



# FEWD - JAVASCRIPT

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MIT, Meteor

## AGENDA

- Review

# JS FUNCTIONS

## Named function without arguments

```
function hello() {  
    alert('world');  
}  
  
hello();
```

## Named function with one argument

```
function sayHi(person) {  
    alert('hello ' + person);  
}  
  
sayHi("bob");
```

# JS FUNCTIONS

Unnamed function assigned to variable

```
var anon = function() {  
    alert('I am anonymous');  
};  
  
anon();
```

Defining and executing anonymous function

```
(function() {  
    alert('I am anonymous');  
})();
```

# JS FUNCTIONS

Anonymous function as argument to another function

```
setTimeout(function() {  
    alert('hello');  
}, 1000);
```

- `setTimeout(action)` is a function
- there's also an anonymous function that does `alert('hello')`

## JS FUNCTION ENVIRONMENTS

```
function init() {  
  var name = "Mozilla";  
  function displayName() {  
    alert (name);  
  }  
  displayName();  
}  
init();
```

- name is a local variable created by init
- displayName is a function declared and used inside a function init
- why does the inner function have access to name?
- can other functions use displayName()?

# JS

## WHY WOULD YOU STORE THE FUNCTION IN A VARIABLE?

```
function makeAdder(x) {  
  return function(y) {  
    return x + y;  
  };  
}  
  
var add5 = makeAdder(5);  
var add10 = makeAdder(10);  
  
console.log(add5(2));  
console.log(add10(7));
```

- Same code. Different environments.
- The environment gets created when function is applied

# JS

## PRACTICAL EXAMPLE

```
function makeSizer(size) {  
  return function() {  
    document.body.style.fontSize = size + 'px';  
  };  
}  
  
var size12 = makeSizer(12);  
var size14 = makeSizer(14);  
var size16 = makeSizer(16);  
  
document.getElementById('size-12').onclick = size12;  
document.getElementById('size-14').onclick = size14;  
document.getElementById('size-16').onclick = size16;
```

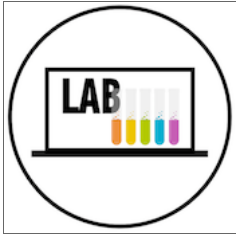


# JS

## FUNCTIONS WITHIN FUNCTIONS WITHIN...

```
var counter = (  
  function() {  
    var privateCounter = 0;  
    function changeBy(val) {  
      privateCounter += val;  
    }  
    return {  
      increment: function() {  
        changeBy(1);  
      },  
      decrement: function() {  
        changeBy(-1);  
      },  
      value: function() {  
        return privateCounter;  
      }  
    };  
  })();
```

- what does counter.value() do?
- what does counter.increment() do?
- what's the environment?



**CARD GAME - WAR**

# JQUERY

```
$(document).ready();
```

```
$(document).ready(function(){  
});
```

# JQUERY

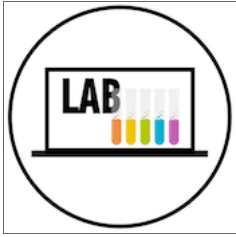
Selectors are just like CSS

```
$(".class").click();
```

## JQUERY

Everything you need to know is here:

**[HTTP://JQUERY.COM/](http://jquery.com/)**



## DIVIDED TIMES

