

# Package ‘js’

February 24, 2015

**Type** Package

**Title** Tools for Working with JavaScript in R

**Version** 0.2

**Date** 2015-02-23

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**Description** A set of utility functions for working with JavaScript in R.  
Currently includes functions to compile, validate, reformat, optimize  
and analyze JavaScript code.

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**URL** <https://github.com/jeroenooms/js>

**BugReports** <https://github.com/jeroenooms/js/issues>

**VignetteBuilder** knitr

**Imports** V8 (>= 0.5)

**Suggests** knitr

**NeedsCompilation** no

**Repository** CRAN

**Date/Publication** 2015-02-24 08:03:39

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coffee_compile	<i>Coffee Script</i>
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**Description**

Compiles coffee script into JavaScript.

**Usage**

```
coffee_compile(code, ...)
```

**Arguments**

code	a string with JavaScript code
...	additional options passed to the compiler

**Examples**

```
# Hello world
coffee_compile("square = (x) -> x * x")
coffee_compile("square = (x) -> x * x", bare = TRUE)

# Simple script
demo <- readLines(system.file("example/demo.coffee", package = "js"))
js <- coffee_compile(demo)
cat(js)
cat(uglify_optimize(js))
```

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jshint	<i>Static analysis tool for JavaScript</i>
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**Description**

JSHint is a community-driven tool to detect errors and potential problems in JavaScript code. It is very flexible so you can easily adjust it to your particular coding guidelines and the environment you expect your code to execute in.

**Usage**

```
jshint(text, ..., globals = NULL)
```

**Arguments**

text	a string of JavaScript code
...	additional jshint <b>configuration options</b>
globals	a white list of global variables that are not formally defined in the source code

**Value**

a data frame where each row represents a jshint error or NULL if there were no errors

**Examples**

```
code = "var foo = 123"
jshint(code)
jshint(code, asi = TRUE)
```

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`js_eval`*Evaluate JavaScript*

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**Description**

Evaluate a piece of JavaScript code in a disposable context.

**Usage**

```
js_eval(text)
```

**Arguments**

text	JavaScript code
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**Examples**

```
# Stateless evaluation
js_eval("(function() {return 'foo'}})()")

# Use V8 for stateful evaluation
ct <- V8::new_context()
ct$eval("var foo = 123")
ct$get("foo")
```

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`js_typeof`*Get the type of a JavaScript object*

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**Description**

JavaScript wrapper to `typeof` to test if a piece of JavaScript code is syntactically valid, and the type of object it evaluates to. Useful to verify that a piece of JavaScript code contains a proper function/object.

**Usage**

```
js_typeof(text)
```

**Arguments**

text	JavaScript code
------	-----------------

**Examples**

```
js_typeof("function(x){return x+1}")
js_typeof("(function() {return 'foo'})()")
js_typeof("{foo : 123, bar : true}")
```

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js_validate_script	<i>Validate JavaScript</i>
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**Description**

Simple wrapper for `ct$validate` in [V8](#). Tests if code constitutes a syntactically valid JS script.

**Usage**

```
js_validate_script(text, error = TRUE)
```

**Arguments**

text	character vector with JavaScript code
error	raise error on invalid code

**Examples**

```
js_validate_script("function foo(x){2*x}") #TRUE
js_validate_script("foo = function(x){2*x}") #TRUE

# Anonymous functions in global scope are invalid
js_validate_script("function(x){2*x}", error = FALSE) #FALSE

# Use ! or () to check anonymous function syntax
js_validate_script("!function(x){2*x}") #TRUE
js_validate_script("(function(x){2*x})") #TRUE
```

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`uglify`*Compress and Reformat JavaScript Code*

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**Description**

**UglifyJS** is a JavaScript compressor/minifier written in JavaScript. It also contains tools that allow one to automate working with JavaScript code.

**Usage**

```
uglify_reformat(text, beautify = FALSE, ...)
```

```
uglify_optimize(text, ...)
```

**Arguments**

<code>text</code>	a character vector with JavaScript code
<code>beautify</code>	prettify (instead of minify) code
<code>...</code>	additional arguments for the <b>optimizer</b> or <b>generator</b> .

**References**

UglifyJS2 Documentation: <http://lisperator.net/uglifyjs/>.

**Examples**

```
code <- "function test(x, y){ x = x || 1; y = y || 1; return x*y;}"
cat(uglify_optimize(code))
cat(uglify_reformat(code, beautify = TRUE, indent_level = 2))
```

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