

Full Stack JS Tools

R. Mark Volkmann
Object Computing, Inc.
<http://objectcomputing.com>
Email: mark@objectcomputing.com
Twitter: @mark_volkman
GitHub: mvolkmann



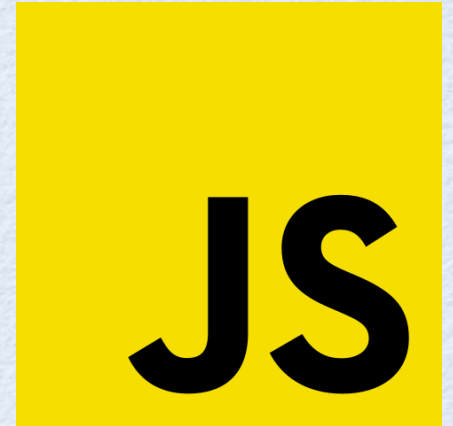
OCI | TRAINING

Outline

- **ES2015+** review
- **Node.js** overview
- **npm** overview
- JavaScript tools: **ESLint**, **Prettier**, **Babel**

JavaScript

- Can be used on client-side and server-side (with Node.js)
- Large pool of experienced developers
- Language has improved dramatically since ES6 was standardized and it continues to evolve
- If types are desired, use TypeScript or Flow



ES2015+ Review ...

ES6 ECMAScript 2015

- Justing hitting the high points

- **Block Scope** - `const` and `let`

- variables scoped to block where declared
- value of `const` variables cannot be changed; preferred over `let`
- stop using `var`

```
const SIZE = 13;  
let score = 0;
```

- **Destructuring**

- extracts values from arrays and object

```
const [first, , third] = myArr;  
const {name, age} = person;  
function validatePerson({name, age}) {  
  ...  
}
```

- **Arrow Functions**

- more compact syntax, especially for short functions
- value of `this` is same as surrounding context

```
function add(n1, n2) {  
  return n1 + n2;  
}
```

- **Template Literals**

- alternative to concatenation for embedding expression values in a strings

```
const add = (n1, n2) => n1 + n2;
```

```
const msg = `Email ${email} or text ${cellNumber}`;
```


... ES2015+ Review ...

- **Spread Operator**

- spreads array elements inside another array
- spreads object key/value pairs inside another object

```
const newArr = [7, ...oldArr, 13];
const newPerson = {
  ...oldPerson,
  age: 21,
  firstName: 'Danielle'
};
```

last in wins

- **Enhanced Object Literals**

- shorthand for specifying key/value pairs when a variable with same name as key exists
- expressions can be used to specify keys

```
const name = 'Mark';
const key = 'height';
const person = {
  name,
  [key]: 74
};
```

- **Classes**

- better syntax than defining classes in ES5
- just syntactic sugar; still uses prototypal inheritance

```
class Person {
  constructor() { ... }
  getAge() { ... }
}
```

maybe calculated from birthdate

... ES2015+ Review

- **Modules**

- export variables, functions, and classes
- import these in another source file

- **async/await**

- make it easier to work with promises

```
async function getPerson(url) {  
  const res = await fetch(url);  
  const obj = await res.json();  
  obj.name = `${obj.firstName} ${obj.lastName}`;  
  return obj;  
}  
  
async function processPerson() {  
  try {  
    const person = await getPerson(someUrl);  
    // Do something with person.  
  } catch (e) {  
    console.error(e.message);  
  }  
}  
  
processPerson();
```

```
export const name = expression;  
export function name(params) { ... };  
export class name { ... };  
export name;  
// Can add "default" after export in any of above.
```

```
import {name1, name2, ...} from 'path';  
import name from 'path'; // imports default  
import name, {name1, name2, ...} from 'path';
```

await can only be used
in async functions

catch is entered
if a promise rejects

Node.js



<https://nodejs.org>

- **JavaScript runtime** built on Chrome V8 JavaScript engine
- Uses event-driven, non-blocking I/O model that makes it **lightweight and efficient**
- “Designed to build scalable network applications”
 - like HTTP servers
- Implemented in **C++ and JavaScript**
- Supported on **Linux, macOS, and Windows**

from <https://nodejs.org/#about>

Why Consider Node.js?

- Front-end developers are likely already experienced in JavaScript
- Using Node allows them to more easily participate in full-stack development since no mental shift in programming language is needed
- **Express** package make it easy to implement REST services
 - very little code is needed and learning it is easy
- Fast enough for nearly all applications
 - amazing how only using multithreading for I/O is enough
- Server startup time is very fast
 - ideal for iterative development
- Node.js is widely used, well-tested, and well-supported

Installing and Running Node

- To install
 - browse <https://nodejs.org/>
 - click large, green box for "Current" to download installer
 - double-click downloaded installer and follow instructions
- To verify
 - open terminal window (or Command Prompt in Windows)
 - enter `node -v` to see version installed
- To run REPL, enter `node`
 - enter JavaScript statements
 - to exit, enter `.exit` or press ctrl-d
- To execute source code in a file, enter `node file-path`

10.7.0 Current

Latest Features

```
demo.js
```

```
console.log('in demo.js');
```

Node API

- Node ships with many builtin modules
- For documentation
 - click "DOCS" at top of <https://nodejs.org/>
 - click a version link such as "v10.7.0 API"
 - click a category in left nav
- Example - "File System" →

Node.js v10.7.0 Documentation

[Index](#) | [View on single page](#) | [View as JSON](#) | [View another version ▼](#) | [Edit on GitHub](#)

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```
const fs = require('fs');

const obj = {
  color: 'yellow',
  number: 19,
  favorite: true
};

fs.writeFile(
  'data.json',
  JSON.stringify(obj),
  err => {
    if (err) {
      console.error(err);
    } else {
      console.log('done');
    }
  }
);
```


npm Overview

<https://www.npmjs.com/>

- Purpose
 - installs Node packages
 - manages dependencies in `package.json` file
 - three kinds
 - `dependencies` are needed at runtime
 - `devDependencies` are used by developers
 - `peerDependencies` are expected to be installed upstream
 - scripts common tasks
- Automatically installed when Node.js is installed
 - can also install separately
- Initially an acronym for Node Package Manager



Common npm Commands

- **npm init** - asks questions and creates **package.json** (detail on next slide)
- **npm install *name*** - installs specified package as a runtime dependency
 - updates **dependencies** in **package.json** installs in local **node_modules** directory
- **npm install -D *name*** - installs specified package as a development dependency
 - updates **devDependencies** in **package.json** installs in local **node_modules** directory
- **npm install -g *name*** - installs specified package globally
 - to find out where, **npm root -g**
- **npm install** - installs all dependencies listed in **package.json**
 - and creates **package-lock.json** file installs in local **node_modules** directory
- **npm run *script-name*** and **npm *script-name*** - runs an npm script
- Other notable commands
 - **help, update, publish, uninstall**

↑
can omit **run** for special script names including **install, prepare, publish, start, restart, stop, test, uninstall, version**, plus **pre** and **post** versions of most of these

package.json Properties

- **name**
- **version** - uses semver conventions (*major.minor.patch*)
- **description**
- **repository** - typically contains a GitHub URL
- **main** - primary entry point; often index.js
- **dependencies** - other packages needed at runtime
- **devDependencies** - other packages needed by developers, but not at runtime
- **peerDependencies** - other packages expected to be installed upstream
- **scripts** - to automate common tasks
- Less important properties: **author**, **homePage**, **keywords**, **engines**
- For more detail, see <https://docs.npmjs.com/files/package.json>

1.2.3 means exactly this version
~1.2.3 means 1.2.x
where x >= 3
^1.2.3 means 1.x.y
where x = 2 and y >= 3
or x > 2 and y is anything

npm Scripts

- Defined in `package.json`
- Can write in a way that works on Windows and *nix platforms
 - **shx** - "Portable Shell Commands for Node" also see **shelljs** at <https://shelljs.org>
 - <https://github.com/shelljs/shx>
 - **cross-env** - "Run scripts that set and use environment variables across platforms"
 - <https://github.com/kentcdodds/cross-env> also see **cross-run** at <https://github.com/sheerun/cross-run>
- Examples

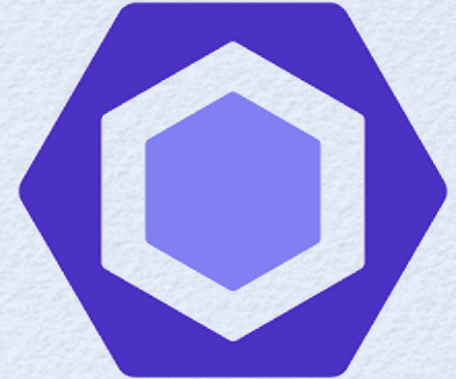
```
"build": "npm-run-all verify bundle", npm install -D npm-run-all
"bundle": "webpack",
"clean": "rm -rf build coverage", !Windows; can use shx
"cover": "jest --coverage",
"cover-open": "open coverage/lcov-report/index.html", !Windows, consider https://www.npmjs.com/package/opener
"flow": "flow",
"format": "prettier --write 'src/**/*.js'",
"lint": "eslint --quiet src --ext .js",
"prepush": "npm run verify", git hook processed by Husky
"sync": "browser-sync start --server --files 'index.html' 'build/bundle.js'",
"test": "jest --watch src",
"verify": "npm-run-all lint flow cover"

See ModernJSTools.key.pdf at https://github.com/mvolkmann/talks for more detail on tools used here.
```


ESLint Overview

<http://eslint.org/>

- “The pluggable linting utility for JavaScript and JSX”
- Can report many syntax errors and potential run-time errors
- Can report deviations from specified coding guidelines
- For TypeScript, consider TSLint



ESLint Details

- Error messages identify violated rules, making it easy to adjust them if you disagree
- Has `--fix` mode that can fix violations of many rules
 - modifies source files
- To install, `npm install -D eslint babel-eslint`
- To use from an npm script, add following to `package.json`

```
"lint": "eslint --quiet src --ext .js",
```

`--quiet` only reports errors
- Editor/IDE integrations available
 - Atom, Eclipse, emacs, IntelliJ IDEA, Sublime, VS Code, Vim, WebStorm

"You only need to use **babel-eslint** if you are using **types** (Flow) or **experimental features** not supported in ESLint itself yet."

may also want `eslint-plugin-flowtype`, `eslint-plugin-html`, and `eslint-plugin-react`

ESLint Rules

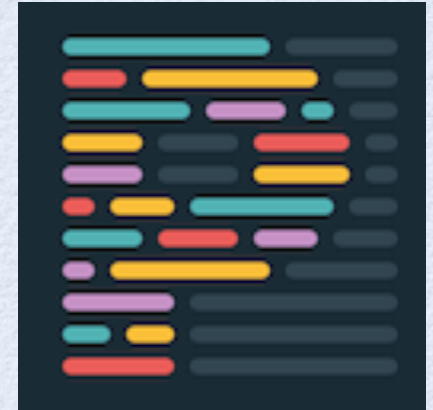
- No rules are enforced by default
- Desired rules must be configured
 - can download configuration files shared by others
- See list of current rules at <http://eslint.org/docs/rules/>
- Configuration file formats supported
 - JSON - `.eslintrc.json`; can include JavaScript comments; most popular
 - JavaScript - `.eslintrc.js`

see mine at <https://github.com/mvolkmann/MyUnixEnv/blob/master/.eslintrc.json>
 - YAML - `.eslintrc.yaml`
 - inside `package.json` using `eslintConfig` property
 - use of `.eslintrc` containing JSON or YAML is **deprecated**

Prettier Overview

<https://github.com/prettier/prettier>

- “An opinionated JavaScript formatter ... with advanced support for language features from ES2017, JSX, Flow, TypeScript, CSS, LESS, and SCSS”
- “Parses your JavaScript into an AST and pretty-prints the AST, completely ignoring **any** of the original formatting”
 - “Well actually, **some original styling is preserved** when practical - see empty lines and multi-line objects.”
- Can also format JSON, Markdown, and more



Prettier Details

- To install, `npm install -D prettier`
- To use from an npm script, add following to `package.json`

```
"format": "prettier --no-bracket-spacing --single-quote --write 'src/**/*.{css,js}'",
```

Must have quotes around glob path!
(see <https://prettier.io/docs/en/cli.html>)

- to format all matching files under `src` directory, enter `npm run format`
- `--write` option overwrites existing files with formatted versions

- Can also configure in `.prettierrc` file

```
{  
  "bracketSpacing": false,  
  "singleQuote": true  
}
```

- Doesn't run on files under `node_modules` by default
- Editor/IDE integrations available
 - Atom, Emacs, JetBrains, Sublime, Vim, VS Code

Prettier Options



- **--jsx-bracket-same-line**

- puts closing > of JSX start tags on last line instead of on new line

```
<something
  prop1="value1"
  prop2="value1"
  prop3="value1"
  prop4="value1"
>
  content
</something>
```

VS.

```
<something
  prop1="value1"
  prop2="value1"
  prop3="value1"
  prop4="value1">
  content
</something>
```

- ★ • **--no-bracket-spacing**

- omits spaces between brackets in object literals

```
{ foo='1' bar=true } VS. {foo='1' bar=true}
```

- **--no-semi** - omits semicolons

- **--print-width n** - defaults to 80

- ★ • **--single-quote**

- uses single quotes instead of double quotes for string delimiters

- **--tab-width n** - defaults to 2

- **--trailing-comma**

- adds trailing commas wherever possible; defaults to none

- **--use-tabs** - uses tabs instead of spaces for indentation

- and more lesser used options

Babel Overview

<https://babeljs.io/>

- Transpiles JavaScript code to different JavaScript code
- Can use newer JS features in environments that don't support them yet
 - reads modern JS code and generates new JS code that runs in older environments
 - ex. **ES modules**
- Can use JS features not yet finalized by ECMAScript (via plugins)
 - ex. `String trimStart` and `trimEnd` methods stage 3 proposal
- Can use features that may never be part of ECMAScript
 - ex. **Flow** for type checking
- **TypeScript** also provides transpiling



Babel Details

- To install, `npm install -D babel-cli babel-preset-env`
- To use from an npm script, add following to `package.json`

described on
next slide

```
"babel": "babel src -d build"
```

- not needed if using `webpack` and `babel-loader`

Babel Plugins

- Recommended plugins

- **babel-preset-env**

- “automatically determines the Babel plugins you need based on your supported environments”
 - can target specific browser and Node.js versions
 - <https://babeljs.io/docs/plugins/preset-env/>

environments are
specified in `.babelrc`

- **babel-plugin-transform-flow-strip-types**

- removes Flow type declarations from `.js` files
 - <https://babeljs.io/docs/plugins/transform-flow-strip-types/>

- To use a plugin

- install with npm as a dev dependency
 - configure in `.babelrc` (see next slide)

Babel Configuration

- In `.babelrc` file
- Example

```
{
  "presets": [
    ["env", {
      "targets": {
        "browsers": ["last 2 versions"],
        "node": "8.9"
      }
    }
  ],
  "plugins": ["transform-flow-strip-types"]
}
```

only need when transpiling code to run in a browser

only need when transpiling code to run in Node.js

only need when using Flow types