COMS/SE 319: Software Construction and User Interface Fall 2018

LAB Activity 3 – JavaScript

Task 1: PLAY WITH JAVASCRIPT (GETTING STARTED)

Assumptions:

- You already know HTML basics.
- If not then browse through quickly https://www.w3schools.com/html/default.asp

HTML is mostly about formatting --- so should be easy to grasp.

Learning Objectives:

- Students will:
 - learn how to embed js in html files
 - learn how to debug is code on browser
 - learn about variable types

Resource:

All the links shown in the snapshot below have a wealth of information. Please read first.

About JS in general: https://www.w3schools.com/js/default.asp

About JS variables: https://www.w3schools.com/js/js variables.asp

Step 1:

READ https://www.w3schools.com/js/js whereto.asp

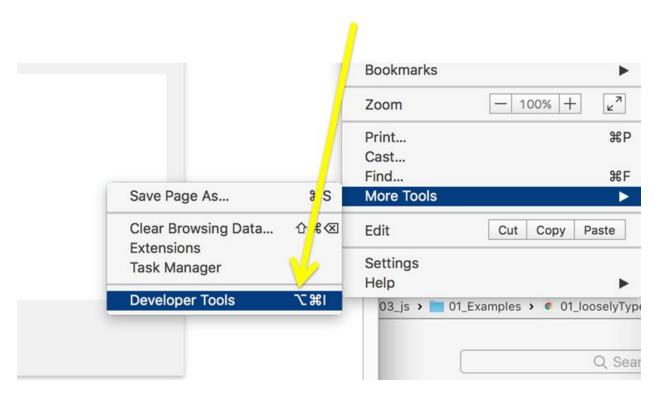
Step 2:

- READ 01_looselyTyped.html (provided inside zip folder)
- Double click on it (should run file in browser).
- We will assume you are using Google Chrome.

NOTE: Since browser can interpret js (i.e. js runs on client side), we do not need to have a server to play with js.

Step 3:

Start the debugger. Click on settings, more tools, and then developer tools (or use the shortcut)



Step 4:

Play with the different tabs of the debugger. In particular (Elements, Console, Sources, and Network).

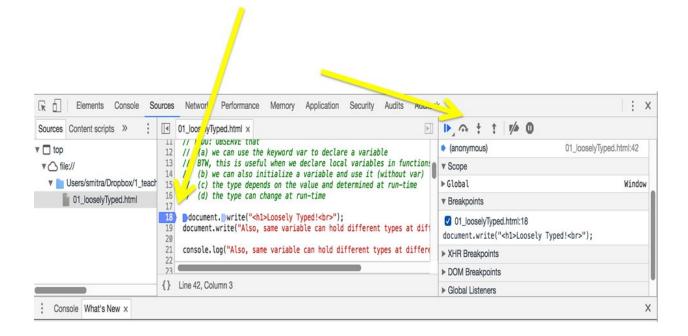
Step 5:

- Run the 01 looselyTyped.html (provided) by double clicking on it.
- What is the difference between document.write and console.log?
- What are the different types of data that are demonstrated in this example.
- How to find the type of a data item?

Step 6:

Run the code in debug mode by

- 1. inserting a breakpoint (click on line number)
- 2. refreshing the browser (to reload the program)
- 3. stepping over statement



Task 2: PLAY WITH JAVASCRIPT VARIABLES

Learning Objectives:

- Students will:
 - learn about var, let, and const

Resource:

All the links shown in the snapshot below have a wealth of information. Please read first.

About JS variables: https://www.w3schools.com/js/js variables.asp

About var, let, and const: http://wesbos.com/javascript-scoping/

More about let and const: http://wesbos.com/let-vs-const/

Step 1:

• Read about var, let, and const: http://wesbos.com/javascript-scoping/

• Read more about let and const: http://wesbos.com/let-vs-const/

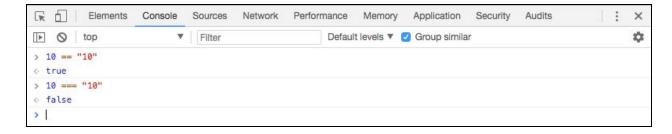
Step 2:

- READ 02 varsDeclarations.html (provided)
- Double click on it (should run file in browser).
- What do the following scopes mean?
 - Global
 - o Function
 - o Block
- How do var, let, and const differ from each other?

Step 3:

- READ 03 equality.html(provided)
- Double click on it (should run file in browser).
- What is the difference between == and ===?

Note that you can type in JavaScript in console window and see results!



Task 3: Play with Javascript FUNCTIONS

Learning Objectives

- Students will:
 - 1. learn about is functions:
 - o function declarations vs function expressions
 - declaration hoisting
 - function names as pointers to function objects

Resource:

All the links shown in the snapshot below have a wealth of information. Please read first.

About JS functions: https://www.w3schools.com/js/js functions.asp

Also, function scope: https://www.w3schools.com/js/js-scope.asp

Step 1:

- 1. Read 04_funcs_declaration.html
- 2. Run it by double clicking on the file
- 3. What are the two ways that functions can be declared?
- 4. What are the differences between the two in how they behave?
- 5. What happens on lines 36 and 37?

Step 2:

- 1. READ 05 funcs hoisting.html (provided)
- 2. Double click on it (should run file in browser).
- 3. What if function declaration hoisting mean?
- 4. Does functions declared in function expressions get hoisted?

Step 3:

- 1. READ 06_funcs_pointers.html (provided)
- 2. Double click on it (should run file in browser).
- 3. Explain what happens on line 34?
- 4. Explain what happens on line 48 and why that is different from line 34.

If you have finished this lab activity and submitted **Lab Attendance Quiz** in **Canvas**, you can work on HW2.