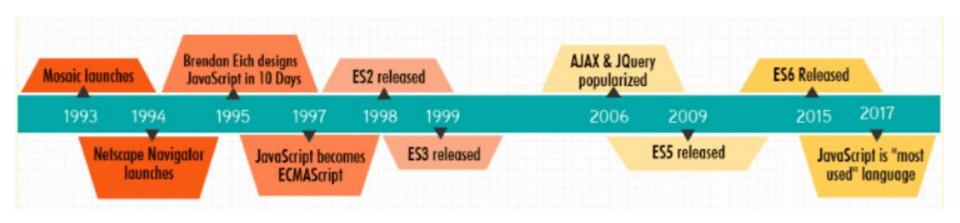
# Frontend Web Architecture

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

- General programming language, but designed with HTML in mind
- Provides interactivity to web pages
- Can modify HTML and CSS after a web page has been loaded
- Some web applications are written only in JavaScript

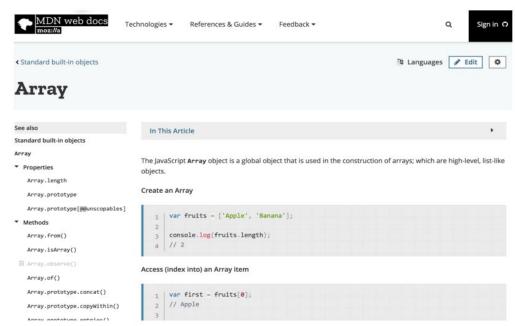
- From Wikipedia:
- ... high-level, dynamic, untyped, and interpreted programming language
- ... is prototype-based with first-class functions, ...
- ... supporting object-oriented, imperative, and functional programming
- ... has an API for working with text, arrays, dates and regular expressions
- Not particularly similar to Java
- Also known as ECMAScript

- No relation to Java (maybe a little syntax, that's all)
- ECMAScript -> International standard for the language



### Reference materials

- Not any "official" documentation
- Most definitive source for JavaScript, DOM, HTML, CSS: Mozilla Development Network (MDN)
- StackOverflow posts, blogs often have good examples



https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global Objects/Array

### We will be using JavaScript

- To build our website
- To power interactivity between the user and the website
- To communicate to external servers using APIs
- The better you know pure JavaScript, the more you'll be able to build rich web applications
- Even to learn Angular, the better you know the JavaScript language, the better you will understand Angular

### How do you add JavaScript to your page?

#### Internal JavaScript

```
<html>
<head>
   <title>Learning JavaScript</title>
</head>
<body>
</body>
<script>
   // JavaScript goes here...
</script>
</html>
```

#### External JavaScript

#### Comments

- JavaScript supports two styles of comments.
- Any text between a // and the end of a line is treated as a comment and is ignored by JavaScript.
- Any text between the characters /\* and \*/ is also treated as a comment; these comments may span multiple lines but may not be nested.

```
// This is a single-line comment.
/*

* This is a multi-line comment. The extra characters at the start of each line are
* not a required part of the syntax; they just look cool!
*/
```

- No relation to Java (maybe a little syntax, that's all)
- ECMAScript -> International standard for the language

# Browser

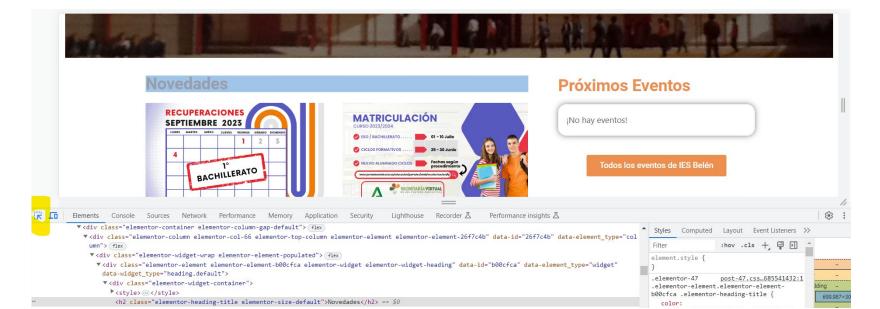
- + Developer Tools
- + HTML + CSS
- + JavaScript

### Features of a Browser

- Network Access
- Interpreting the fetched data
- Possibly fetching and interpreting dependencies like images
- Rendering HTML with CSS rules
- Running scripts in the context of the web page

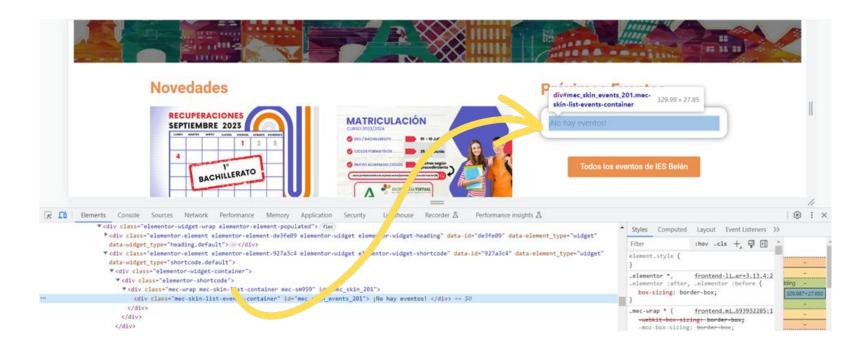
### Inspecting HTML Elements

- Click the inspector to highlight actual HTML elements in browser
- After highlighting an element in the browser, the "elements" section filters to highlight the code that generates that element



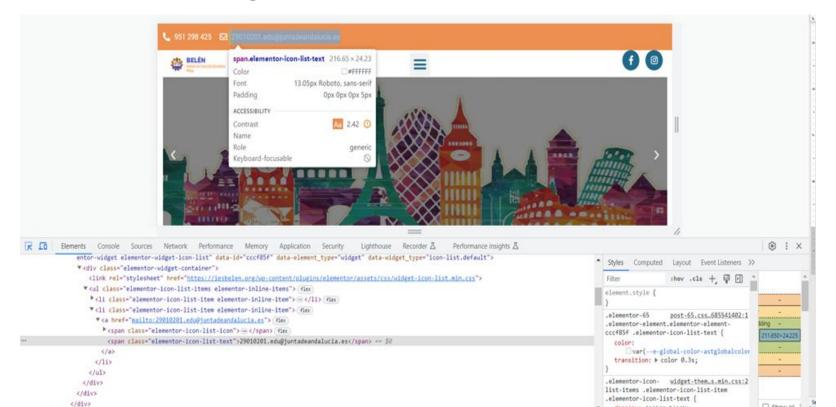
### **Inspecting HTML Elements**

 Works both ways: Highlight some HTML in the Elements panel, see the corresponding part of the page be highlighted



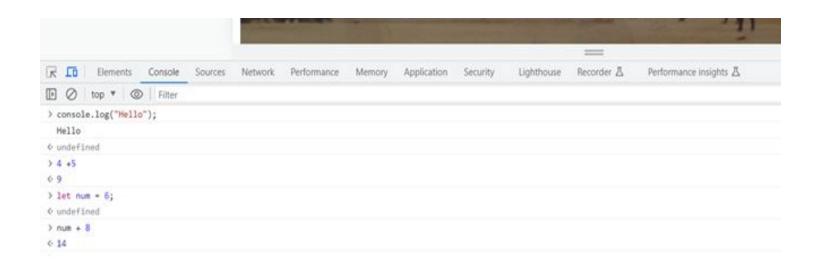
### **Inspecting HTML Elements**

You can even change the HTML or CSS!



### Using the JavaScript Console

 In most current browsers, the JavaScript Console has been integrated as a tab within Developer Tools. The shortcut keys listed below will open Developer Tools, it might be necessary to switch to the right tab after that.



## Using the JavaScript Console

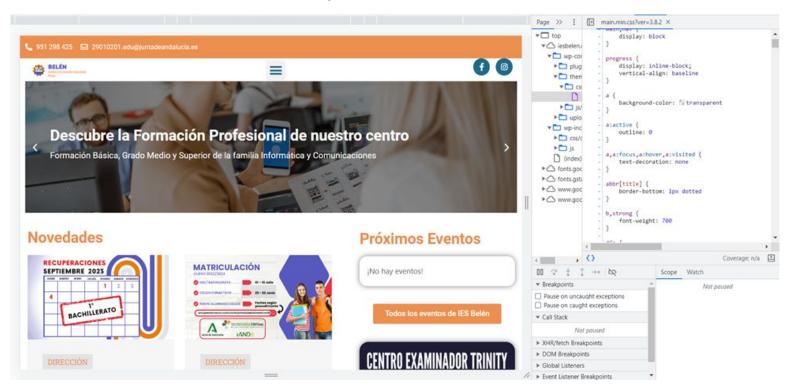
 The information displayed by a debugging/web console is made available through the multiple methods of the console Javascript object that can be consulted through console.dir (console).

### Using the JavaScript Console

- Opening the Console
- In most current browsers, the JavaScript Console has been integrated as a tab within Developer Tools. The shortcut keys listed below will open Developer Tools, it might be necessary to switch to the right tab after that.
- The information displayed by a debugging/web console is made available through the multiple methods of the console Javascript object that can be consulted through console.dir(console).
- Measuring time console.time()

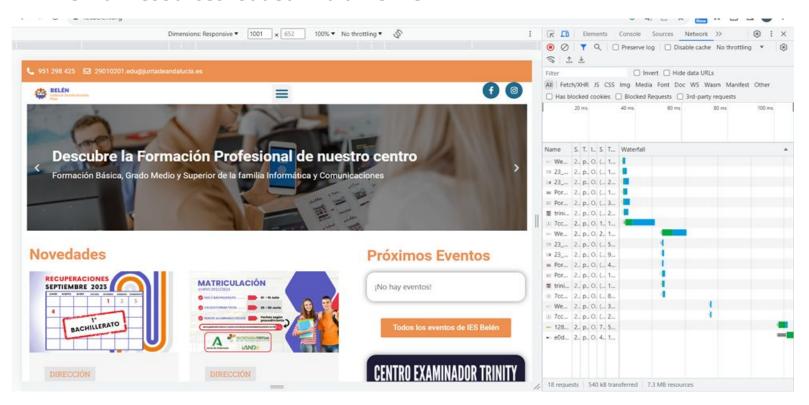
#### Sources Panel

View and edit CSS and JavaScript files



#### Network Panel

View all resources loaded in a timeline



### Code editor

- You will need an editor that can save files in plain text
- Better if you find something that can highlight code to make it much more readable