

IN4MATX 133: User Interface Software

Lecture 6:
jQuery and Advanced JavaScript

Today's goals

By the end of today, you should be able to...

- Write code which edits the DOM using built-in JavaScript functions and jQuery
- Implement functional programming concepts in JavaScript like `forEach`, `map`, and `filter`

A2 Walkthrough

Socrative Quiz!

Enter your UCI Email when prompted
name!!!

e.g.,

xxxxx@uci.edu

<https://api.socrative.com/rc/CvereT>



Manipulation in pure JavaScript is verbose

- If you're editing a lot of tags, your code can get very long and difficult to read

jQuery

- Predefines methods for manipulating the DOM
 - Include before your own script
- Remember:
 - Integrity: hashes to ensure the downloaded file matches what's expected
 - Crossorigin: some imports require credentials, anonymous requires none

```
<script  
src="https://code.jquery.com/jquery-3.3.1.min.js"  
integrity="sha256-FgpCb/KJQlLNfOu91ta32o/NMZxltwRo8QtmkMRdAu8="  
crossorigin="anonymous"></script>
```



jQuery selector

Use the `jQuery()` function to select DOM elements.
The parameter is a CSS selector String (like `querySelector`)

- Compared to JavaScript's `document.getElementById(...)`, etc.

```
//selects element with id="foo" (e.g., <p id="foo">)  
var fooElem = jQuery('foo');
```

```
//selects all <a> elements (returns an array)  
var allLinksArray = jQuery('a');
```

```
//selects element with id="foo" (e.g., <p id="foo">)  
var fooElem = $('foo'); ← $() shortcut for jQuery()
```

```
//selects all <a> elements (returns an array)  
var allLinksArray = $('a');
```

jQuery selector

jQuery handles all CSS selectors, as well as some additional pseudoclasses

```
$ ( '#my-div' ) // by id
$ ( 'div' ) // by type
$ ( '.my-class' ) // by class
$ ( 'header, footer' ) // group selector
$ ( 'nav a' ) // descendant selector
$ ( 'p.red' ) // scoped selector

$ ( 'section:first' ) // first <section> element
                      // not a css selector!
```


jQuery and elements

Similar to pure JavaScript, jQuery provides methods to access and modify attributes and CSS

```
//Pure JavaScript
var txt = document.querySelector('#my-div').textContent;
document.querySelector('#my-div').textContent = 'new info!';
document.querySelector('#my-div').innerHTML = '<em>new
html!</em>';

//jQuery
var txt = $('#my-div').text();           //get the textContent
$('#my-div').text('new info!');          //change the textContent
$('#my-div').html('<em>new html!</em>'); //change the HTML
```

jQuery and the DOM tree

```
//create an element (not in DOM)
var newP = $('<p class="new">This is a new element</p>');

//add content to DOM
$('main').append(newP); //add INSIDE, at end
$('main').append('<em>new</em>'); //can create element on the fly
$('main').prepend('<em>new</em>'); //add INSIDE, at beginning
```

Works without closing tag

```
↓
$('main').before('<header>'); //insert BEFORE

↑
$('footer').insertAfter('main'); //insert target AFTER param
```

Selects existing element, so will move!


```
$('main').wrap('<div class="container"></div>'); //surround

$('footer').remove(); //remove element
$('main').empty(); //remove all child elements
```

jQuery event handling

jQuery also provides convenience methods for registering event listeners

Like `addEventListener('click')`

 `$('#button').click(function (event) {`
 `console.log('clicky clicky!');`
 `//what was clicked`
 `var element = $(event.target);`
 `});`

`event.target` is equivalent to this



Get as jQuery-style element to call jQuery methods on it (“wrap it”)

Document ready: JavaScript

- Remember earlier: your script should wait until after the page has loaded
- Otherwise, elements you're trying to access might not exist

```
<head>
  <script>
    function pageLoaded() {
      alert("Page Loaded!");
    }
  </script>
</head>
<body onload="pageLoaded();" >

</body>
```

Document ready: jQuery

```
$ (document) .ready (function () {  
    //your program goes here  
    //this need not be an anonymous function  
  
}) ;
```

Document ready: jQuery

```
//shortcut: just pass the function to the jQuery method
$(function() {
    //your program goes here
    //this need not be an anonymous function

});
```

```
//shortest cut: use the abbreviated syntax
$( () => {
    //your program goes here
    //this need not be an anonymous function

});
```

Importing JavaScript

- When your script uses document ready, convention is to load it in the `<head>` tag
 - Important to think about ordering, particularly for libraries
 - e.g., import JQuery before you use it in a script

```
<head>  
  <script src="https://code.jquery.com/jquery-  
3.6.3.min.js"></script>  
  <script src="index.js"></script>  
</head>
```

jQuery effects

jQuery supports adding transitions to modify the appearance of effects

```
$ ( '#id' ) .fadeIn (1000) ;      //fade in over 1 second  
$ ( '#id' ) .fadeOut (500) ;      //fade out over 1/2 sec  
$ ( '#id' ) .slideDown (200) ;    //slide down over 200ms  
$ ( '#id' ) .slideUp (500) ;      //slide up over 500ms  
$ ( '#id' ) .toggle () ;          //toggle whether displayed
```

And much, much, more:

<https://api.jquery.com/>

Let's discuss some advanced
JavaScript concepts...

Functions are objects

```
//assign array to variable
var myArray = ['a', 'b', 'c'];

var other = myArray;

//access value in other
console.log( other[1] ); //print 'b'
```

```
//assign function to variable
function sayHello(name) {
    console.log("Hello, "+name);
}

var other = sayHello;

//prints "Hello, everyone"
other('everyone');
```

Functions are objects

```
//assign array to variable
var myArray = ['a', 'b', 'c'];

var other = myArray;

//access value in other
console.log( other[1] ); //print 'b'
```

```
//assign function to variable
var sayHello = function(name) {
    console.log("Hello, "+name);
}

//second variable, same object
var greet = sayHello;

//execute object named `greet`
greet('everyone');
//prints "Hello, everyone"
```

Functions are objects

```
var obj = {};  
var myArray = ['a', 'b', 'c'];
```

```
//assign array to object  
obj.array = myArray;
```

```
//access with dot notation  
obj.array[0]; //gets 'a'
```

```
//assign literal (anonymous value)  
obj.otherArray = [1,2,3]
```

```
var obj = {}  
function sayHello(name) {  
    console.log("Hello, "+name);  
}
```

```
//assign function to object  
var obj.sayHi = sayHello;
```

```
//access with dot notation  
obj.sayHi('all'); //prints "Hello all"
```

```
//assign literal (anonymous value)  
obj.otherFunc = function() {  
    console.log("Hello world!");  
}
```

Anonymous variables

```
var array = [1,2,3]; //named variable (not anonymous)  
console.log(array); //pass in named var
```

```
console.log( [4,5,6] ); //pass in anonymous value,  
nameless variable
```

Anonymous variables

```
//named function
function sayHello(person) {
    console.log("Hello, "+person);
}
```

```
//anonymous function (no name!)
function(person) {
    console.log("Hello, "+person);
}
```

```
//anonymous function (value) assigned to variable
var sayHello = function(person) {
    console.log("Hello, "+person);
}
```

Anonymous variables

//anonymous functions often follow
an "arrow" (abbreviated) syntax

```
var sayHello = (person) => {  
    console.log("Hello, "+person);  
}
```

```
sayHello('IN4MATX 133');
```

this keyword

- `this` usually refers to the object that the method was called on
- `this` is only preserved with abbreviated (arrow) syntax

```
var alice = {  
  first: 'Alice',  
  last: 'Jones',  
  sayHello: () => {  
    console.log("Hello, I'm " + this.first);  
  }  
};
```

↑
Refers to containing object
(alice)

```
alice.sayHello(); //=> "Hello, I'm Alice"
```


Passing functions

Since functions are objects, they can be passed like variables

```
//anonymous function syntax
var doAtOnce = function(funcA, funcB) {
    funcA();
    console.log(' and ');
    funcB();
    console.log(' at the same time! ');
}
```

```
var patHead = function(name) {
    console.log("pat your head");
}
```

```
var rubBelly = function(name) {
    console.log("rub your belly");
}
```

No parens ... (),
just passing variable



```
doAtOnce(patHead, rubBelly);
```

Callback functions

- A function that is passed to *another* function for it to “call back to” and execute

```
function doLater(callback) {           ← Takes in a callback
  console.log("I'm waiting a bit...");
  console.log("Okay, time to work!");
  callback();
}
```

```
function doHomework() {
  ...
};
```

```
doLater(doHomework);    ← Pass in the callback function
```

Callback function example: `forEach`

- To iterate through each item in a loop, use the `forEach` function and pass it a function to call on each array item

//Iterate through an array

```
var array = ['a', 'b', 'c'];
```

```
var printItem = function(item) {  
    console.log(item);  
}
```

```
array.forEach(printItem); ←Callback
```

//more common to use anonymous function

```
array.forEach(function(item) {  
    console.log(item);  
});
```

Callback function example: map

`map` applies the function to each element in an array and returns a *new* array of elements returned by the function

```
var array = [1, 2, 3];  
var squared = function(n) {  
    return n*n;  
};
```

```
array.map(squared); //returns [1, 4, 9]
```

```
//more common to do this inline:  
array.map(function(n) {  
    return n*n;  
});
```

Callback function example: `filter`

`filter` applies the function to each element in an array and returns a *new* array of only the elements for which the function returns true.

```
var array = [3,1,4,2,5];
```

```
var isACrowd = array.filter(function(n) {  
    return n >= 3;  
}); //returns [3,4,5]
```

Callback function example: `reduce`

`reduce` applies the function to each element in an array to update an “accumulator” value. The callback function should return the “updated” value for the accumulator.

```
var array = [1, 2, 3, 4];  
  
var sum = array.reduce(function(total, current) {  
    var newTotal = total + current;  
    return newTotal;  
}, 0); //returns 1+2+3+4=10
```

Today's goals

By the end of today, you should be able to...

- Write code which edits the DOM using built-in JavaScript functions and jQuery
- Implement functional programming concepts in JavaScript like `forEach`, `map`, and `filter`

Utility functions

jQuery utility functions

- jQuery includes many utility functions to simplify syntax

//check if an item is in an array

```
$.isArray(4, [3,4,3] );
```

//this is like .filter, but works on old browsers

```
$.grep( [3,4,3], function(item) {  
    return item > 3;  
});
```

//iterate over arrays or objects -- works for either!

```
$.each( [1,3,3], function(key, value) {  
    console.log('Give me a '+value);  
});
```

```
$.each( {dept:'IN4MATX',num:'133'}, function(key, value) {  
    console.log(key+' name: '+value);  
});
```

<http://api.jquery.com/category/utilities/>

Even more utilities: Lodash

- A handy library for working with basic data structures

```
_ .flatten([1, [2, [3, [4]], 5]);  
// => [1, 2, [3, [4]], 5]
```

```
var zipped = _ .zip(['a', 'b'], [1, 2], [true, false]);  
// => [['a', 1, true], ['b', 2, false]]
```

```
_ .unzip(zipped);  
// => [['a', 'b'], [1, 2], [true, false]]
```

