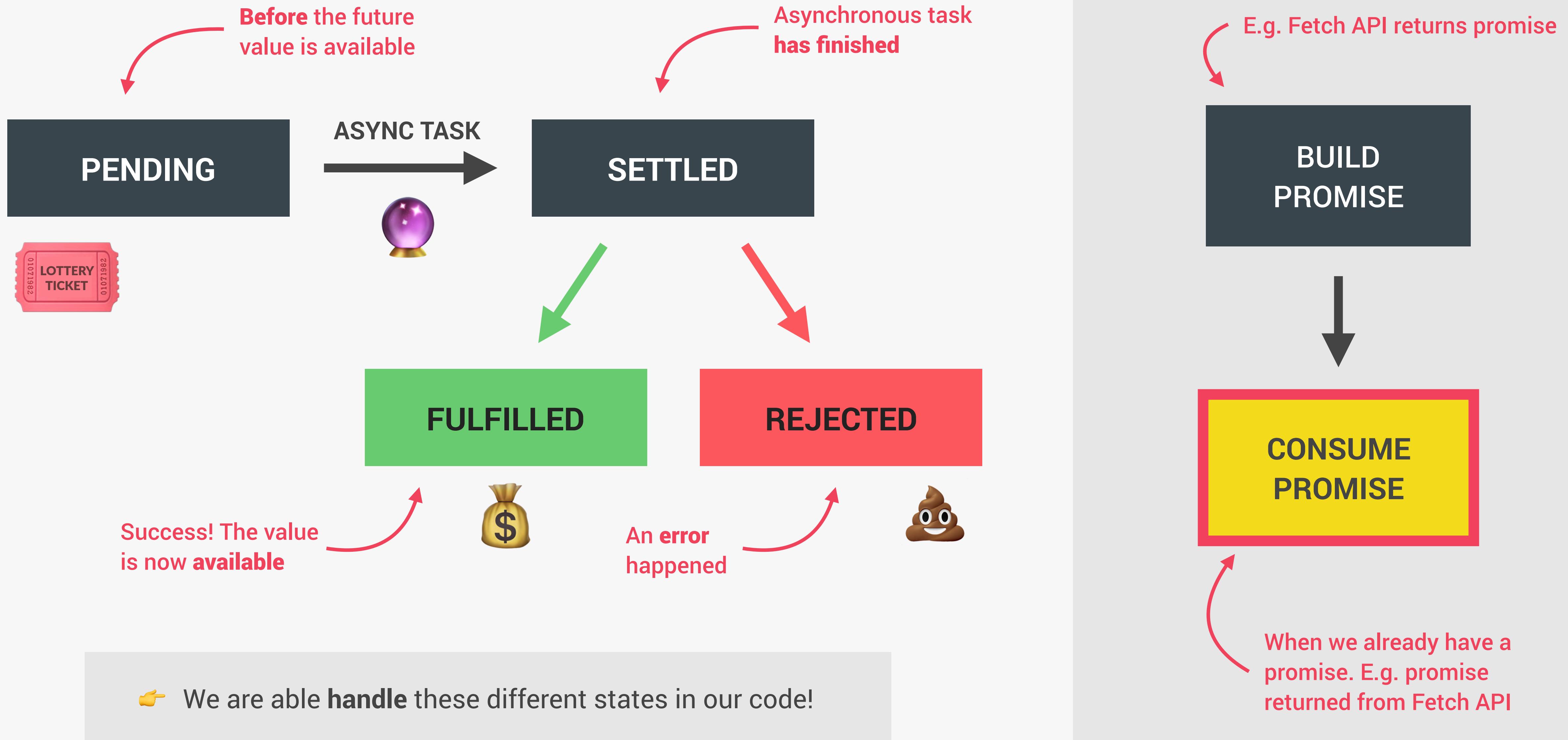
Promise that I will receive money if I guess correct outcome

👉 I buy lottery ticket (promise) right now

↓  
🔮 Lottery draw happens asynchronously

↓  
💰 If correct outcome, I receive money, because it was promised

# THE PROMISE LIFECYCLE







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ASYNCHRONOUS JAVASCRIPT:  
PROMISES, ASYNC/AWAIT AND AJAX

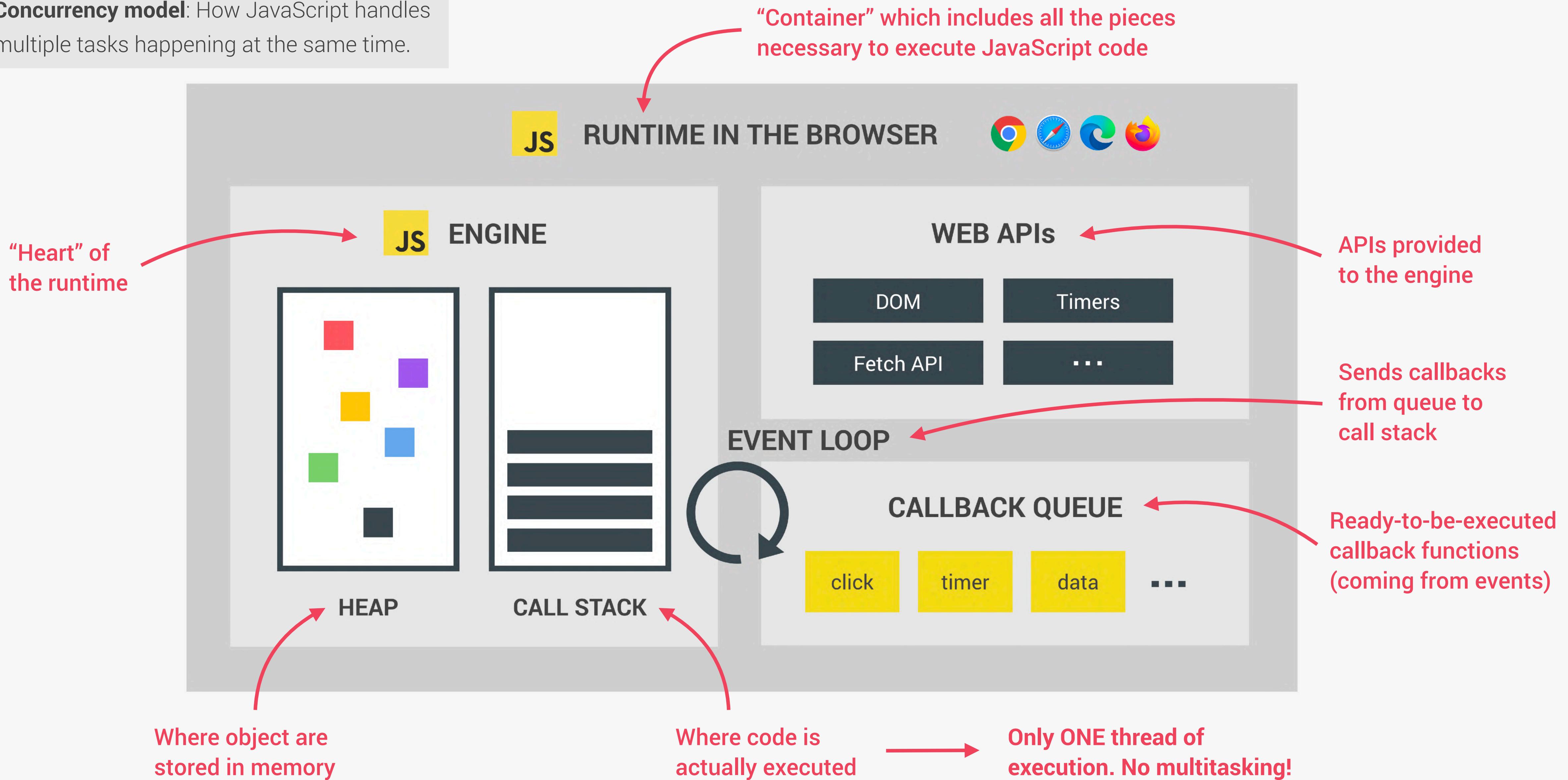
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ASYNCHRONOUS BEHIND THE SCENES:  
THE EVENT LOOP

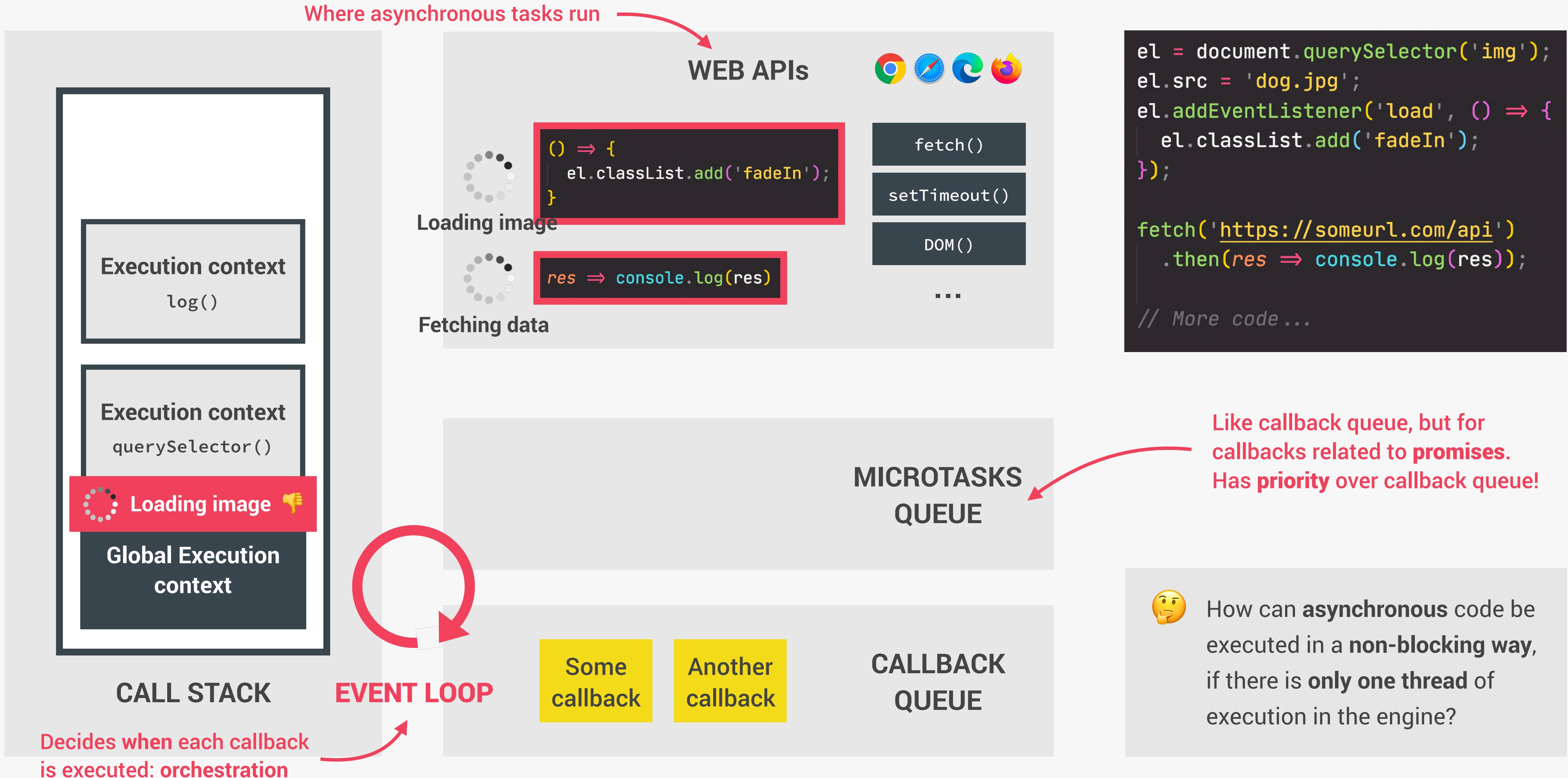
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# REVIEW: JAVASCRIPT RUNTIME

- 👉 **Concurrency model:** How JavaScript handles multiple tasks happening at the same time.



# HOW ASYNCHRONOUS JAVASCRIPT WORKS BEHIND THE SCENES





MODERN JAVASCRIPT  
DEVELOPMENT:  
MODULES AND  
TOOLING



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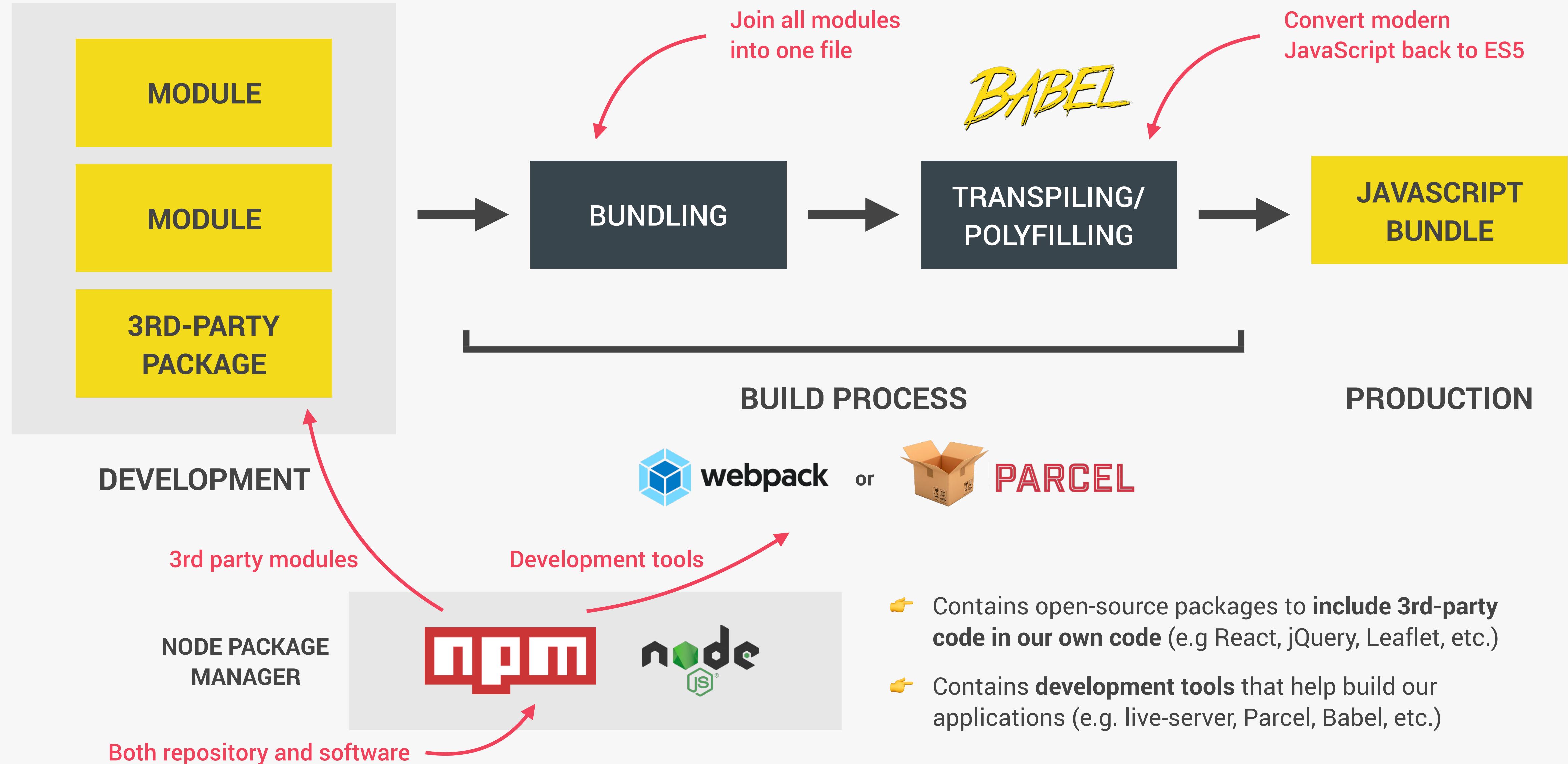
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MODULES AND TOOLING

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AN OVERVIEW OF MODERN  
JAVASCRIPT DEVELOPMENT

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# MODERN JAVASCRIPT DEVELOPMENT







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AN OVERVIEW OF MODULES IN  
JAVASCRIPT

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# AN OVERVIEW OF MODULES

## MODULE

- 👉 Reusable piece of code that **encapsulates** implementation details;
- 👉 Usually a **standalone file**, but it doesn't have to be.

WHY  
MODULES?

- 👉 **Compose software:** Modules are small building blocks that we put together to build complex applications;
- 👉 **Isolate components:** Modules can be developed in isolation without thinking about the entire codebase;
- 👉 **Abstract code:** Implement low-level code in modules and import these abstractions into other modules;
- 👉 **Organized code:** Modules naturally lead to a more organized codebase;
- 👉 **Reuse code:** Modules allow us to easily reuse the same code, even across multiple projects.

IMPORT  
(DEPENDENCY)

## MODULE

```
import { rand } from './math.js';
const diceP1 = rand(1, 6, 2);
const diceP2 = rand(1, 6, 2);
const scores = { diceP1, diceP2 };
export { scores };
```

Module code

EXPORT  
(PUBLIC API)

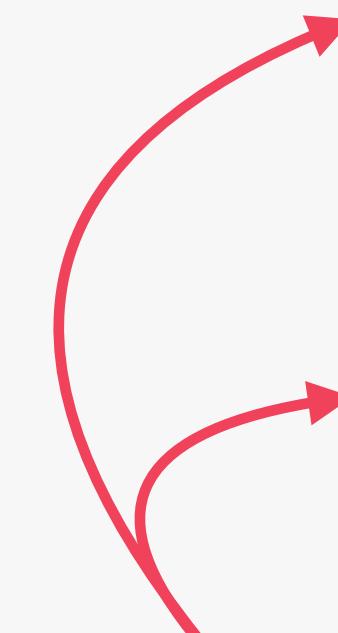
# NATIVE JAVASCRIPT (ES6) MODULES

## ES6 MODULES

Modules stored in files, **exactly one module per file.**

```
import { rand } from './math.js';
const diceP1 = rand(1, 6, 2);
const diceP2 = rand(1, 6, 2);
const scores = { diceP1, diceP2 };
export { scores };
```

**import and export syntax**



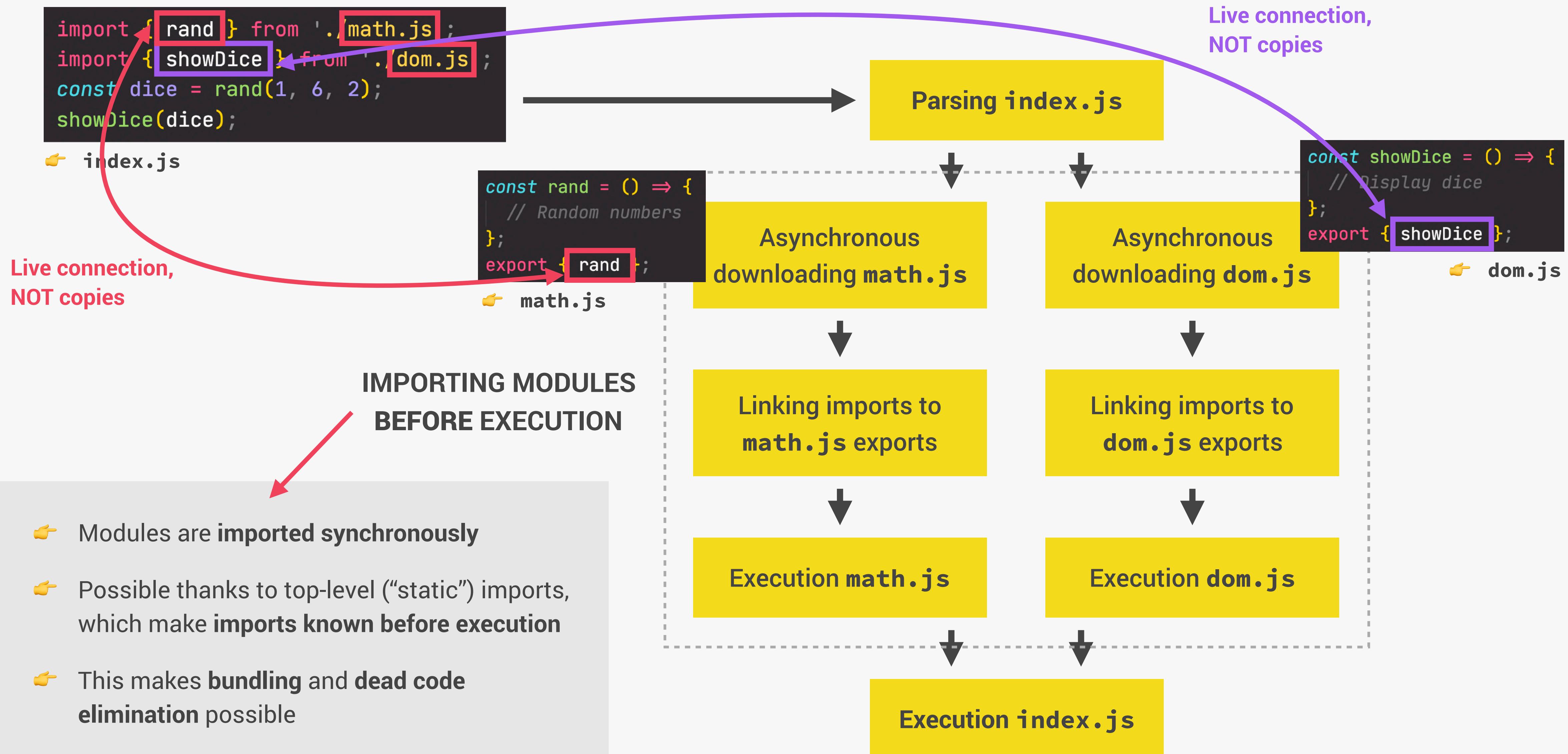
## ES6 MODULE

## SCRIPT

👉 Top-level variables	Scoped to module	Global
👉 Default mode	Strict mode	“Sloppy” mode
👉 Top-level this	undefined	window
👉 Imports and exports	YES	NO
👉 HTML linking	<script type="module">	<script>
👉 File downloading	Asynchronous	Synchronous

**👉 Need to happen at top-level  
Imports are hoisted!**

# HOW ES6 MODULES ARE IMPORTED







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MODERN, CLEAN AND DECLARATIVE  
JAVASCRIPT PROGRAMMING

JS

# REVIEW: MODERN AND CLEAN CODE

## READABLE CODE

- 👉 Write code so that **others** can understand it
- 👉 Write code so that **you** can understand it in 1 year
- 👉 Avoid too “clever” and overcomplicated solutions
- 👉 Use descriptive variable names: **what they contain**
- 👉 Use descriptive function names: **what they do**

## FUNCTIONS

- 👉 Generally, functions should do **only one thing**
- 👉 Don’t use more than 3 function parameters
- 👉 Use default parameters whenever possible
- 👉 Generally, return same data type as received
- 👉 Use arrow functions when they make code more readable

## GENERAL

- 👉 Use DRY principle (refactor your code)
- 👉 Don’t pollute global namespace, encapsulate instead
- 👉 Don’t use `var`
- 👉 Use strong type checks (`==` and `!=`)

## OOP

- 👉 Use ES6 classes
- 👉 Encapsulate data and **don’t mutate** it from outside the class
- 👉 Implement method chaining
- 👉 **Do not** use arrow functions as methods (in regular objects)

# REVIEW: MODERN AND CLEAN CODE

## AVOID NESTED CODE

- 👉 Use early `return` (guard clauses)
- 👉 Use ternary (conditional) or logical operators instead of `if`
- 👉 Use multiple `if` instead of `if/else-if`
- 👉 Avoid `for` loops, use array methods instead
- 👉 Avoid callback-based asynchronous APIs

## ASYNCHRONOUS CODE

- 👉 Consume promises with `async/await` for best readability
- 👉 Whenever possible, run promises in **parallel** (`Promise.all`)
- 👉 Handle errors and promise rejections

# IMPERATIVE VS. DECLARATIVE CODE

Two fundamentally different ways  
of writing code (paradigms)

IMPERATIVE

DECLARATIVE

- 👉 Programmer explains “**HOW** to do things”
- 👉 We explain the computer *every single step* it has to follow to achieve a result
- 👉 **Example:** Step-by-step recipe of a cake
- 👉 Programmer tells “**WHAT** do do”
- 👉 We simply *describe* the way the computer should achieve the result
- 👉 The **HOW** (step-by-step instructions) gets abstracted away
- 👉 **Example:** Description of a cake

```
const arr = [2, 4, 6, 8];
const doubled = [];
for (let i = 0; i < arr.length; i++)
  doubled[i] = arr[i] * 2;
```

```
const arr = [2, 4, 6, 8];
const doubled = arr.map(n => n * 2);
```

# USE DECLARATIVE AND FUNCTIONAL CODE

## FUNCTIONAL PROGRAMMING

- 👉 **Declarative** programming paradigm
- 👉 Based on the idea of writing software by combining many **pure functions**, avoiding **side effects** and mutable data
- 👉 **Side effect:** Modification (mutation) of any data outside of the function (mutating external variables, logging to console, writing to DOM, etc.)
- 👉 **Pure function:** Function without side effects. Does not depend on external variables. **Given the same inputs, always returns the same outputs.**

More about this in Section **Functional Programming With JavaScript** 👉

## FUNCTIONAL PROGRAMMING TECHNIQUES

- 👉 Try to avoid data mutations
- 👉 Use built-in methods that don't produce side effects
- 👉 Do data transformations with methods such as `.map()`, `.filter()` and `.reduce()`
- 👉 Try to avoid side effects in functions: this is of course not always possible!

## DECLARATIVE SYNTAX

- 👉 Use array and object destructuring
- 👉 Use the spread operator (...)
- 👉 Use the ternary (conditional) operator
- 👉 Use template literals



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BUILDING A MODERN  
APPLICATION



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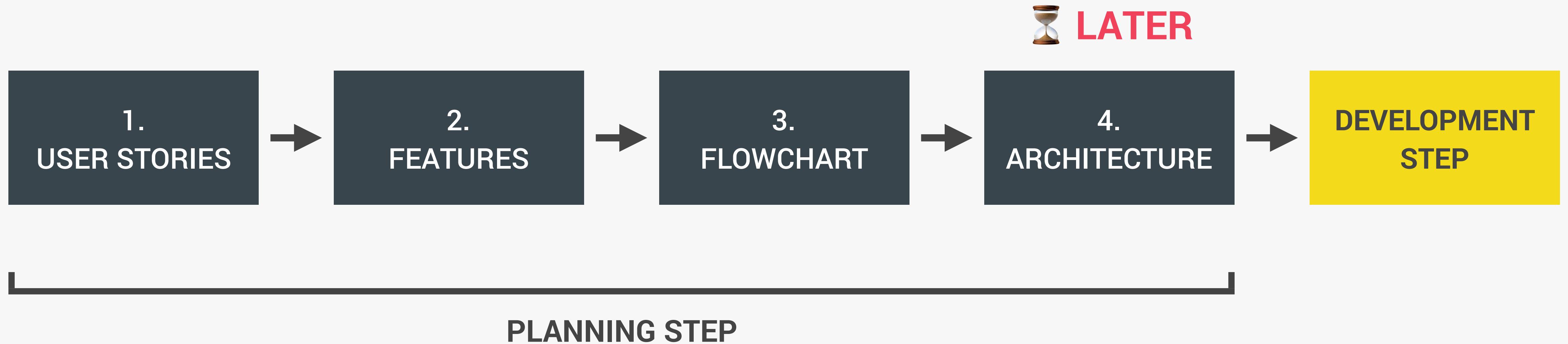
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LECTURE

PROJECT OVERVIEW AND PLANNING

JS

# PROJECT PLANNING



# 1. USER STORIES



- 👉 **User story:** Description of the application's functionality from the user's perspective.
- 👉 **Common format:** As a *[type of user]*, I want *[an action]* so that *[a benefit]*

- 1 As a user, I want to **search for recipes**, so that I can find new ideas for meals
- 2 As a user, I want to be able to **update the number of servings**, so that I can cook a meal for different number of people
- 3 As a user, I want to **bookmark recipes**, so that I can review them later
- 4 As a user, I want to be able to **create my own recipes**, so that I have them all organized in the same app
- 5 As a user, I want to be able to **see my bookmarks and own recipes when I leave the app and come back later**, so that I can close the app safely after cooking

## 2. FEATURES



### USER STORIES

### FEATURES

1 Search for recipes



- 👉 Search functionality: input field to send request to API with searched keywords

2 Update the number of servings



- 👉 Display results with pagination

- 👉 Display recipe with cooking time, servings and ingredients

3 Bookmark recipes



- 👉 Change servings functionality: update all ingredients according to current number of servings

4 Create my own recipes



- 👉 Bookmarking functionality: display list of all bookmarked recipes

5 See my bookmarks and own recipes  
when I leave the app and come back later



- 👉 User can upload own recipes

- 👉 User recipes will automatically be bookmarked

- 👉 User can only see their own recipes, not recipes from other users

- 👉 Store bookmark data in the browser using local storage

- 👉 On page load, read saved bookmarks from local storage and display

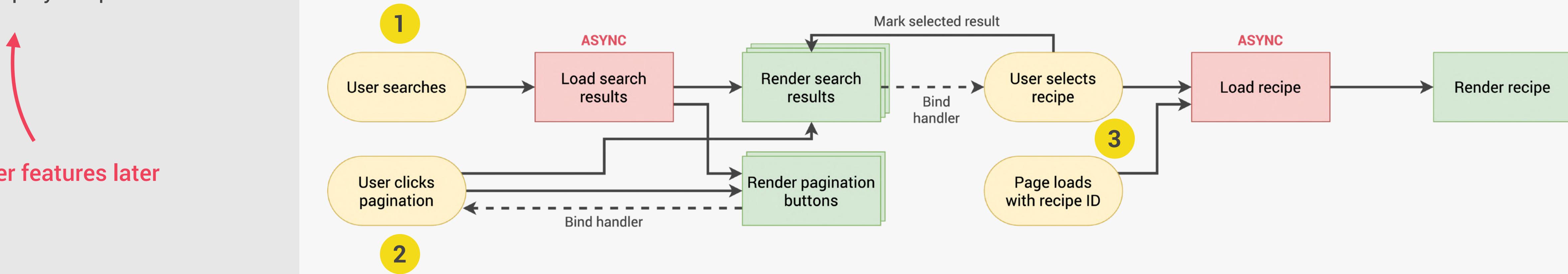
# 3. FLOWCHART (PART 1)



## FEATURES

1. Search functionality: API search request
2. Results with pagination
3. Display recipe

Other features later







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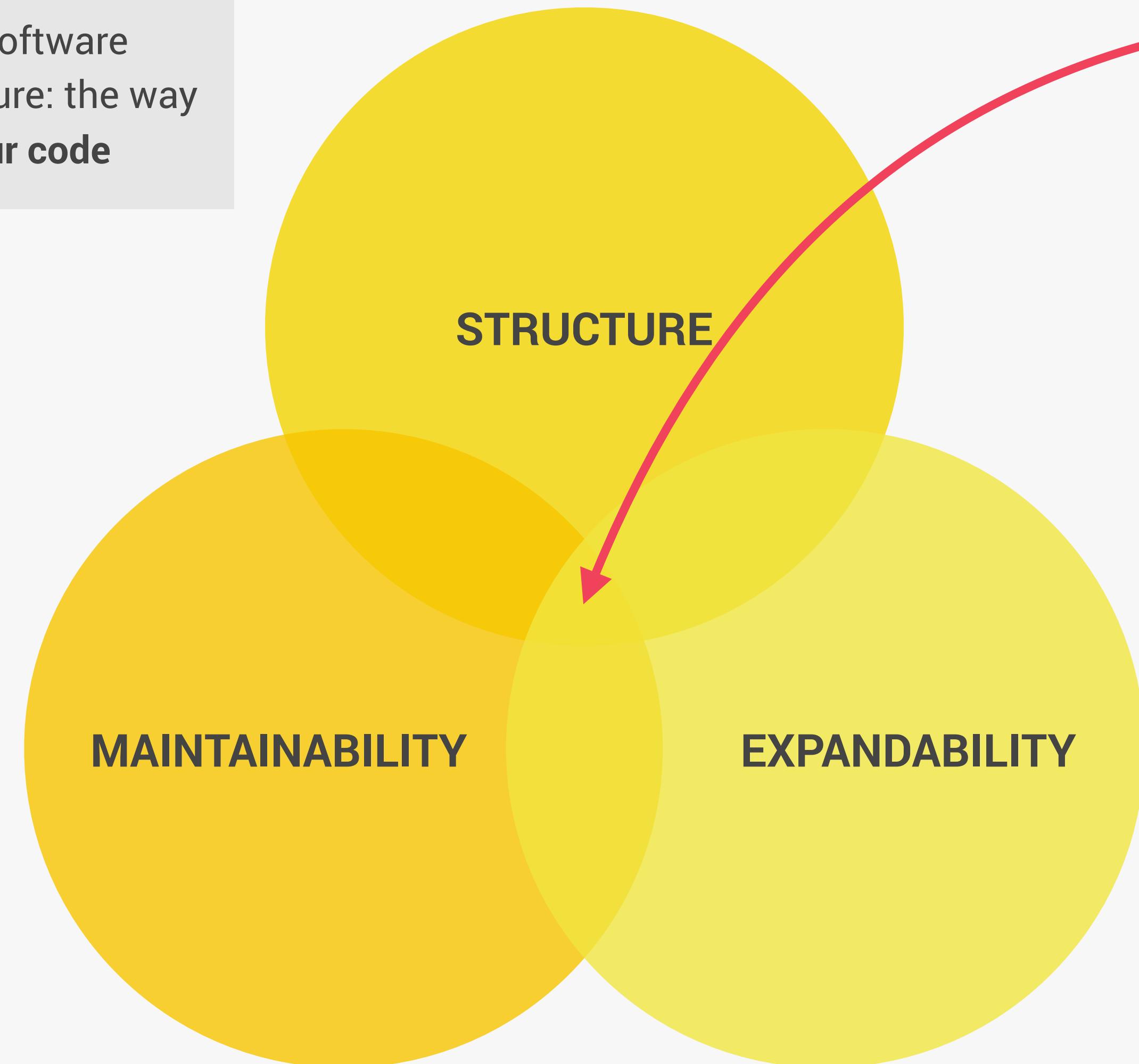
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THE MVC ARCHITECTURE

JS

# WHY WORRY ABOUT ARCHITECTURE?

👉 Like a house, software needs a structure: the way we **organize our code**



👉 A project is never done! We need to be able to easily **change it in the future**

**The perfect architecture**

👉 We can create our own architecture (**Marty project**)

👉 We can use a well-established architecture pattern like MVC, MVP, Flux, etc. (**this project**)

👉 We can use a framework like React, Angular, Vue, Svelte, etc.



👉 We also need to be able to easily **add new features**

# COMPONENTS OF ANY ARCHITECTURE

## BUSINESS LOGIC

- 👉 Code that **solves the actual business problem**;
- 👉 Directly related to what business does and what it needs;
- 👉 **Example:** sending messages, storing transactions, calculating taxes, ...

## STATE

- 👉 Essentially **stores all the data** about the application
- 👉 Should be the “single source of truth”
- 👉 UI should be kept in sync with the state
- 👉 State libraries exist



## HTTP LIBRARY

- 👉 Responsible for making and receiving AJAX requests
- 👉 Optional but almost always necessary in real-world apps

## APPLICATION LOGIC (ROUTER)

- 👉 Code that is only concerned about the **implementation of application itself**;
- 👉 Handles navigation and UI events

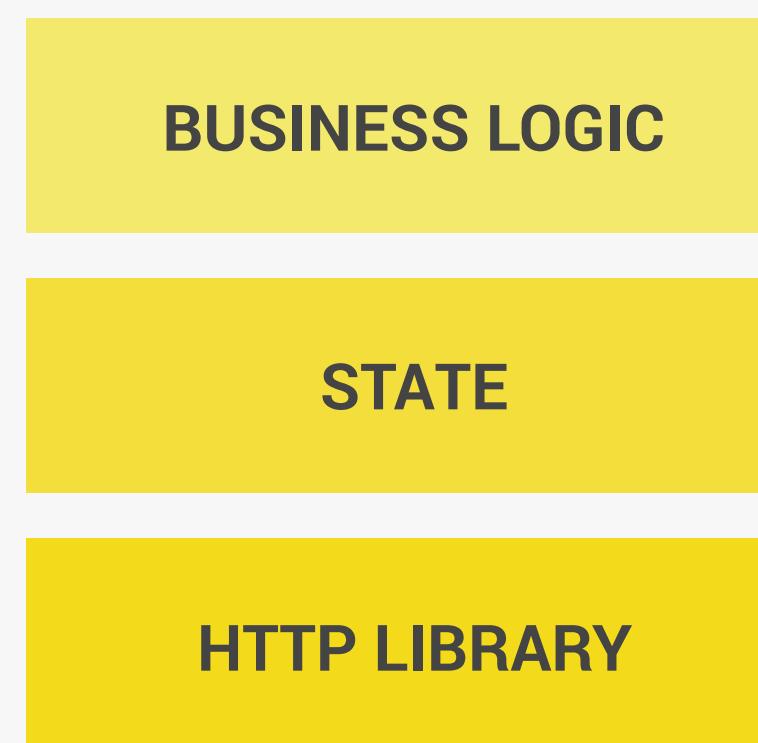
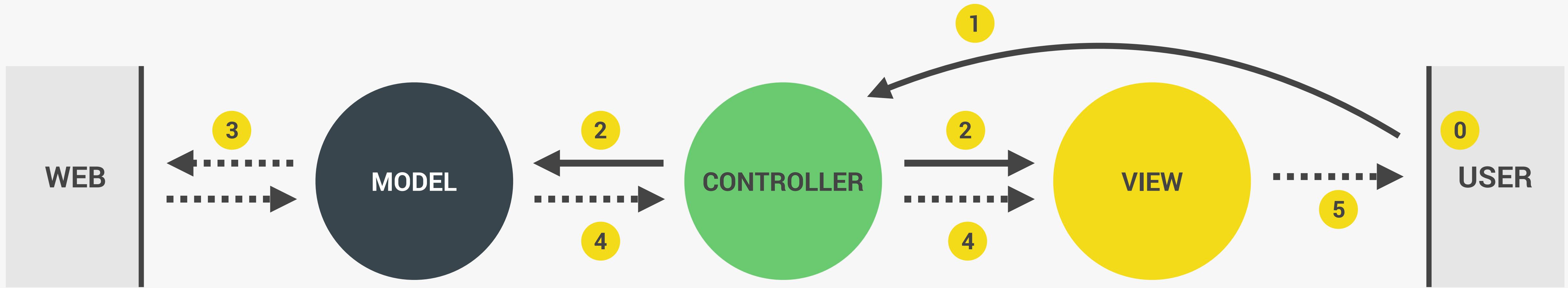
## PRESENTATION LOGIC (UI LAYER)

- 👉 Code that is concerned about the **visible part** of the application
- 👉 Essentially displays application state

Keeping in sync



# THE MODEL-VIEW-CONTROLLER (MVC) ARCHITECTURE

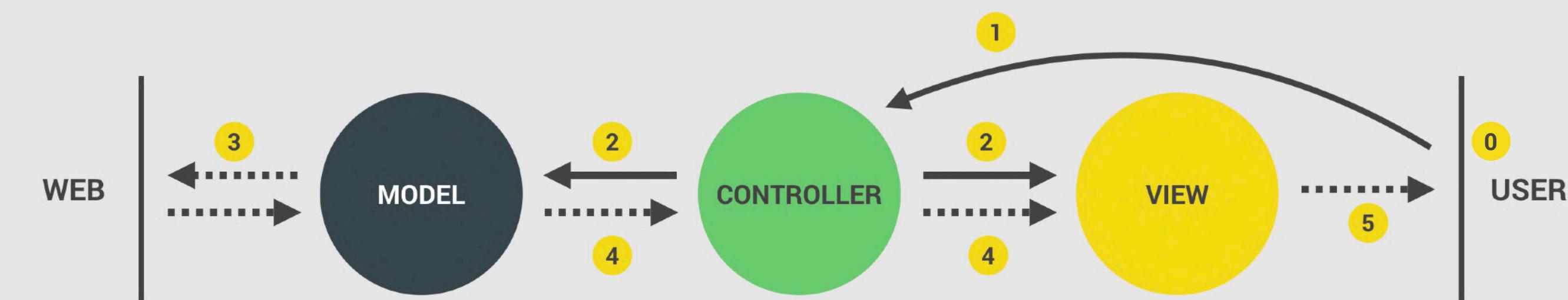
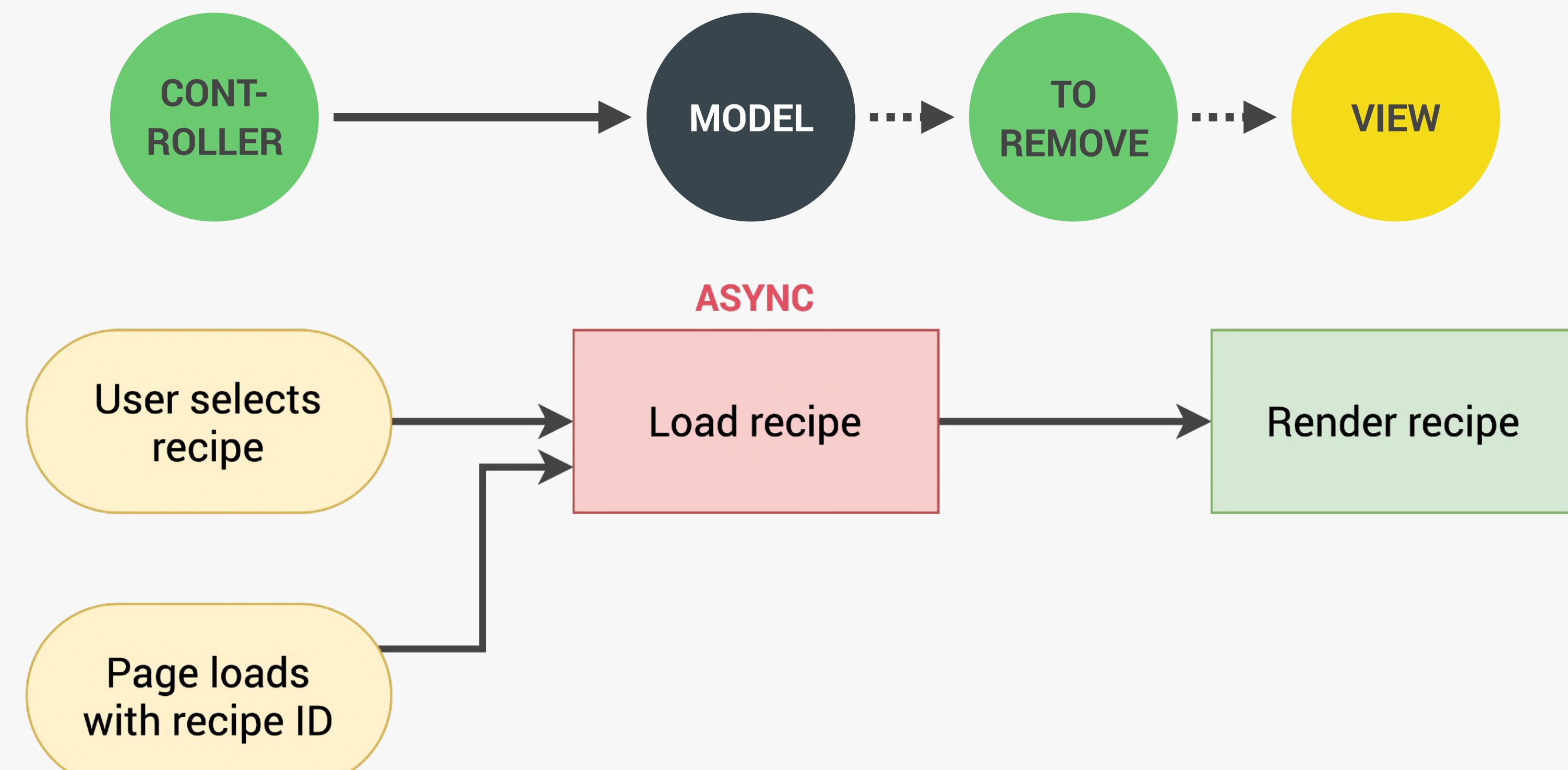


- 👉 Bridge between model and views (which don't know about one another)
- 👉 Handles UI events and **dispatches tasks to model and view**

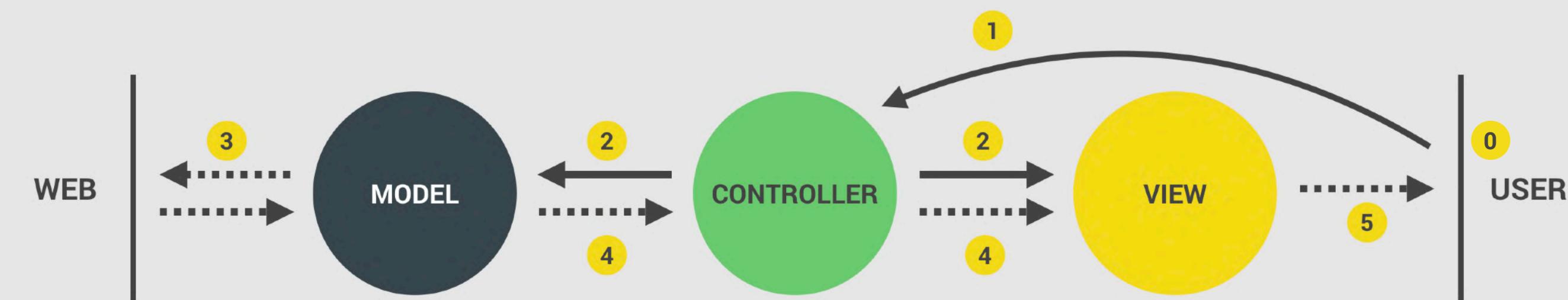
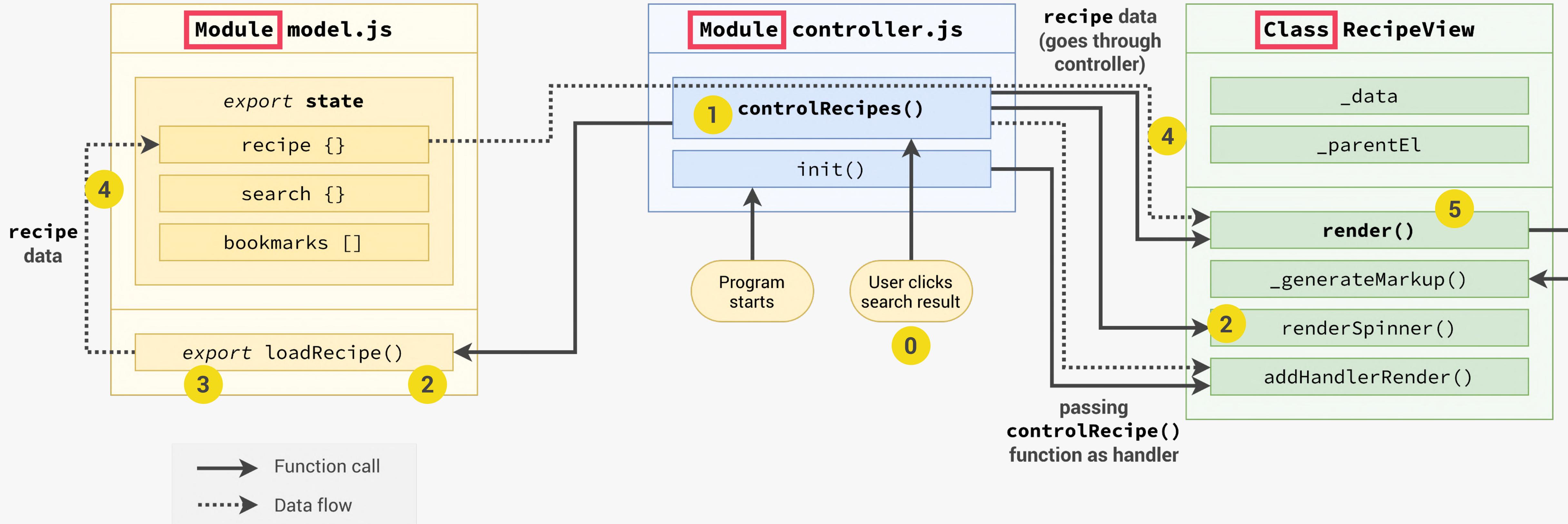


→ Connected by function call and import  
→ Data flow

# MODEL, VIEW AND CONTROLLER IN FORKIFY (RECIPE DISPLAY ONLY)



# MVC IMPLEMENTATION (RECIPE DISPLAY ONLY)







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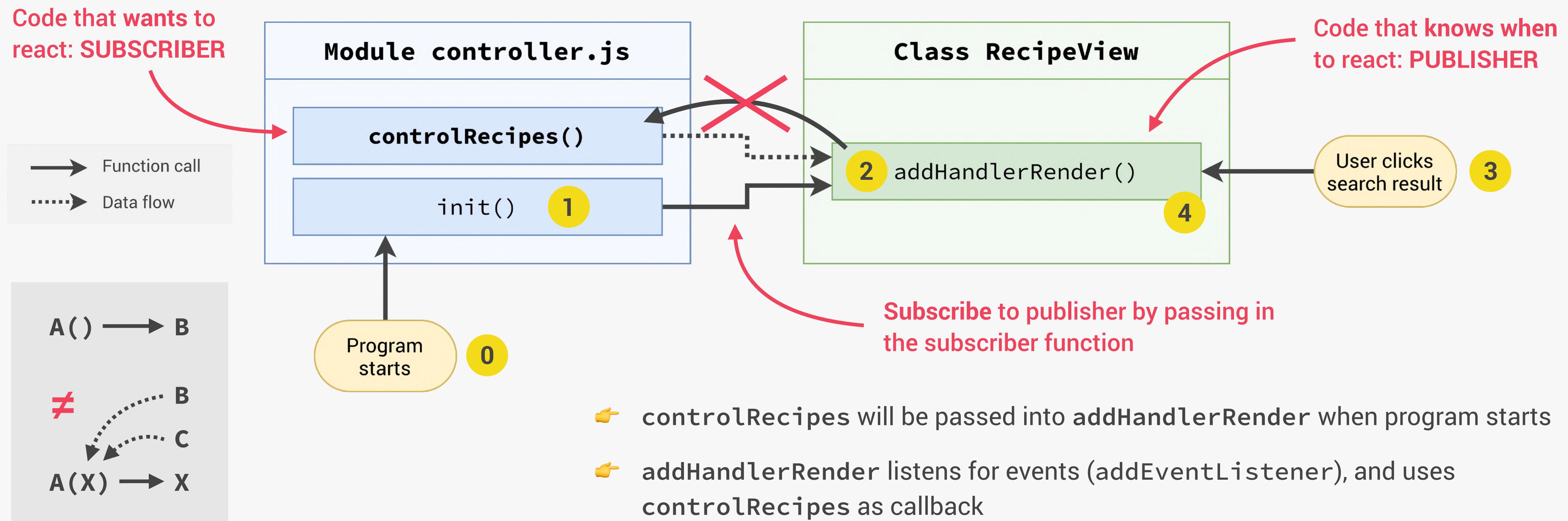
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EVENT HANDLERS IN MVC:  
PUBLISHER-SUBSCRIBER PATTERN

JS

# EVENT HANDLING IN MVC: PUBLISHER-SUBSCRIBER PATTERN



- 👉 Events should be **handled** in the **controller** (otherwise we would have application logic in the view)
- 👉 Events should be **listened for** in the **view** (otherwise we would need DOM elements in the controller)





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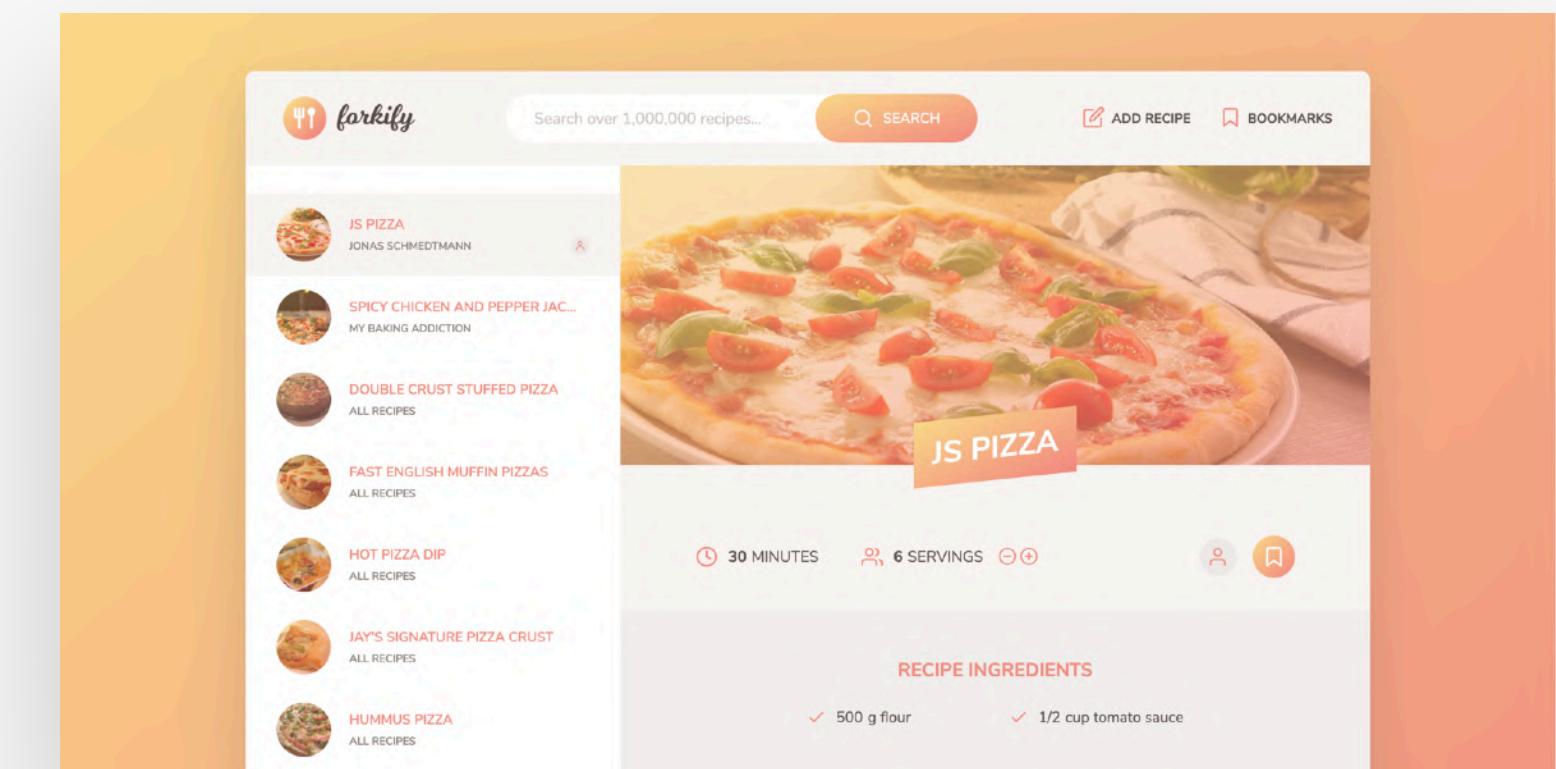
WRAPPING UP: FINAL  
CONSIDERATIONS

JS

# IMPROVEMENT AND FEATURE IDEAS: CHALLENGES 😎



- 👉 Display **number of pages** between the pagination buttons;
- 👉 Ability to **sort** search results by duration or number of ingredients;
- 👉 Perform **ingredient validation** in view, before submitting the form;
- 👉 **Improve recipe ingredient input:** separate in multiple fields and allow more than 6 ingredients;
- 👉 **Shopping list feature:** button on recipe to add ingredients to a list;
- 👉 **Weekly meal planning feature:** assign recipes to the next 7 days and show on a weekly calendar;
- 👉 **Get nutrition data** on each ingredient from spoonacular API (<https://spoonacular.com/food-api>) and calculate total calories of recipe.





**END**