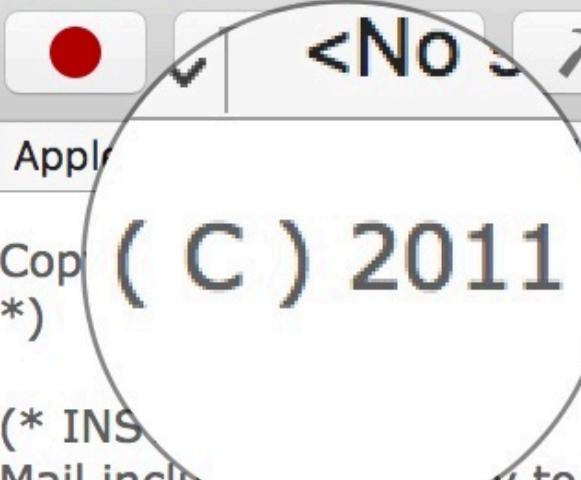


JavaScript for Automation (JXA)



@joshparnham





Untitled (Untitled Mail Rule Action.scptd) ▾

Apple element> ◊

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(* INS
Mail includes a way to execute an AppleScript script as the action for a Mail rule. To use, replace the example code with your processing routines, and save as a compiled script. Then create a Mail rule, and assign the script to be the action for the Mail rule.
*)

using terms from application "Mail"

on perform mail action with messages these_messages for rule this_rule

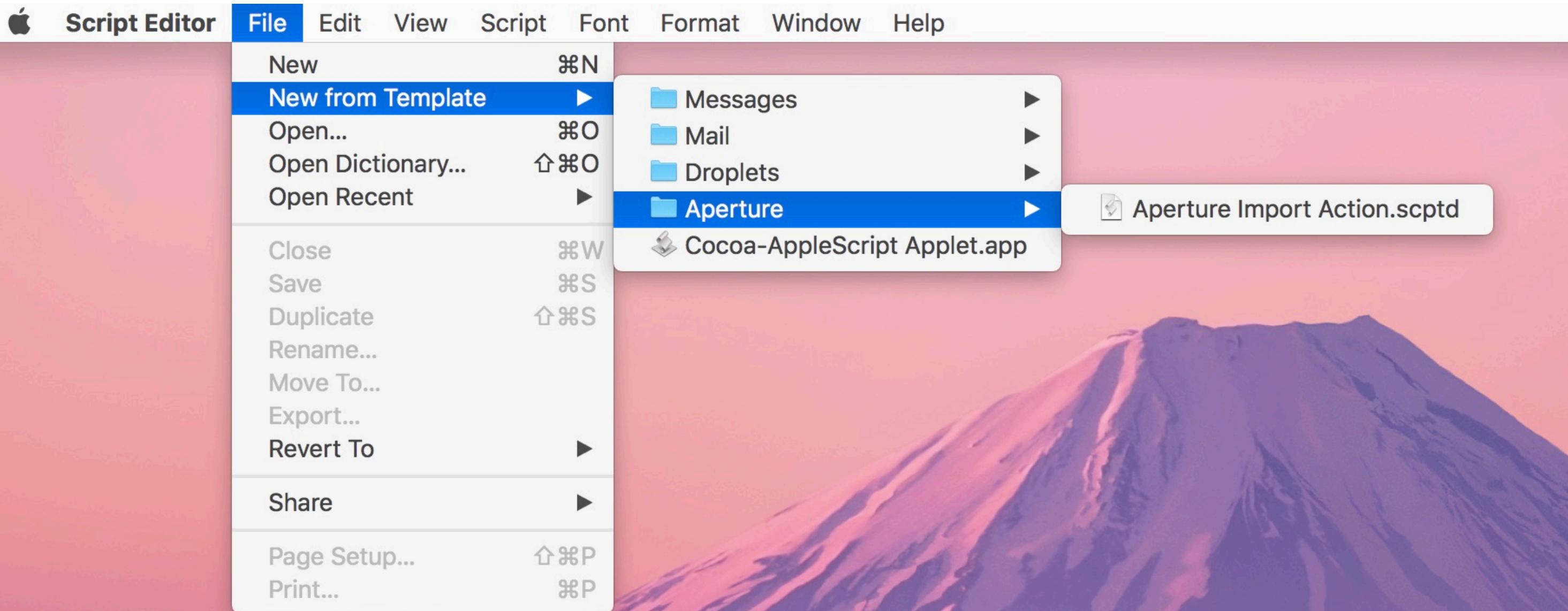
tell application "Mail"

set the message_count to the count of these_messages

repeat with i from 1 to the message_count

set this_message to item i of these_messages

(*EXAMPLE: getting values of some properties of the message
-- GET THE SENDER OF THIS MESSAGE
set this_sender to the sender of this_message
-- GET SUBJECT OF MESSAGE



Mac Automation ?

- Automating tasks on macOS
 - Scripting supported Applications
 - UI element automation
 - System APIs

AppleScript

AppleScript

"If you're used to a programming language, AppleScript will drive
you crazy"

– *Sal Soghoian*



JavaScript



History



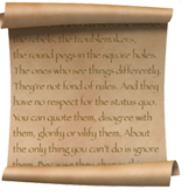
- OS X 10.10 Yosemite (2014)
- Open Scripting Architecture
 - osascript/osacompile and friends
 - JavaScript implementation based on JavaScriptCore

Basics



```
const Safari = Application('Safari')
const firstWindow = Safari.windows[0]
const tab = Safari.Tab({url: "https://joshparnham.com"})
firstWindow.tabs.push(tab)
firstWindow.currentTab = tab
```

Script Editor.app



The ones who see things differently,
the round pegs in the square holes.
The ones who see things differently
They're not fond of rules. And they
have no respect for the status quo.
You can quote them, disagree with
them, glorify or vilify them. About
the only thing you can't do is ignore
them. That's more than a choice.¹

```
JavaScript < No selected element >
const Safari = Application('Safari')
const window = Safari.windows[0]
const tab = Safari.Tab({url: "https://joshparnham.com"})
window.tabs.push(tab)
window.currentTab = tab
```

A screenshot of the AppleScript Editor application window titled "JavaScript.scpt — Edited". The window has a toolbar at the top with icons for running, saving, and opening files. The menu bar shows "AppleScript" and "JavaScript". The main editor area contains the following AppleScript code:

```
const Safari = Application('Safari')
const window = Safari.windows[0]
const tab = Safari.Tab({url: "https://joshparnham.com"})
window.tabs.push(tab)
window.currentTab = tab
```

The code uses the Application object to reference the Safari application, then retrieves its first window. It creates a new Tab object with the specified URL and adds it to the window's tabs. Finally, it sets the currentTab property of the window to the newly created tab.

Documentation



Photos.sdef

JavaScript

Terminology

Back/Forward Text Size View Language Print Search

S Standard Suite

S Photos Suite

C startSlideshow
C stopSlideshow
C nextSlide
C previousSlide
C pauseSlideshow
C resumeSlideshow
C spotlight
C search
C Application
C MediaItem
C Container
C Album

P keywords
P name
P description
P favorite
P date
P id
P height
P width
P filename
P altitude
P size
P location

MediaItem Object : A media item, such as a photo or video.

ELEMENTS
contained by [application](#), [albums](#), [moments](#).

PROPERTIES

keywords (list of text) : A list of keywords to associate with a media item
name (text) : The name (title) of the media item.
description (text) : A description of the media item.
favorite (boolean) : Whether the media item has been favorited.
date (date) : The date of the media item
id (text, r/o) : The unique ID of the media item
height (integer, r/o) : The height of the media item in pixels.
width (integer, r/o) : The width of the media item in pixels.
filename (text, r/o) : The name of the file on disk.
altitude (real, r/o) : The GPS altitude in meters.
size (integer) : The selected media item file size.
location (list of real) : The GPS latitude and longitude, in an ordered list of 2 numbers. Latitude in range -90.0 to 90.0, longitude in range -180.0 to 180.0.

Debugging



A screenshot of the Safari browser window. The title bar shows "Safari" and the menu bar includes "File", "Edit", "View", "History", "Bookmarks", "Develop" (which is highlighted in blue), "Window", "Help", and "Debug". The main content area has a pink gradient background. A sub-menu is open under the "Develop" menu, listing the following items:

- Open Page With User Agent
- Josh's iPhone X
- Josh's MacBook Pro** (This item is selected, indicated by a blue highlight)
- Service Workers
- Experimental Features
- Enter Responsive Design Mode ^⌘R
- Show Snippet Editor
- Show Extension Builder
- Connect Web Inspector ⌥⇧⌘I
- Show JavaScript Console ⌥⌘C
- Show Page Source ⌥⌘U
- Show Page Resources ⌥⌘A

A secondary sub-menu is shown for "Josh's MacBook Pro", containing the following items:

- Deckset
- JSContext
- ✓ Automatically Show Web Inspector for JSContexts** (This item is selected, indicated by a blue highlight)
- Automatically Pause Connecting to JSContexts

Debugging



- debugger; statement in Script Editor

Debugging



Web Inspector — Josh's MacBook Pro — Script Editor — /Users/josh/Desktop/Name.scpt

Debugger Paused

Search

Console Resources Debugger Search Timelines + ⚙️

Scope Chain

Pause Reason Debugger Statement

Call Stack Global Code — Name.scpt:6

Breakpoints All Exceptions Uncaught Exceptions Assertion Failures

Sources Name.scpt Filter

Watch Expressions No Watch Expressions

Global Lexical Environment name: "Josh"

Global Variables

Current Application: Application.currentApplication();
currentApp.includeStandardAdditions = true;
const { textReturned: name } = currentApp.displayDialog('What is your name?', { defaultAnswer: "" })
debugger;
currentApp.displayDialog(`Your name is \${name}!`)

All Errors Warnings Logs ⌂ ⌂ ⌂

Console opened at 2:12:46 pm

> name
< "Josh" = \$1
> |

The screenshot shows the Web Inspector debugger interface for a script named "Name.scpt". The script code includes a dialog box and a debugger statement. The global variable "name" is set to "Josh". The console shows the value of "name".

```
var currentApp = Application.currentApplication();
currentApp.includeStandardAdditions = true;

const { textReturned: name } = currentApp.displayDialog('What is your name?', { defaultAnswer: "" })

debugger;

currentApp.displayDialog(`Your name is ${name}!`)
```

Global Variable:

```
name: "Josh"
```

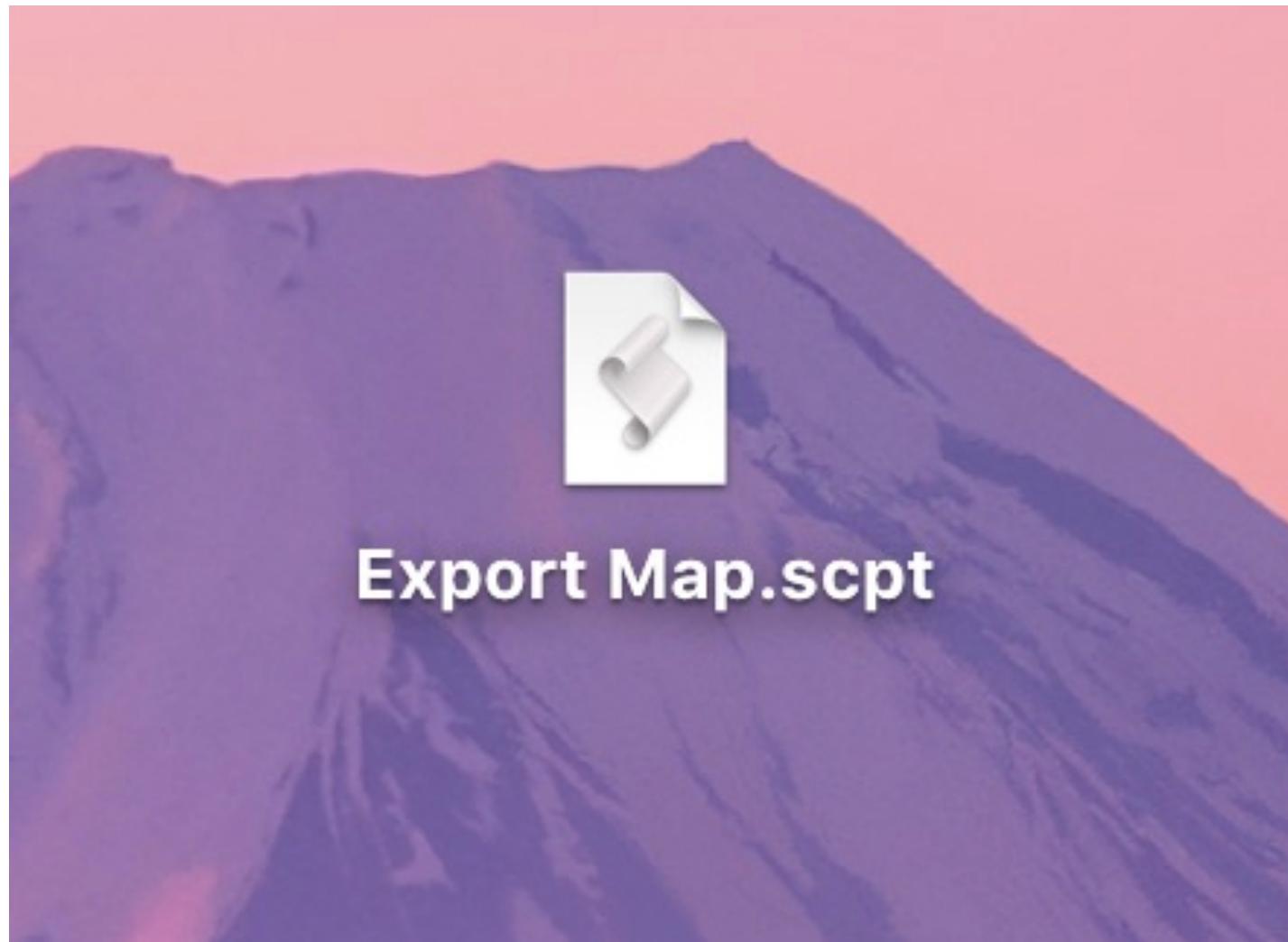
Console output:

```
> name
< "Josh" = $1
> |
```

Invocation



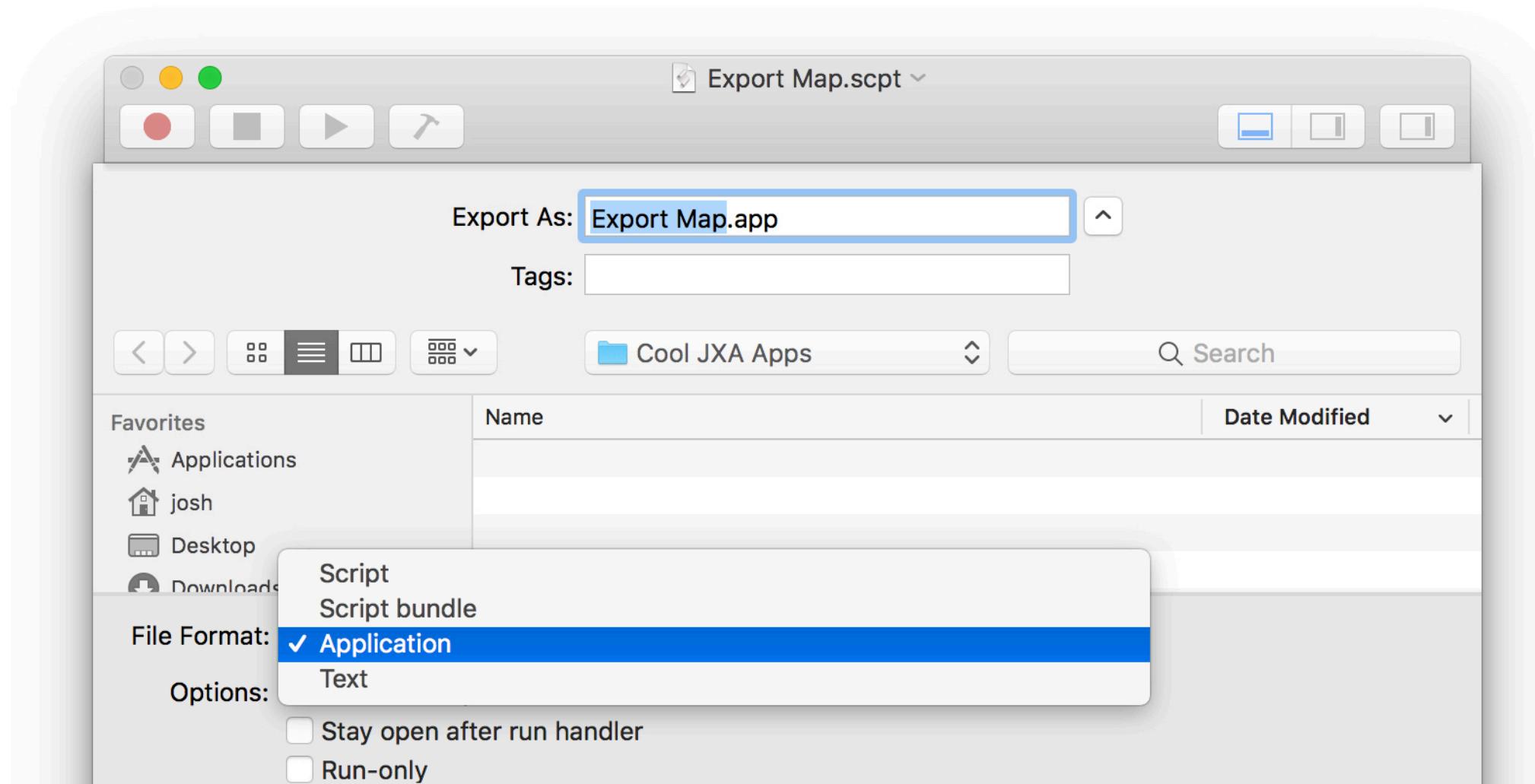
- .scpt file



Invocation

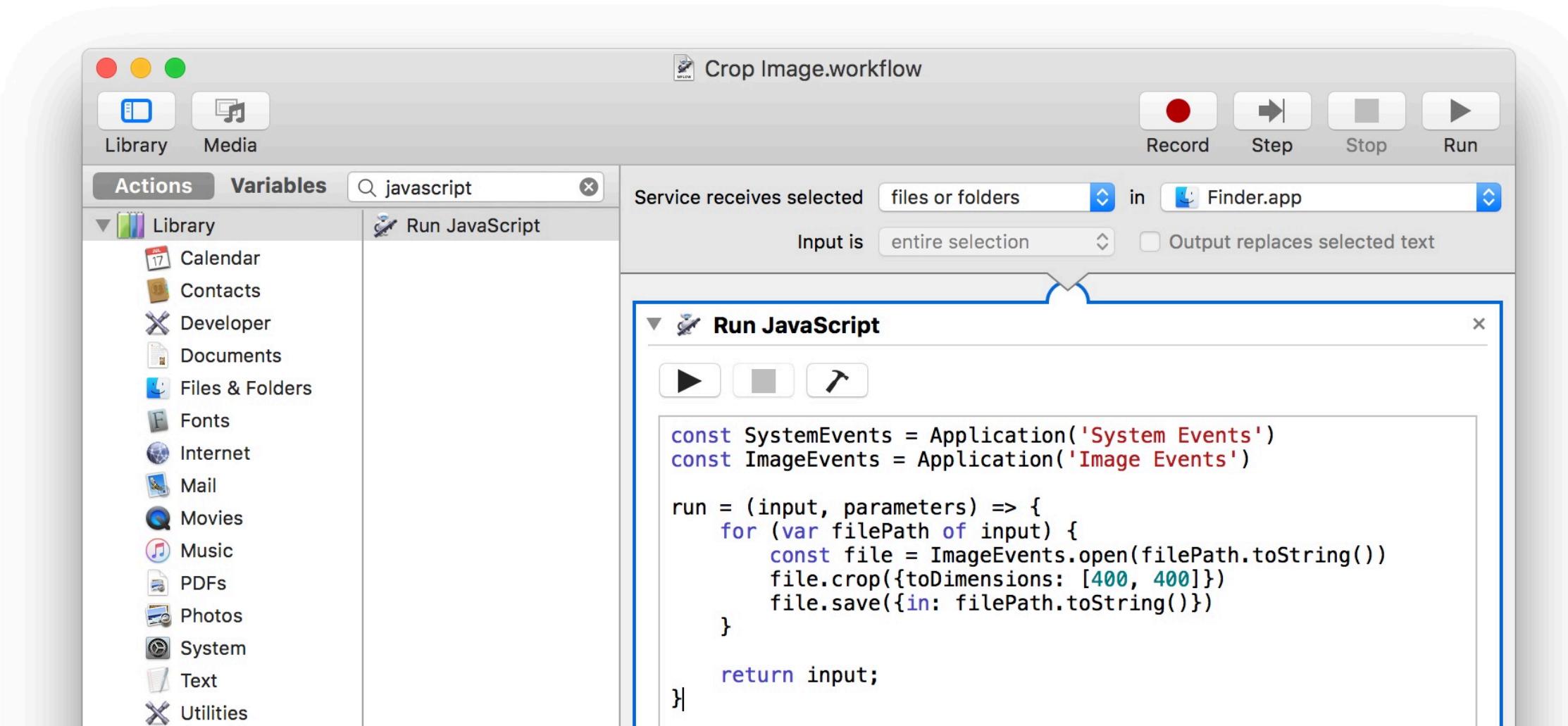


- Applet

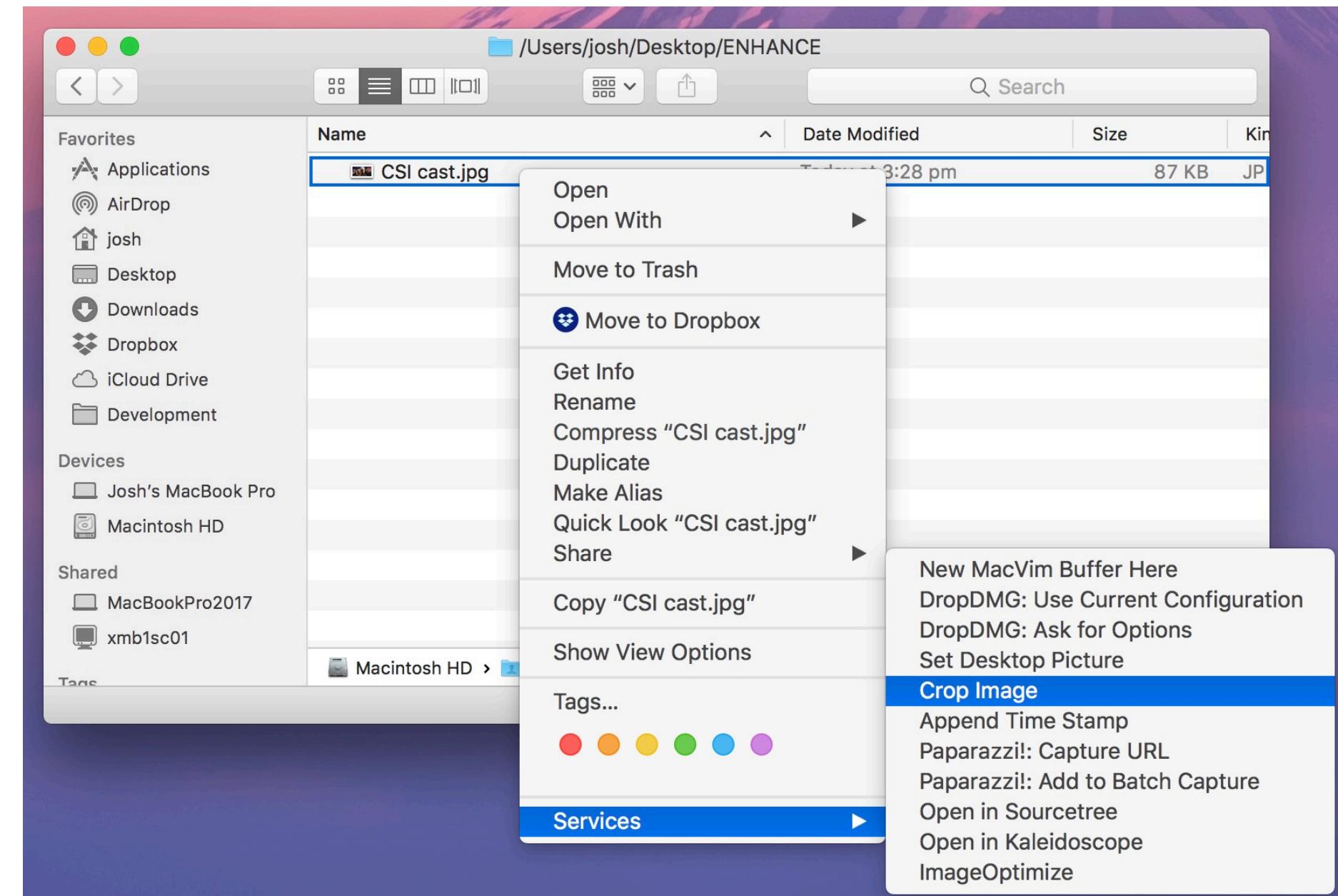


Invocation

- Services menu

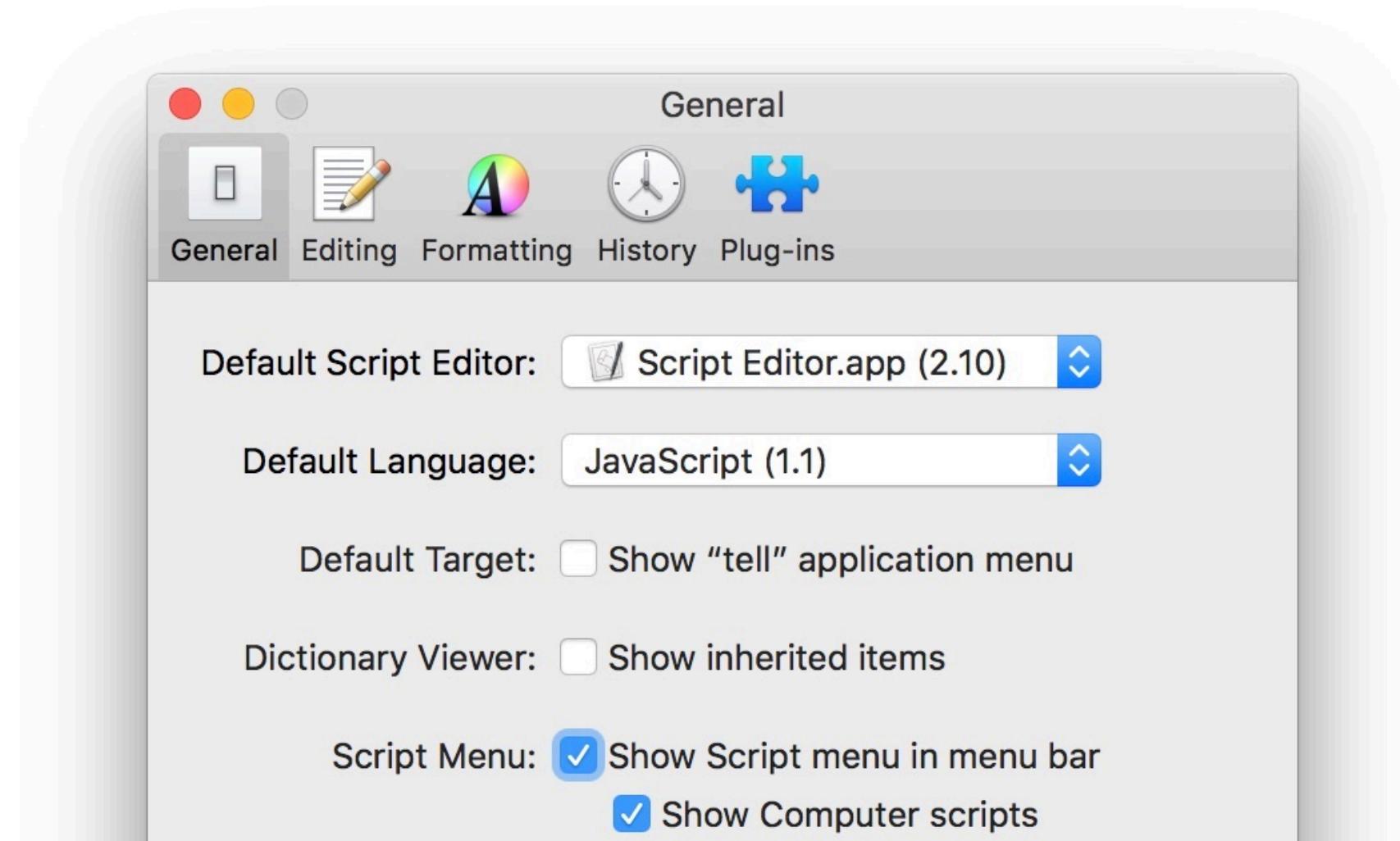


Invocation



Invocation

- System-wide Scripts menu

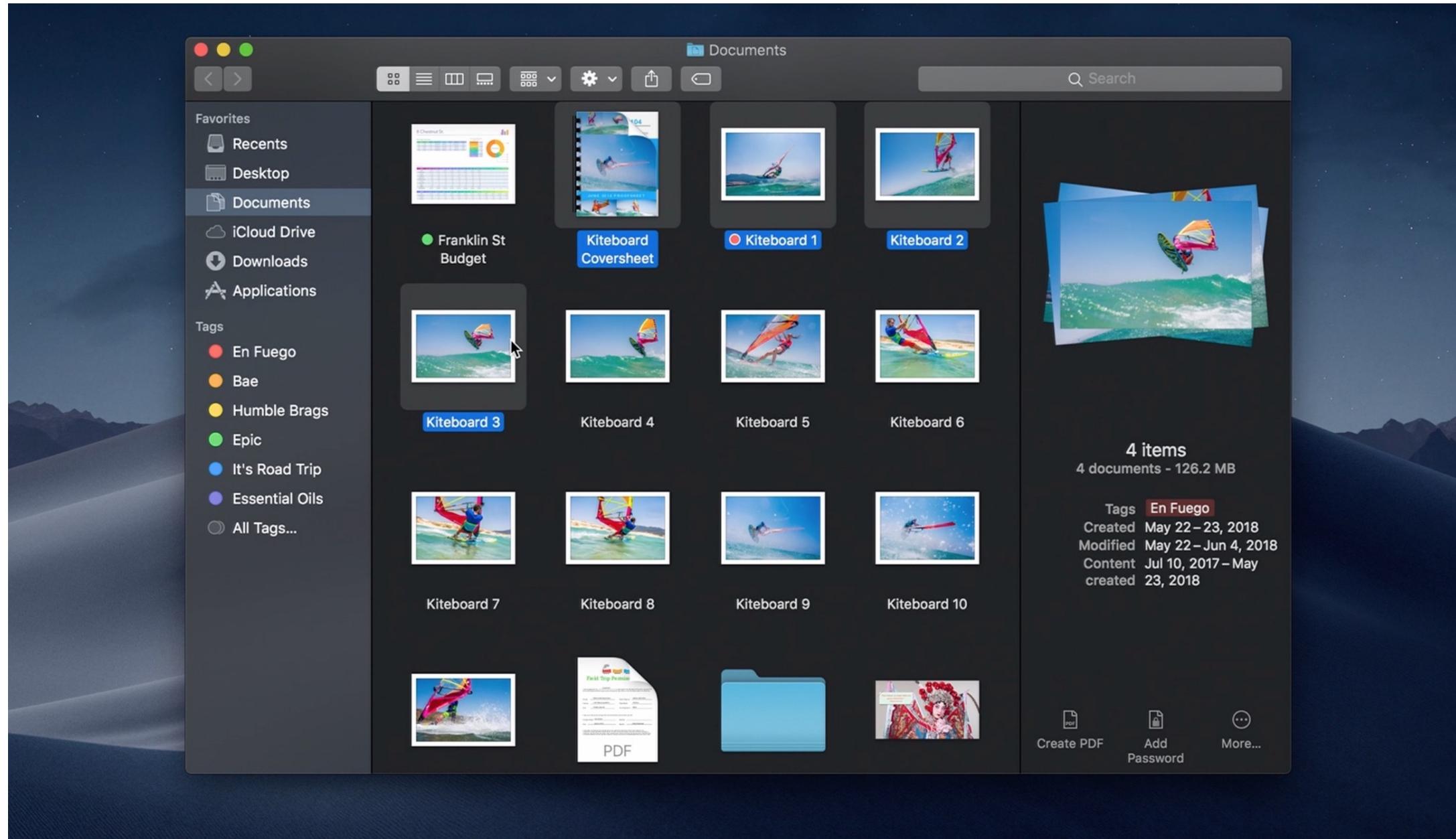


Invocation

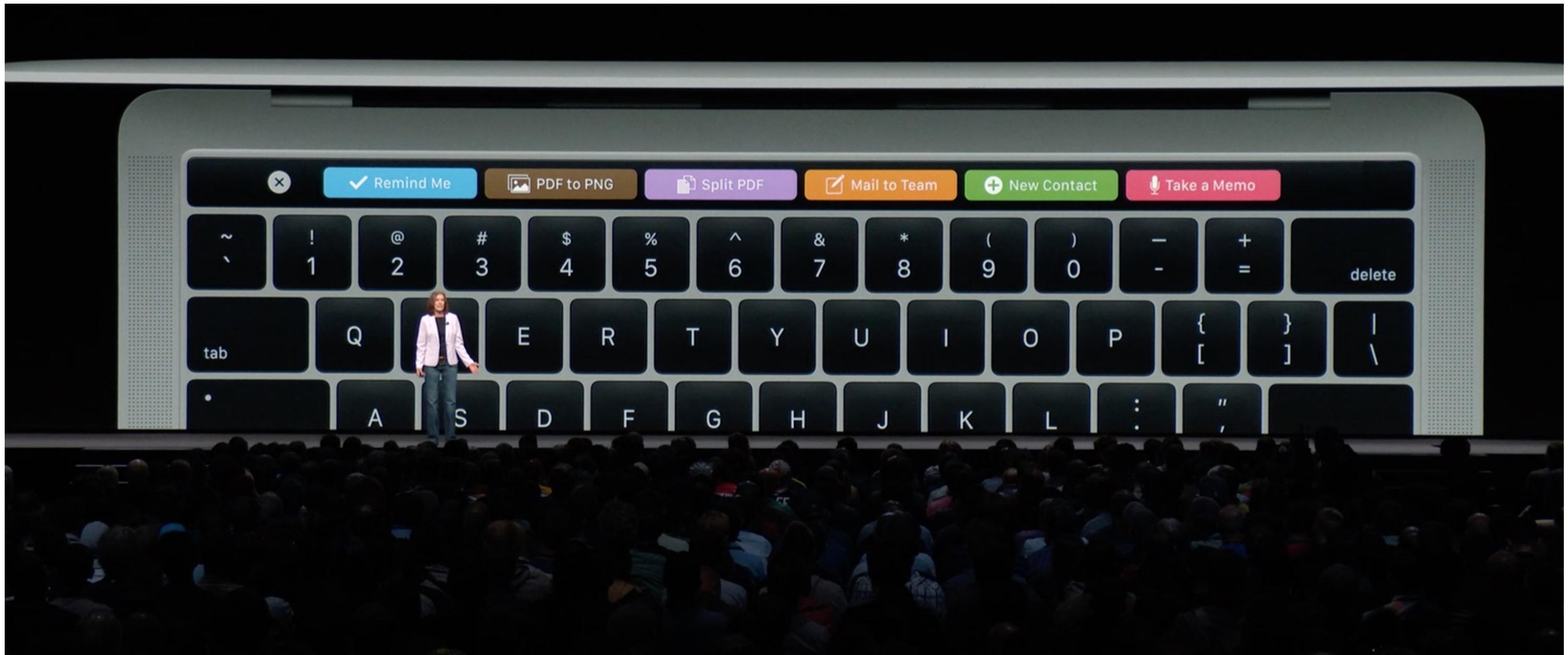


- Folder contents changed
- Calendar alarms
- Dictation command
- and others 🚀

Even Better Invocation



Even Better Invocation



REPL



```
$ osascript -i -l JavaScript
```



69% Wed 2:51 pm



```
josh — josh@Joshs-MacBook-Pro — ~ — -zsh — 52x13
[~] osascript -i -l JavaScript
```

Scripting ⚡

Example: args . sh

```
#!/usr/bin/env osascript -l JavaScript  
  
run = argv => console.log(  
    argv.map(x => x.padStart(10)).join('\n')  
)
```

```
$ ./args.sh Hello there MelbJS! 🙌
```

Hello
there
MelbJS!



Interoperability



```
const result = 'hello'.replace('e', '3')
```

Interoperability



```
const result = ObjC.wrap('hello')
.stringByReplacingOccurrencesOfString('e', '3').js
```

Interoperability Examples



```
#!/usr/bin/env osascript -l JavaScript
```

```
ObjC.import('DictionaryServices')
```

```
run = argv => {
    const word = argv[0]
    const range = { 'location': 0, 'length': word.length }
    let definition = $.DCSCopyTextDefinition(null, word, range)
    console.log(definition.js.split(" | ").join("\n"))
}
```

Interoperability Examples



```
$ ./define.sh JavaScript
```

JavaScript

'dʒɑ:və,skript

noun [mass noun] trademark an object-oriented computer programming language commonly used to create interactive effects within web browsers.
ORIGIN 1990s: from Java2 + script1.

Interoperability



- Called the JavaScriptObjC bridge

JavaScript Context ➔ Objective-C Context

- Convert primitive JS type to ObjC object

ObjC.wrap(. . .)

\$ (. . .)

Objective-C Context JavaScript Context

- Convert ObjC object to JS type

ObjC.unwrap(...)

.js

Applications



- Interoperability with AppKit
- Native UIs purely in (bridged) JavaScript

```
ObjC.import('Cocoa')

const resultString = (result) => `Result: ${ result ? result.toString() : ''}`

ObjC.registerSubclass({
  name: 'AppDelegate',
  methods: {
    'calculate': {
      types: ['void', ['id']],
      implementation: function (sender) {
        var total =
          Number(textField1.stringValue.js) +
          Number(textField2.stringValue.js)
        resultTextFieldLabel.stringValue = resultString(total)
      }
    }
  }
})
```

```
var appDelegate = $.AppDelegate.alloc.init

const styleMask =
  $.NSTitledWindowMask |
  $.NSClosableWindowMask |
  $.NSMiniaturizableWindowMask

var window =
  $.NSWindow.alloc.initWithContentRectStyleMaskBackingDefer(
    $.NSMakeRect(0, 0, 250, 120),
    styleMask,
    $.NSBackingStoreBuffered,
    false
  )
```

```
var calculateButton =  
    $.NSButton.alloc.initWithFrame(  
        $.NSMakeRect(25, 20, 200, 25)  
    )  
calculateButton.title = 'Calculate '  
calculateButton.bezelStyle = $.NSRoundedBezelStyle  
calculateButton.buttonType = $.NSMomentaryLightButton  
calculateButton.target = appDelegate  
calculateButton.action = 'calculate:'  
calculateButton.keyEquivalent = '\r'  
window.contentView.addSubview(calculateButton)
```

```
var resultTextFieldLabel =  
    $.NSTextField.alloc.initWithFrame(  
        $.NSMakeRect(25, 45, 200, 24)  
    )  
resultTextFieldLabel.stringValue = resultString()  
resultTextFieldLabel.drawsBackground = false  
resultTextFieldLabel.editable = false  
resultTextFieldLabel.bezeled = false  
resultTextFieldLabel.selectable = true  
window.contentView.addSubview(resultTextFieldLabel)
```

```
var textField1 =  
    $.NSTextField.alloc.initWithFrame(  
        $.NSMakeRect(25, 80, 90, 24)  
    )  
textField1.stringValue = ''  
window.contentView.addSubview(textField1)
```

```
var plusTextFieldLabel =  
    $.NSTextField.alloc.initWithFrame(  
        $.NSMakeRect(120, 80, 24, 24)  
    )  
plusTextFieldLabel.stringValue = '+'  
plusTextFieldLabel.drawsBackground = false  
plusTextFieldLabel.editable = false  
plusTextFieldLabel.bezeled = false  
plusTextFieldLabel.selectable = true  
window.contentView.addSubview(plusTextFieldLabel)
```

```
var textField2 =  
    $.NSTextField.alloc.initWithFrame(  
        $.NSMakeRect(135, 80, 90, 24)  
    )  
textField2.stringValue = ''  
window.contentView.addSubview(textField2)
```

```
window.center  
window.title = 'Scientific Calculator 🙄'  
window.makeKeyAndOrderFront(window)
```

Packaging



Either through Script Editor.app or osacompile.

```
osacompile -l JavaScript -o Calculator.app -s Calculator.js
```

Demo

PS 🐙

QLScpt

```
brew cask install josh-/qlscpt/qlscpt
```



Caveats 🤚

- Limited documentation
- Buggy
- Majority of automation code is still AppleScript
- 🐉 **Here be dragons** 🐉

Thanks 🤝

@joshparnham

[github.com/josh-](https://github.com/josh-parnham)