CMSC335

Web Application Development with JavaScript

JavaScript II

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Resources

- Check “YouTube Resources” at

  https://www.cs.umd.edu/~nelson/classes/resources/web/

Type Conversions

- In JavaScript, you don't specify the type of variables
- Most of the time, implicit transformations will take care of transforming a value to the expected one
- **Example:**

```
let age = 10;
let personsInfo = "John Age: " + age;
```

- Mechanism to transform values explicitly:
  - **Converting number to string**
    - » let stringValue = String(number);
  - **Converting string to number**
    - » let number = Number(stringValue);
    - » let number = parseInt(stringValue);
    - » let number = parseFloat(stringValue);

Comparisons

- You can compare values by using the following operators

  === Return true if the values are equal, false otherwise

  (e.g., x === y)

  !== Returns true if the values are different, false otherwise

  (e.g., x !== y)

- == and != Not as strict as previous equality operators
- **Relational Operators**

  < Less than

  > Greater than

  <= Less than or equal

  >= Greater than or equal

Dialog Boxes – Basic Input/Output

- **document.writeln()/document.write()** - generate page content
- **Example:** WriteVsWriteln.html
- We can perform input and output via dialog boxes
- Input via **prompt**
  - **Returns a string**
  - If you need to perform mathematical computation, you might need to convert the value read into a number explicitly
- **Example:** InputOutput.html
  - We can define several variables at the same time
  - **prompt** is a function that displays a dialog box with the specified title. It can be used to read any data. You can specify the default value after the title
  - You can read numbers and strings via prompt
- **window.alert()** - function used to display a message in a dialog box
- **window.open()** - Generates a pop-up with the specified website
- **Example:** Network.html
  - You have to execute twice; once to allow pop-ups; the second time, the actual program is executed

Control Structures

- Constructs having syntax /semantic similar to Java
  - **while, do-while, for loops**
  - **if** statement
  - **cascaded if** statements
  - **break** statement
  - **switch** statement
- **Example:** SqrTable.html

Strict Mode

- Allows for error checking both globally or within a function
- Use the strict mode pragma
  - "use strict";
- If **pragma** is used outside of a function, it applies to all the script
- It can appear in a function

```
function computeAvg() {
    "use strict";
}
```

- Variables have to be declared first
- Cannot use reserved words (interface, package, private, ...)
- **Example:** Strict.html

Console

- Allow us to view JavaScript errors and user messages
- **console** object functions
  - **log** - General message
  - **info** - Informational message
  - **error** - Error message
  - **warn** - Warning message
  - **table** - Displays array in tabular form
- **In Chrome**
  - View → Developers → JavaScript console
  - Different icons are used for different console functions
  - You can explore JavaScript constructs by typing code at the console
- **Example:** ConsoleEx.html

Built-in Structural Types

- **Object** - generic object
- **Array** - list of values (numerically indexed)
- **Function**
- **Error** - runtime error
- **Date** - date/time
- **RegExp** - regular expression
- Many built-in types have a **literal form** that enables you to define a value without explicitly creating an object (using **new**)
- The typical function definition is based on a literal form

Primitive Wrapper Types

- JavaScript promptly coerces between primitives and objects when a property of the type is accessed
- Three wrapper types: **Boolean**, **String**, and **Number**
- Primitive wrapper types simplify working with primitives
- Wrapper types are automatically created when needed
- **Example:** Wrapper.html, WrapperType.html

Global Object

- ECMAScript defines a global object
- In JavaScript, **window** implements the global object
  - Recently, **globalThis** was added to the language as a standardized name for a global object
- **All functions and variables defined globally become part of the global object**
  - Try defining a variable and see if you can access it using the window object
  - **Example:** GlobalObject.hml
- Some **functions** that are part of the Global object
  - isNaN()
  - parseFloat() - Let's try on the console parseInt("1.4in")
  - parseInt() - Let's try on the console parseInt("1.4in")
  - eval() - evaluates JS code represented as a string
  - isFinite()

Examples typed in Chrome JS Console

```
> isNaN(2.3)
<- false
> eval(2.3)
<- 2.3
> eval("3*2");
<- 6
> window.isNaN(Infinity)
<- false
> isFinite(Infinity)
<- false
>
```

Global Object

- Some **properties** that are part of the Global object
  - NaN (also part of Number)
  - undefined
  - Object : Constructor for Object
  - Array : Constructor for Array
  - Function : Constructor for Function
  - Number : Constructor for Number
  - String : Constructor for String
  - Date : Constructor for Date
  - Error : Constructor for Error
  - RegExp : Constructor for RegExp

- ECMAScript also defines the Math object
  - Try Math.random(), Math.floor(), Math.PI

Examples typed in Chrome JS Console

```
> var k = Number(3);
<- undefined
> k
<- 3
> var k = new Number(3.1);
<- undefined
> k
<- ▼Number {3.1}
     ▶__proto__: Number
      [[PrimitiveValue]]: 3.1
> var k = Number(3.1);
<- undefined
> k
<- 3.1
> window.isNaN("Hello everyone");
<- true
> isNaN(3.29e10)
<- false
>
```

Functions

- Functions are objects
- The name of a function is a reference value
- Functions can be passed and returned from other functions
- Functions can be defined inside of other functions
- Function literal form **declaration**

  function name (<comma-separated list of parameters>) {

  statements

  }

  Note: parameters do not use let, const, or var (just parameter name)

Functions

- Functions are invoked by using the () operator
- Don’t use **var, let, const** for parameters (e.g., function print(x, y))
- Parameters are **passed by value**
- There is **no mandatory main** function
- Returning values via **return**
- Recursion is supported

Three Approaches to Define Functions

- **Function declaration**
  - Read and available before any code is executed (hoisted)
  - When a function is **hoisted,** it is internally moved to the beginning of the current scope. So…
    - » Hoisting allows calling the function before its declaration (i.e., functions can appear in any order)
- **Function expression (anonymous function)**
  - let myFunction1 = function(x, y) { return x * y };
- **Using Function constructor**
  - let myFunction2 = new Function("x", "y", "return x * y");
- **Arrow Functions (lambda expressions)**
  - let myFunction3 = (x, y) => x * y;
- Function overloading is not possible as the second function definition will redefine the first one
- **Example:** DefiningFunctions.html, FunctionsAsData.html, DisplayValues.html