
Software Construction and User Interface (SE/ComS 319)

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JAVASCRIPT SPOTLIGHTS

How to add js to html file

// how to include in html file

<script> your javascript code goes in here **</script>**

// can also include from a separate file

<script src="./01_example.js"></script>

// can include from a remote site

<script src="http://.../a.js"></script>

JavaScript Syntax

The JavaScript syntax is similar to C# and Java

- Operators (+, *, =, !=, &&, ++, ...)
- Variables (typeless)
- Conditional statements (if, else)
- Loops (for, while)
- Arrays (my_array[])
- Associative arrays (my_array['abc'])
- Functions

Data Types

JavaScript data types:

- Numbers (integer, floating-point)
- Boolean (true / false)

String type – string of characters

```
var myName = "You can use both single or double  
quotes for strings";
```

Arrays

```
var my_array = [1, 5.3, "aaa"];
```

Associative arrays (hash tables)

```
var my_hash = {a:2, b:3, c:"text"};
```

String Operations

The + operator joins strings

```
string1 = "fat ";  
string2 = "cats";  
alert(string1 + string2); // fat cats
```

What is "9" + 9?

```
alert("9" + 9); // 99
```

Converting string to number:

```
alert(parseInt("9") + 9); // 18
```

Arrays Operations and Properties

Declaring new empty array:

```
var arr = new Array();
```

Declaring an array holding few elements:

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

Appending an element / getting the last element:

```
arr.push(3);  
var element = arr.pop();
```

Reading the number of elements (array length):

```
arr.length;
```

Everything is Object

Every variable can be considered as object

- For example strings and arrays have member functions:

```
var test = "some string";  
alert(test.charAt(5)); // shows letter 's'  
alert("test".charAt(1)); //shows letter 'e'  
alert("test".substring(1,3)); //shows 'es'
```

```
var arr = [1,3,4];  
alert (arr.length); // shows 3  
arr.push(7); // appends 7 to end of array  
alert (arr[3]); // shows 7
```

Sum of Numbers – Example

sum-of-numbers.html

```
<html>

<head>
  <title>JavaScript Demo</title>
  <script type="text/javascript">
    function calcSum() {
      value1 =
        parseInt(document.mainForm.textBox1.value);
      value2 =
        parseInt(document.mainForm.textBox2.value);
      sum = value1 + value2;
      document.mainForm.textBoxSum.value = sum;
    }
  </script>
</head>
```


Switch Statement

The switch statement works like in C# / Java:

```
switch (variable) {  
    case 1:  
        // do something  
        break;  
    case 'a':  
        // do something else  
        break;  
    case 3.14:  
        // another code  
        break;  
    default:  
        // something completely different  
}
```

Loops

Like in C# / Java / C++

- for loop
- while loop
- do ... while loop

```
var counter;  
for (counter=0; counter<4; counter++) {  
    alert(counter);  
}  
while (counter < 5) {  
    alert(++counter);  
}
```

Functions

```
function average(a, b, c)
{
    var total;
    total = a+b+c;
    return total/3;
}
```

Parameters come in here.

Declaring variables is optional. Type is never declared.

Value returned here.

Function Arguments and Return Value

- Functions are not required to return a value
- When calling function it is not obligatory to specify all of its arguments
 - The function has access to all the arguments passed via arguments array

```
function sum() {  
    var sum = 0;  
    for (var i = 0; i < arguments.length; i ++)  
        sum += parseInt(arguments[i]);  
    return sum;  
}  
alert(sum(1, 2, 4));
```

Standard Popup Boxes

- Alert box with text and [OK] button
 - Just a message shown in a dialog box:

```
alert("Some text here");
```

- Confirmation box
 - Contains text, [OK] button and [Cancel] button:

```
confirm("Are you sure?");
```

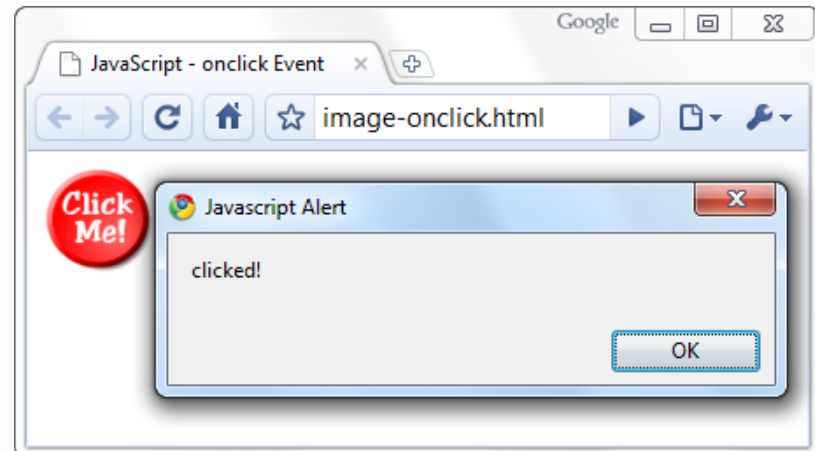
- Prompt box
 - Contains text, input field with default value:

```
prompt ("enter amount", 10);
```

Calling a JavaScript Function from Event Handler – Example

```
<html>
<head>
<script type="text/javascript">
  function test (message) {
    alert(message);
  }
</script>
</head>

<body>
  
</body>
</html>
```



While loops

```
while( expression )  
    statement;
```

Executes a statement until expression becomes false

Evaluates expression before first iteration

```
do  
    statement;  
while( expression );
```

Evaluates expression after first iteration

Executes statement at least once

While-loop example

Print the numbers 0 to 99 to the screen

```
int i = 0;
while ( i < 100 )
{
    alert(i);
    i++;
}
```


For loops (1)

General format:

```
for( expr1; expr2; expr3 )  
    statement;
```

expr1 is executed at the beginning of the loop

expr2 is executed at the beginning of every iteration

- If it is false, the loop ends

expr3 is executed at the end of every iteration

For loops (2)

General format:

```
for( expr1; expr2; expr3 )  
    statement;
```

It is possible to omit any of the expressions

- The semicolon must stay

If `expr2` is omitted, the condition is always true

- it becomes an infinite loop

```
for( ;; ) //infinite loop
```

For loops (3)

Usual use case:

```
int i;  
for( i=0; i < 100; i++ )  
    alert(i);
```

Break statement

`break;`

Terminates the innermost loop or switch statement

Execution resumes after the loop or switch statement

```
while ( 1 )  
{  
    n++;  
    if ( n > 5 ) break;  
}
```

Continue statement

`continue;`

Terminates the current iteration of the innermost loop

Execution resumes at the beginning of the next iteration

```
for (i=0; i<100; i++)  
{  
    if ( i == 57 ) continue;  
    alert( i );  
}
```

Print the numbers 0 to 99, but not 57

Accessing DOM

- GET the DOM element by ID or CLASS attributes

`<p id="xyz" class="abc"> </p>`

document.getElementById("xyz")

document.getElementsByClassName("abc")

`someDOMelement.value` // this is value of the element

Accessing DOM – Example

```
<html>
<body>
<h2>JavaScript Arrays</h2>

<p>JavaScript array elements are accessed using
numeric indexes (starting from 0).</p>

<p id="demo"></p>

<script>
var cars = ["Saab", "Volvo", "BMW"];
document.getElementById("demo").innerHTML =
cars[0];
</script> </body> </html>
```

How to print

`document.write()` `// write to DOM`

`document.write("test")`

`console.log()` `// write to console`

`alert()` `// popup`

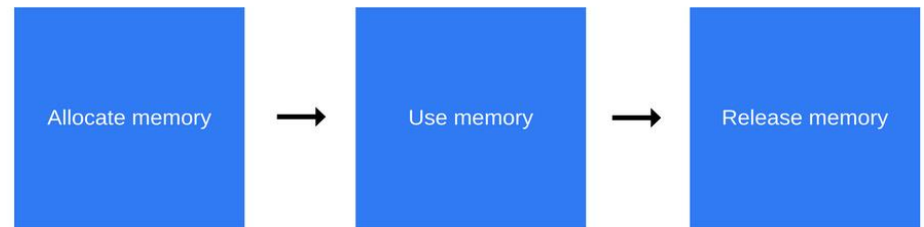
`<p id="xyz" class="abc"> </p>`

`document.getElementById("xyz").innerHTML= "hi"`

JAVASCRIPT MEMORY MANAGEMENT

Memory management in JavaScript

- Memory life cycle
 - Allocate the memory you need
 - Use the allocated memory (read, write)
 - Release the allocated memory when it is not needed anymore



- **Automatic garbage collection in JavaScript**
 - Opposite to low-level memory management primitives like `malloc()` and `free()` (e.g. in C/C++ language)

Static memory allocation vs. dynamic memory allocation

- Static (28 bytes):
`int n; // 4 bytes`
`int x[4]; // array of 4 elements, each 4 bytes`
`double m; // 8 bytes`
- Dynamic (runtime):
`int n = readInput(); // reads input from the user`
`...`
`// create an array with "n" elements`

Static allocation	Dynamic allocation
<ul style="list-style-type: none">• Size must be known at compile time• Performed at compile time• Assigned to the stack• FILO (first-in, last-out)	<ul style="list-style-type: none">• Size may be unknown at compile time• Performed at run time• Assigned to the heap• No particular order of assignment

Reference-counting garbage collection (1)

- Reference-counting garbage collection algorithm
 - An object has no other objects referencing it
 - It is considered garbage collectible if there are zero references pointing at this object.
- Problem
 - Memory leak
 - Memory that is not needed by an application anymore that for some reason is not returned to OS or the pool of free memory.

Reference-counting garbage collection (2)

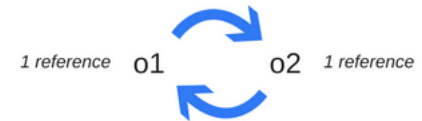
- Limitation of Reference-counting garbage collection

- Cycles

- Example:

```
function f()
{
    var o1 = {};
    var o2 = {};
    o1.a = o2; // o1 references o2
    o2.a = o1; // o2 references o1
    return 'azerty';
}
```

```
f();
```



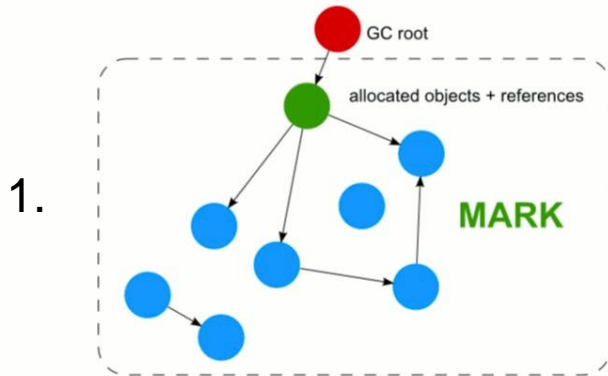
- Internet Explorer 6 and 7 are known to have reference-counting garbage collectors

Mark-and-sweep algorithm (1)

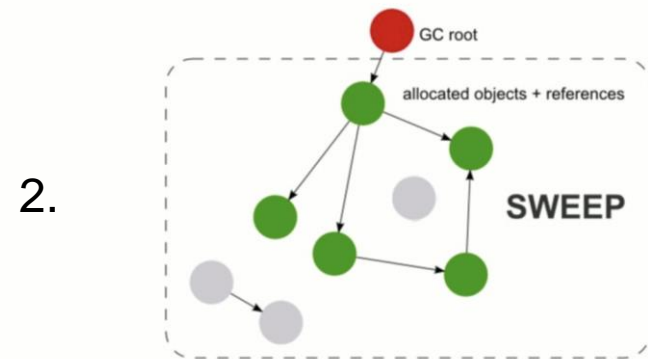
- Mark-and-sweep algorithm
 - an object is unreachable → Garbage
 - knowledge of a set of objects called roots
 - (In JavaScript, the root is the global object).
 - Periodically, the garbage-collector will start from these roots
 - Finds all objects that are referenced from these roots
 - The garbage collector will find all reachable objects and collect all non-reachable objects.
- This algorithm is better than Reference-counting garbage collection
 - Cycles are not a problem
 - In our example, after the function call returns, the 2 objects are not referenced anymore (not reachable from the global object)

Mark-and-sweep algorithm (2)

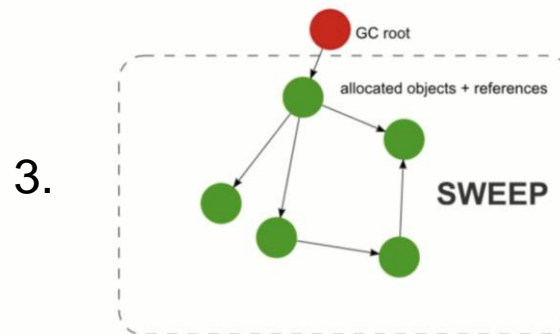
Mark and sweep (MARK)



Mark and sweep (SWEEP)



Mark and sweep (SWEEP)



- All modern browsers ship a mark-and-sweep garbage-collector

Source: <https://blog.sessionstack.com/>

Demonstration

- Demonstration
 - JavaScript example in Browser
- Good resource for JavaScript:
 - <https://www.w3schools.com/>

JAVASCRIPT PROTOTYPE-BASED INHERITANCE

Prototype-based inheritance (1)

- Javascript is different from traditional object-oriented languages in that it uses prototype inheritance.
- In a nutshell, prototype inheritance in Javascript works like this:
 1. An object has a number of properties. This includes any attributes or functions (methods).
 2. An object has a special parent property, this is also called the prototype of the object (`__proto__`). An object inherits all the properties of its parent.

Prototype-based inheritance (2)

3. An object can override a property of its parent by setting the property on itself.
4. A constructor creates objects. Each constructor has an associated prototype object, which is simply another object.
5. When an object is created, its parent is set to the prototype object associated with the constructor that created it.
6. The prototype objects are used to implement *inheritance* with the mechanism of *dynamic dispatch (delegation)*.

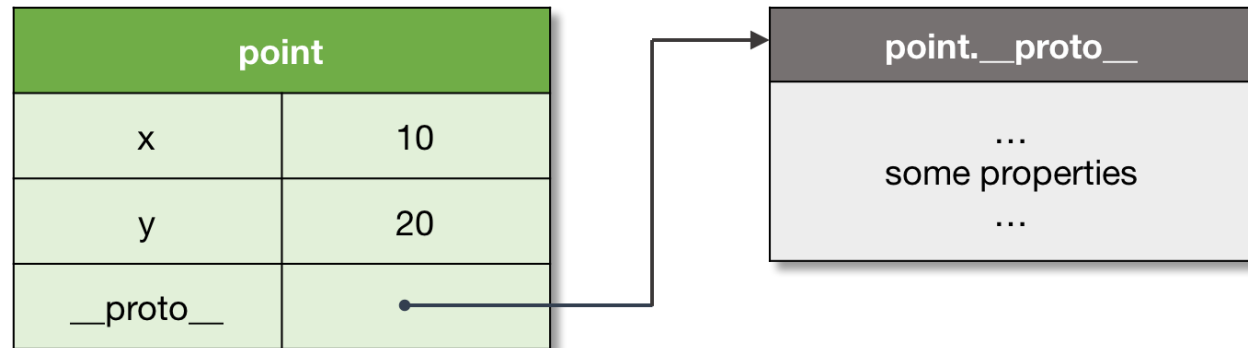
Static vs. dynamic dispatch

- Static dispatch: references are resolved at compile time
- Dynamic dispatch: resolves the references at runtime.
- Static dispatch in Java:
 - A class may have multiple methods with the same name but different parameter types
 - Method calls are dispatched to the method with the right number of parameters that has the most specific types that the actual parameters could match.
- Dynamic (virtual method) dispatch in Java:
 - A subclass can override a method declared in a superclass. So at run-time, the JVM has to dispatch the method call to the version of the method that is appropriate to the run-time type of this.

Prototype inheritance (3)

- Object: An object is a collection of properties, and has a single prototype object.
- A prototype of an object is referenced by the internal `[[Prototype]]` property, which to user-level code is exposed via the `__proto__` property.

```
1 var point = {  
2   x: 10,  
3   y: 20,  
4};
```



Source: <http://dmitrysoshnikov.com/ecmascript/javascript-the-core-2nd-edition/>

- By default objects receive `Object.prototype` as their inheritance object.

Prototype chain

- Any object can be used as a prototype of another object
- If a property is not found in the object itself, there is an attempt to *resolve* it in the prototype; in the prototype of the prototype, etc.
- The prototype can be set *explicitly* via either the `__proto__` property, or `Object.create` method

➔ *Dynamic dispatch or delegation!*

```
1// Base object.
2let point = {
3  x: 10,
4  y: 20,
5};
6
7// Inherit from `point` object.
8let point3D = {
9  z: 30,
10 __proto__: point,
11};
12
13console.log(
14  point3D.x, // 10, inherited
15  point3D.y, // 20, inherited
16  point3D.z  // 30, own
17);
```

point3D

point

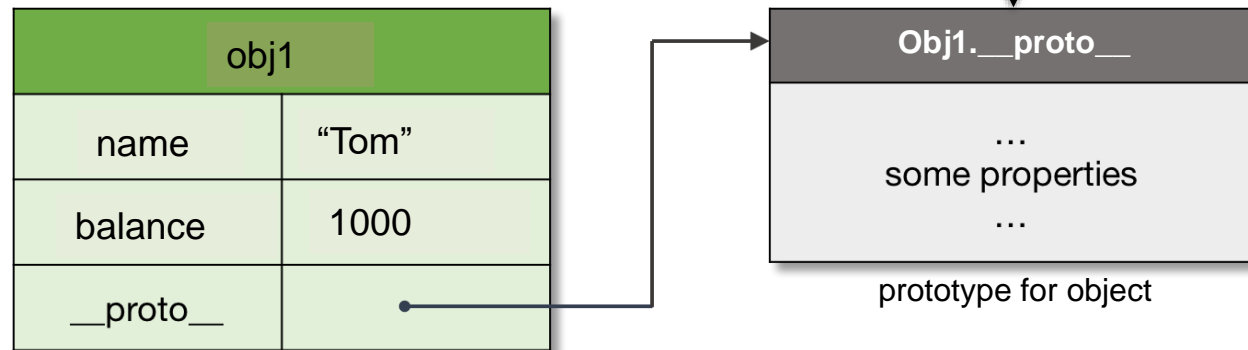
Object.prototype

null

Prototype inheritance – Example (1)

```
// way one
var obj1 = new Object();

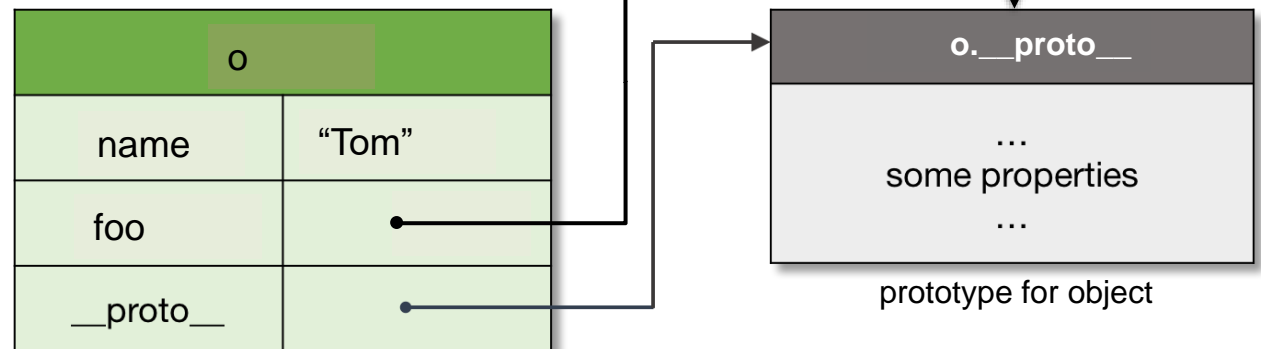
// can add attributes by just declaring them
obj1.name = "Tom";
obj1.balance = 1000;
```



- Every object, when is created, receives its *prototype*.
- If the prototype is not set *explicitly*, objects receive *default prototype* as their *inheritance object*.

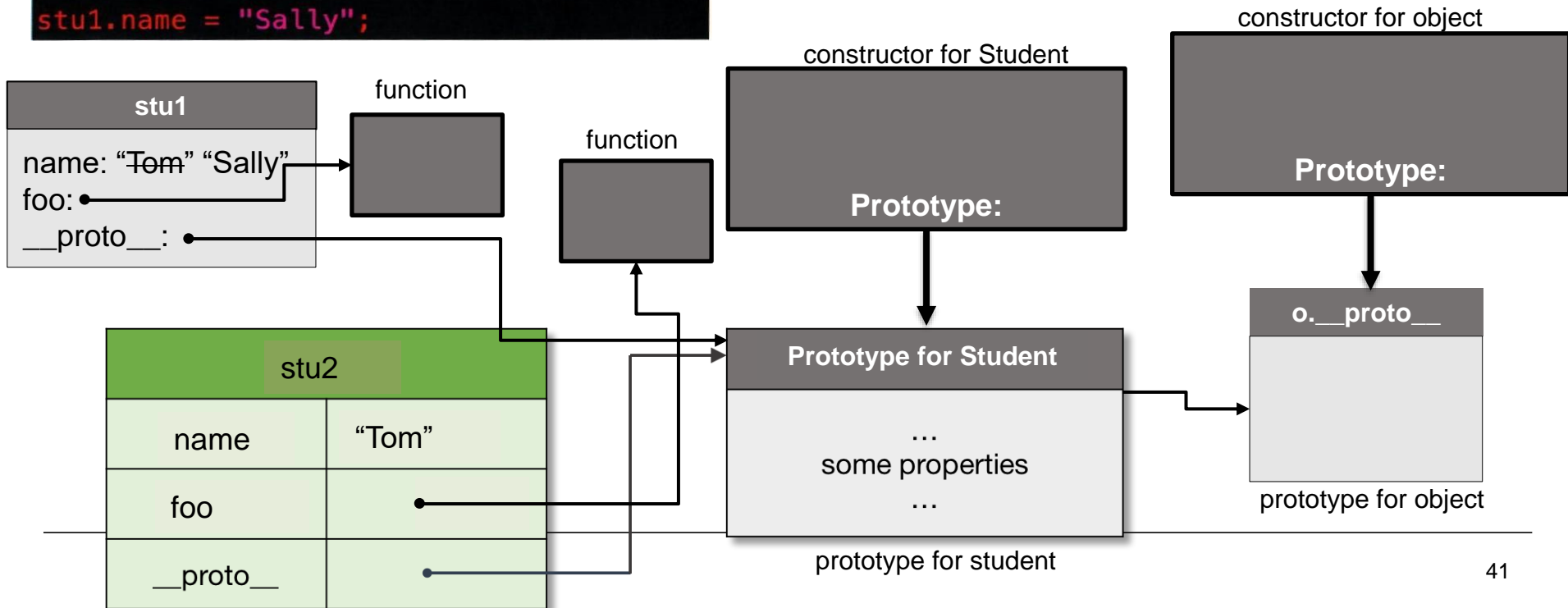
Prototype inheritance – Example (2)

```
// -----  
// Factory pattern  
// -----  
function createStudent() {  
  var o = new Object();  
  o.name = "Tom";  
  o.foo = function() { alert("hi");};  
  return o;  
}  
  
var obj3 = createStudent();
```



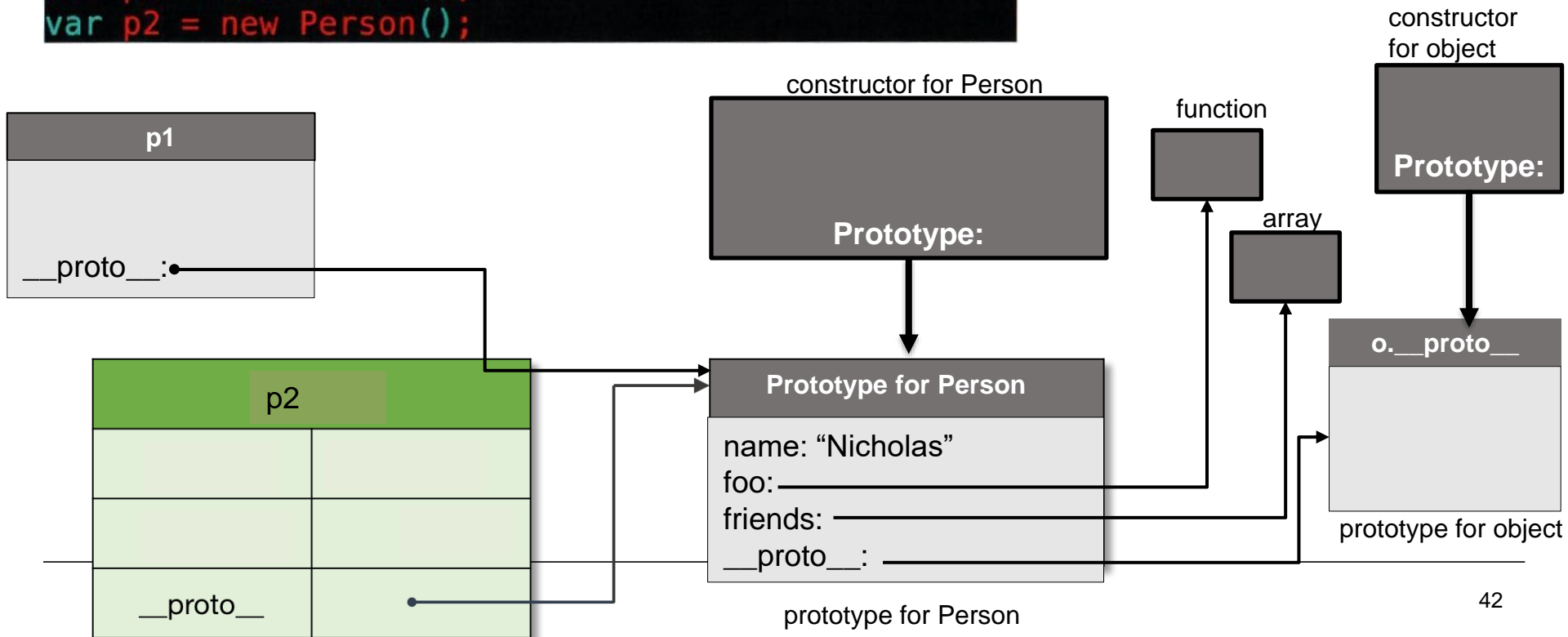
Prototype inheritance – Example (3)

```
// -----  
// Constructor pattern  
// -----  
  
function Student () { // called a constr  
  this.name = "Tom";  
  this.foo = function() {alert("hi"); };  
};  
  
var stu1 = new Student(); // create a ne  
var stu2 = new Student();  
  
stu1.name = "Sally";
```



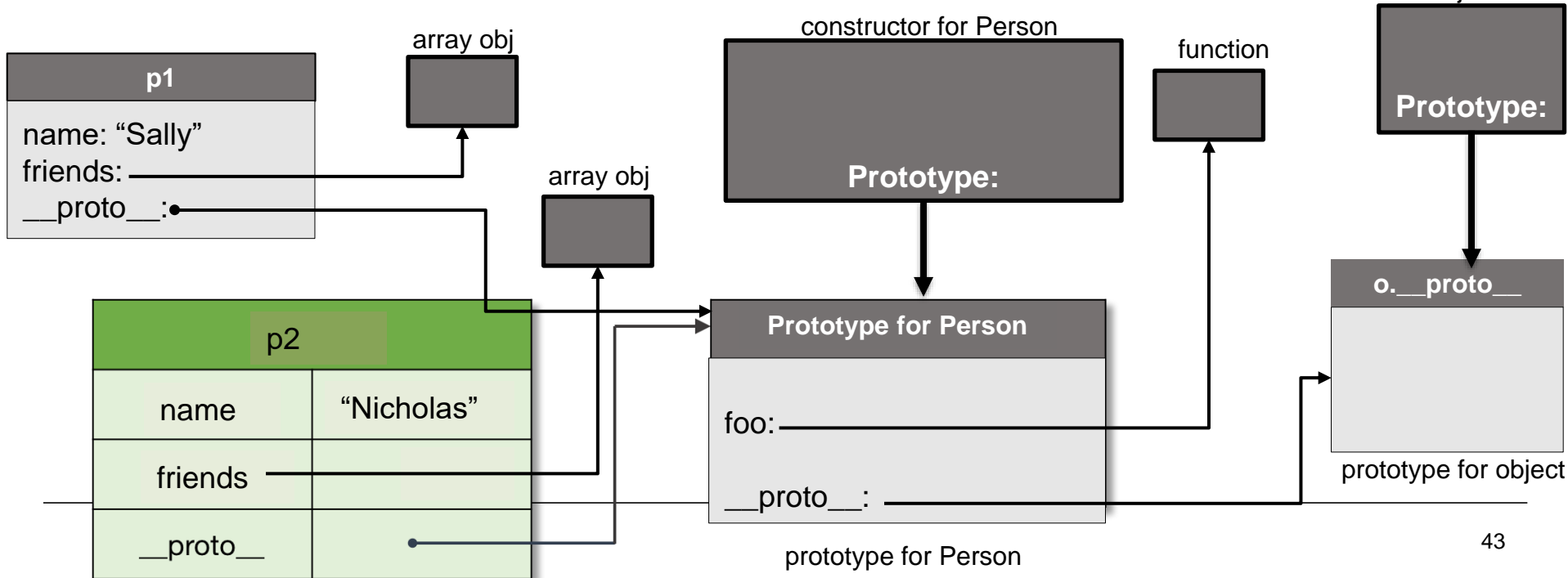
Prototype inheritance – Example (4)

```
// -----  
// Prototype pattern  
// -----  
function Person() {};  
Person.prototype.name = "Nicholas";  
Person.prototype.foo = function() {alert("hi");};  
Person.prototype.friends = ["Tom","Sally"];  
  
var p1 = new Person();  
var p2 = new Person();
```



Prototype inheritance – Example (5)

```
function Person() {  
  this.name = "Nicholas";  
  this.friends = ["Sam", "Molly"];  
}  
Person.prototype.foo = function() {alert("hi");};  
var p1 = new Person();  
p1.name = "Sally";  
var p2 = new Person();
```



Prototype inheritance – Example (6)

```
class Person {
  constructor(s) {
    this._name = s;
    this._friends = ["Sam", "Molly"];
  }

  foo() {
    console.log("hi " + this._name);
    console.log(this._friends);
  }
}

let p1 = new Person("John");
let p2 = new Person("Jane");

p1._friends.push("Folly");

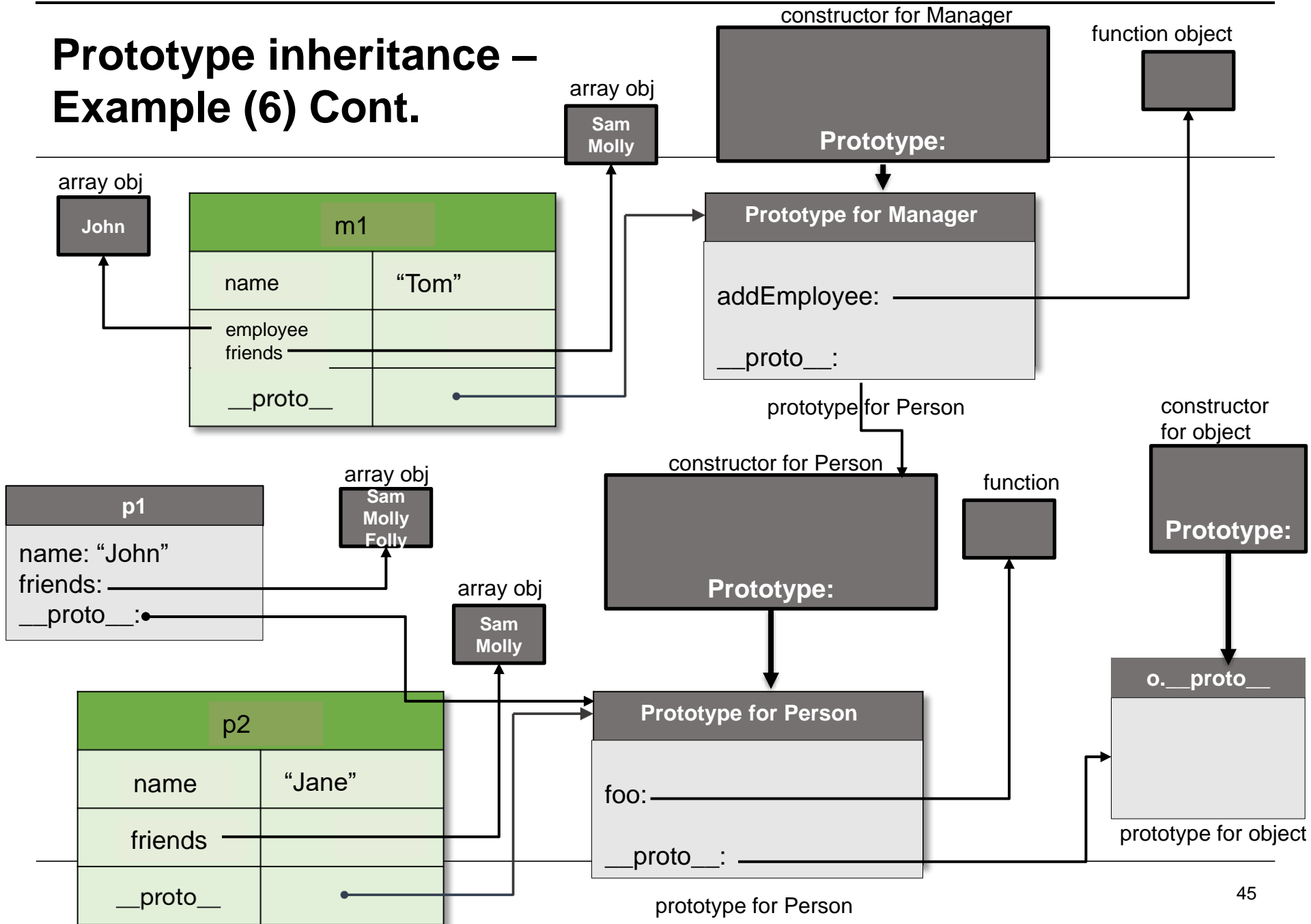
class Manager extends Person {
  constructor(s) {
    super(s);
    this._employee = [];
  }

  addEmployee(s) {
    this._employee.push(s);
  }
}

p1.foo();
p2.foo();

m1 = new Manager("Tom");
m1.addEmployee("John");
```

Prototype inheritance – Example (6) Cont.



Literature – JavaScript

- <https://www.w3schools.com/>
- JavaScript. The Core: 1st and 2nd Edition
 - <http://dmitrysoshnikov.com/ecmascript/javascript-the-core-2nd-edition/>
 - <http://dmitrysoshnikov.com/ecmascript/javascript-the-core/>