

Handout #5 - JavaScript

Scripts

<u>in <head></u>	<u>at end of <body></u>	<u>in <head> with defer</u>
✗ pauses rendering while script is being downloaded, parsed, and executed	✓ rendering continues until script tag is encountered	✓ execution is paused until DOM has been parsed
✓ download begins immediately	✗ download does not start until script tag is encountered	✓ download begins immediately
✓ works with inline scripts	✓ works with inline scripts	✗ not supported for inline scripts

Variable Declarations

<u>var</u>	<u>let</u>	<u>const</u>
✗ function-scoped, hoisted to top of function	✓ block-scoped	✓ block-scoped
✗ in global scope, overrides window object	✓ in global scope, does not override window object	✓ in global scope, does not override window object
✗ can be redeclared within same scope	✓ cannot be redeclared within same scope	✓ cannot be redeclared within same scope
✗ can be reassigned	✗ can be reassigned	✓ cannot be reassigned

Data Types

<u>data type</u>	<u>description</u>
undefined	no assigned value
boolean	true/false
number	stored in 64-bit floating point format (IEEE 754)
bigint	integers stored in an arbitrary precision format
string	a sequence of characters
symbol	<i>advanced topic, not covered in this course</i>
object	null, objects, and arrays
function	can be invoked/called, declared with function or arrow notation

More information and examples found here:

<https://flaviocopes.com/javascript-async-defer/>

<https://hackernoon.com/why-you-shouldnt-use-var-anymore-f109a58b9b70>

https://developer.mozilla.org/en-US/docs/Web/JavaScript/Data_structures