

JavaScript

Karol Rogowski

IT'S ALL
ABOUT YOU



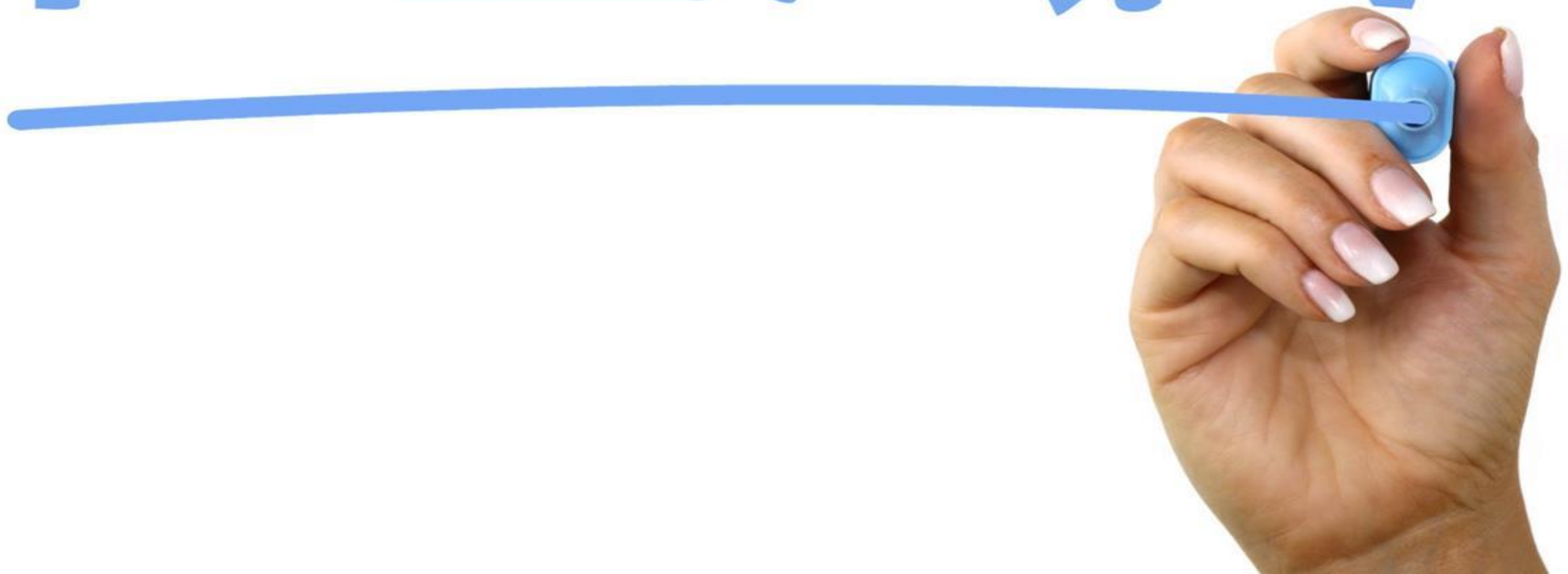


About me

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PLAN



Why?



Why?



What is JavaScript?



Definition - What does *JavaScript (JS)* mean?

Javascript (JS) is a scripting languages, primarily used on the Web. It is used to enhance HTML pages and is commonly found embedded in HTML code. JavaScript is an interpreted language. Thus, it doesn't need to be compiled. JavaScript renders web pages in an interactive and dynamic fashion. This allowing the pages to react to events, exhibit special effects, accept variable text, validate data, create cookies, detect a user's browser, etc.

Why js?

- ▶ **Beginner Friendliness**
- ▶ **JavaScript Is In The Browser**
- ▶ **Most Popular Programming Language In The World**
- ▶ **It's Everywhere**
- ▶ **An abundance of JavaScript Jobs**
- ▶ **Community**



History

History

- ▶ 1995 - Brendan Erich Creates JavaScript
- ▶ 1997 - ECMAScript (European Computer Manufacturers Association)
- ▶ 1999 - ECMAScript 3
- ▶ 2000~ - WAR
- ▶ 2009 - ECMAScript 5 (ES5)
- ▶ 2015 - ECMAScript 2018 (ES6)
- ▶ > 2015 - yearly updates



Tools

Tools

- ▶ Text Editor - VS Code (<https://code.visualstudio.com>)
- ▶ Node.js (<https://nodejs.org>)
- ▶ NPM (<https://www.npmjs.com>)
- ▶ Webpack (<https://webpack.js.org>)
- ▶ Git (<https://git-scm.com>)
- ▶ Brain (<https://you.are.awesome>)



Start

Hello







float

int

char

long

double

Variables

Variables

- ▶ Example applications
- ▶ Naming
- ▶ Best practices



ERROR

Error

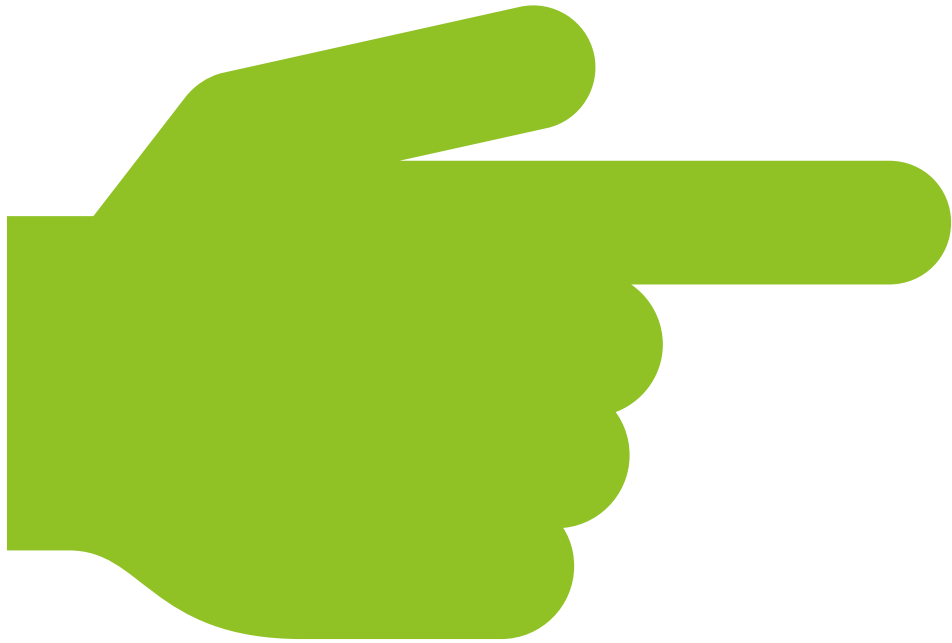




2 +

Operators
(arithmetic)

2 = 5

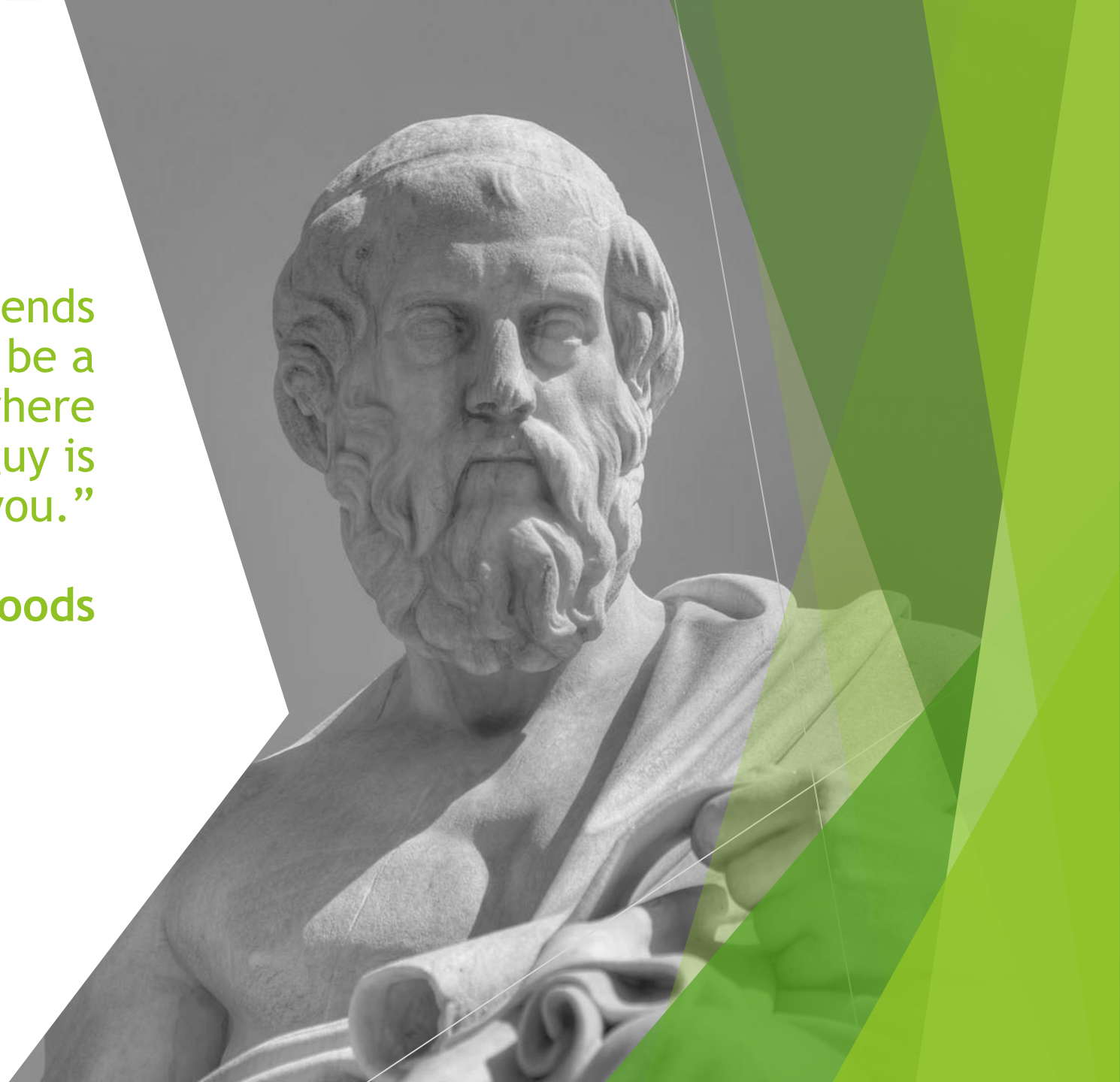


- ▶ + Addition
- ▶ - Subtraction
- ▶ * Multiplication
- ▶ / Division
- ▶ % Modules
- ▶ ++ Increment by one
- ▶ -- Decrement by one



“Always code as if the guy who ends up maintaining your code will be a violent psychopath who knows where you live. Because that guy is probably going to be you.”

— John Woods






Types

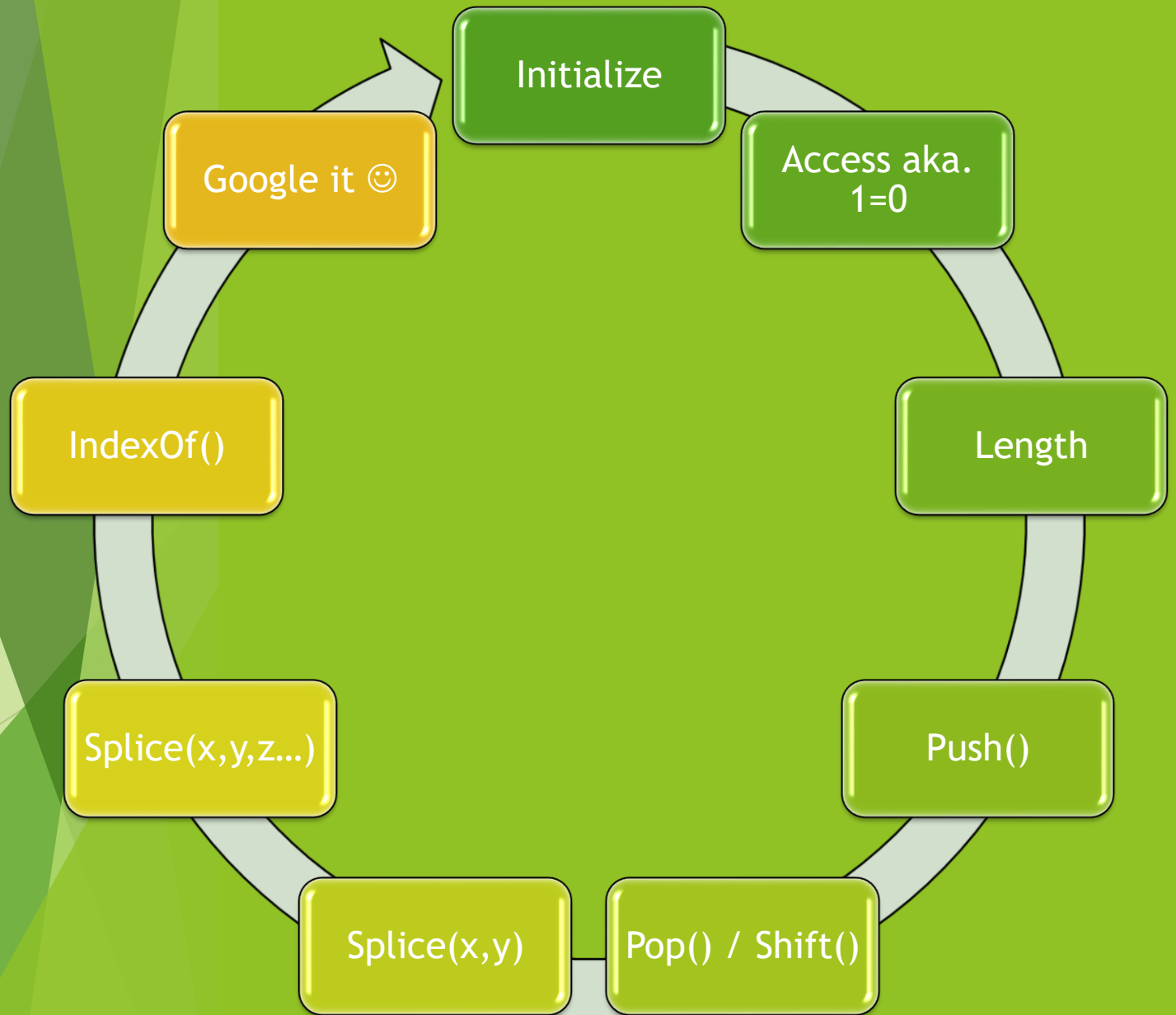


Types

- ▶ String
 - ▶ Number
 - ▶ Boolean
 - ▶ Undefined / null
 - ▶ Array
- 



Array







2 + 2 = 5

Operators
(Logical)

Operators (Logical)

OPERATOR	NAME
&&	AND
	OR
!	NOT



2 +

Operators
(Comparison)

2 = 5

Operators (Comparison)

OPERATOR	NAME
==	Equal
===	Strict Equal
!=	Not Equal
<	Less than
<=	Less than or equal
>	Greater than
>=	Greater than or equal

Truthy vs Falsy

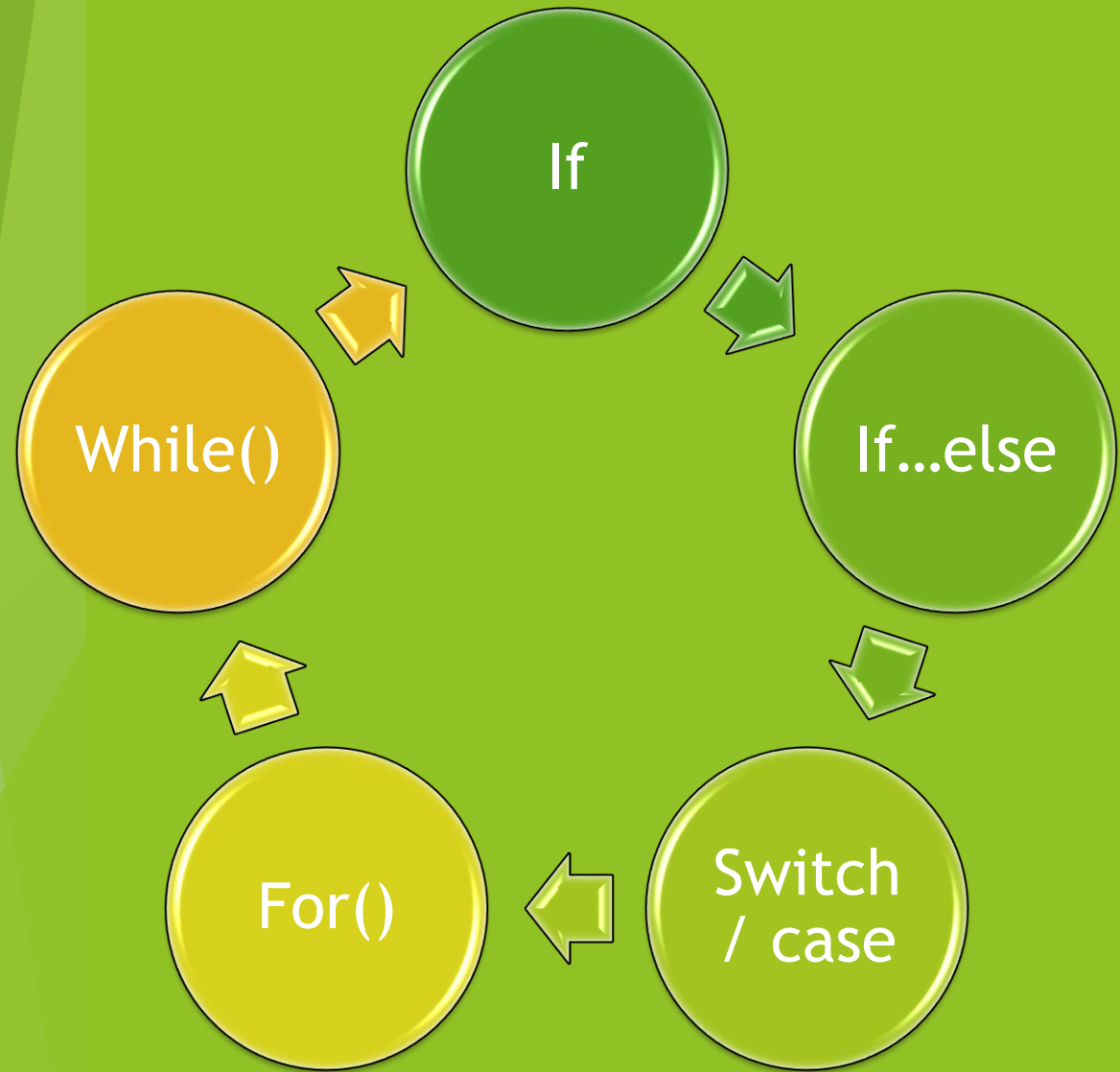
Truthy	Falsy
True	False
'0'	0
'false'	"" / ""
[]	Null
{}	Undefined
function(){} <hr/>	NaN



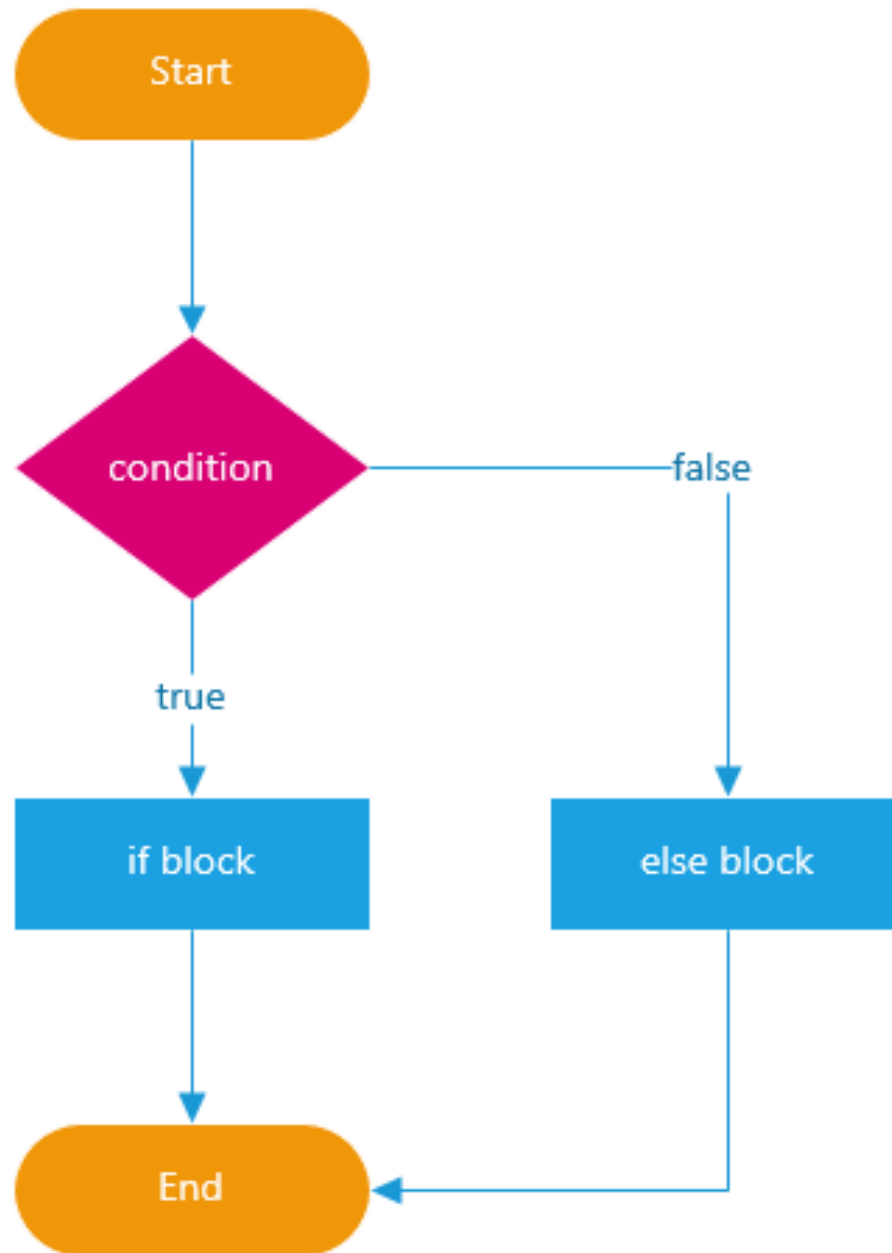
The background is a dark, almost black, space filled with dynamic, flowing lines. On the left, there are bright, glowing orange and red lines that curve and swirl. On the right, there are lighter, greenish-yellow lines that also flow and curve. The overall effect is one of movement and energy. The word "Flow" is centered in the middle of the image, written in a bold, green, sans-serif font. The text is slightly offset to the right, aligning with the greenish-yellow flowing lines.

Flow

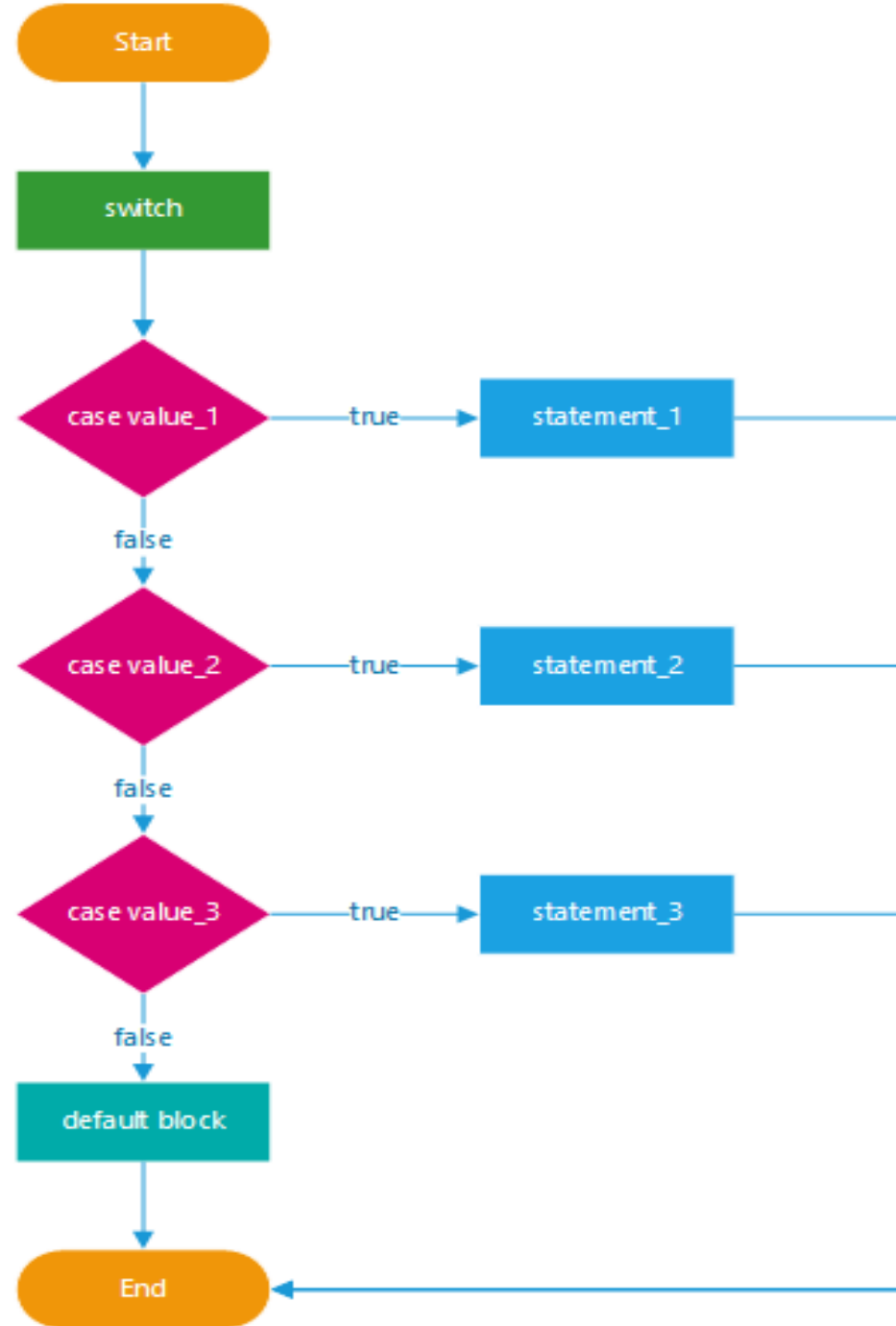
Flow



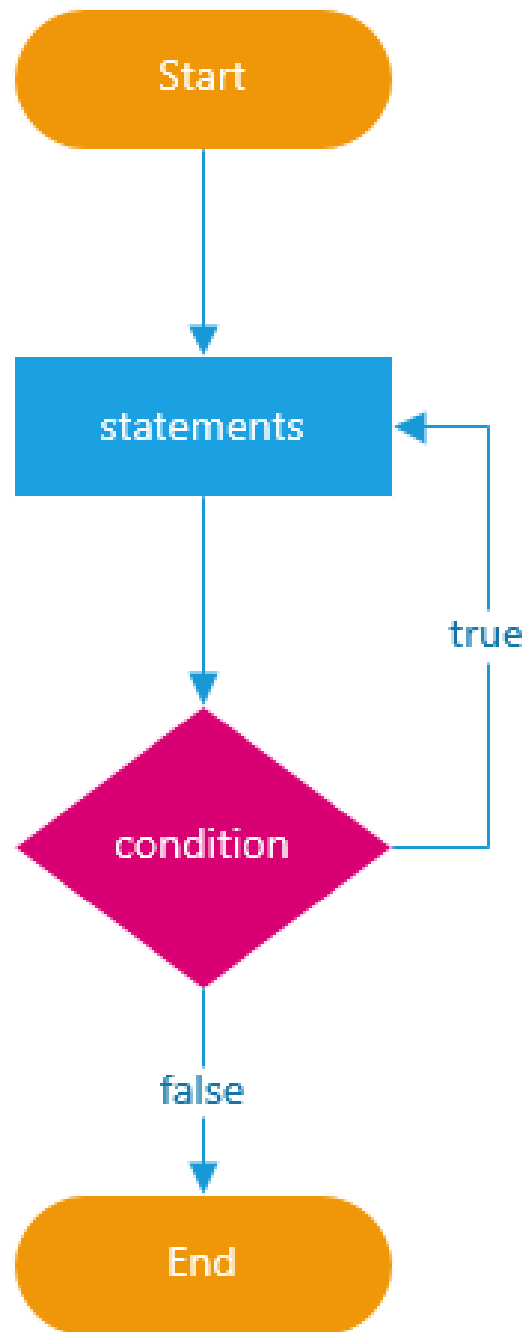
If...else



Switch...case



For...while





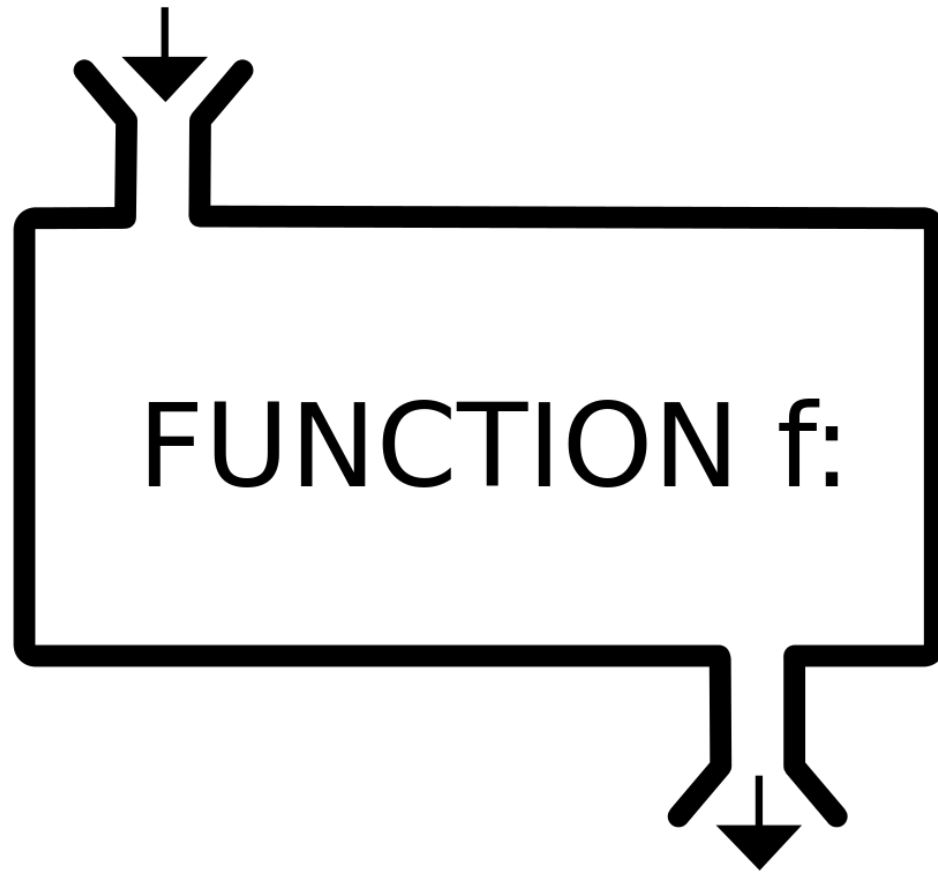
Best practices

Avoid	<p>Avoid direct comparisons</p> <ul style="list-style-type: none">• <code>(x === false) --> (!x)</code>
Use	<p>Use <code>===</code> aka. Strict equality</p> <ul style="list-style-type: none">• <code>(x == y) -> (x === y)</code>
Convert	<p>Convert to real boolean</p> <ul style="list-style-type: none">• <code>(x === y) -> (!!x === !!y)</code>



Functions

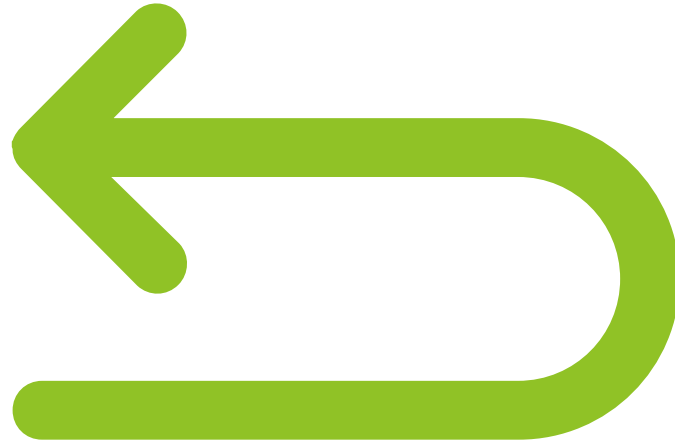
INPUT x



OUTPUT $f(x)$

Functions

- ▶ Basics
- ▶ Parameters
- ▶ Return



Functions

```
function sayHello() {  
}
```

Functions

```
function sayHello() {  
    console.log('Hello there');  
}
```

Functions

```
function sayHello() {  
  console.log('Hello there');  
}  
  
sayHello();
```

Functions

```
function showValue(x){  
    console.log('Value is: '+x);  
}
```

```
showValue(2);  
showValue('Karol');
```


Functions

```
function showSum(x,y){  
    let sum = x + y;  
    console.log('Sum equals :' + sum);  
    console.log('Is of type :'+typeof(sum));  
}
```

```
showSum(2,3);  
showSum("karol",2);  
showSum(2,"karol");  
showSum("karol","rogowski");
```

Functions

```
let var1 = 2;  
let var2 = 3;
```

```
function showSum2(x,y){  
    let sum = x + y;  
    console.log('Sum equals :' + sum);  
    console.log('Is of type :'+typeof(sum));  
    y = y+x;  
    console.log(y);  
}
```

```
showSum2(var1, var2);  
console.log(var2);
```

Functions

```
function getSum(x,y){  
    let result = x + y;  
    return result;  
}
```

```
let var1 = getSum(2,3);  
console.log('Sum equals :' + var1);  
console.log('Is of type :'+typeof(var1));
```

```
let var2 = getSum(2,'Karol');  
console.log('Sum equals :' + var2);  
console.log('Is of type :'+typeof(var2));
```

```
let var3 = getSum('Karol','Rogowski');  
console.log('Sum equals :' + var3);  
console.log('Is of type :'+typeof(var3));
```

Functions

```
function exampleFunction(){  
  console.log("exampleFunction executed");  
  let x = 10;  
}
```

```
exampleFunction();  
console.log(x);
```

Functions

```
let x = 5;
```

```
function exampleFunction(){  
  console.log("exampleFunction executed");  
  let x = 10;  
  console.log(x);  
}
```

```
exampleFunction();  
console.log(x);
```


Functions

```
let x = 5;
```

```
function exampleFunction(){  
  console.log("exampleFunction executed");  
  x = 10;  
  console.log(x);  
}
```

```
exampleFunction();  
console.log(x);
```

Functions

```
let x =5;
```

```
function exampleFunction(){  
  let x =1;  
  console.log("exampleFunction executed");  
  x = 10;  
  console.log(x);  
}
```

```
exampleFunction();  
console.log(x);
```



Objects

Objects

- ▶ Basics
- ▶ Objects + Functions
- ▶ Grouped Objects
- ▶ Out of the box

Objects

```
let book = {  
  title: 'LOTR',  
  pages: 2745,  
  hardcover: true  
}
```


Objects

```
let book = {  
  title: 'LOTR',  
  pages: 2745,  
  hardCover: true  
};
```

```
console.log(book.title);  
console.log(book.pages);  
console.log(book.hardCover);
```

Objects

```
let book = {  
  title: 'LOTR',  
  pages: 2745,  
  hardCover: true  
};  
function showBookInfo(bookObject){  
  console.log(bookObject.title);  
  console.log(bookObject.pages);  
  console.log(bookObject.hardCover);  
}  
  
showBookInfo(book);
```

Objects

```
let book = {  
  title: 'LOTR',  
  pages: 2745,  
  hardCover: true  
};
```

```
function changeCover(bookObject){  
  bookObject.hardCover = !bookObject.hardCover;  
  console.log('Cover changed');  
}
```

```
changeCover(book);  
showBookInfo(book);
```

Objects

```
let books = [  
  {  
    title: 'LOTR',  
    pages: 2745,  
    hardCover: true  
  },  
  {  
    title: 'Witcher',  
    pages: 1266,  
    hardCover: false  
  },  
  {  
    title: 'Sherlock Holmes',  
    pages: 1950,  
    hardCover: true  
  }  
];
```

Objects

```
for(let i = 0; i < books.length; i++){  
    showBookInfo(books[i]);  
}
```

```
books.forEach(function(book) {  
    showBookInfo(book);  
});
```

Out of the box

Math

Date

String

Number

Error

Function



feature-u

Feature Based Project Organization for Feature

Language
Features

Language Features

- ▶ Constants
- ▶ Let and Var
- ▶ Rest Parameters
- ▶ Destructuring Array
- ▶ Destructuring Object
- ▶ Spread

Constants

```
const constVar =2;  
console.log(constVar);
```

Constants

```
const constVar;  
console.log(constVar);
```

Constants

```
const constVar =2;
```

```
constVar =3;
```

```
console.log(constVar);
```

Let and var

```
console.log(varLet);  
let varLet = 'varLet';
```

```
console.log(varVar);  
var varVar = 'varVar';  
console.log(varVar);
```


Let and var

```
if(true){  
    let varLet =1;  
}  
console.log(varLet);
```

```
if(true){  
    var varVar =1;  
}  
console.log(varVar);
```

Let and var

```
if(true){  
  var varVar =1;  
}
```

```
console.log(varVar);  
varVar =2;  
console.log(varVar);
```

```
var varVar ='varVar';  
console.log(varVar);
```