

# Web Developer

Programmazione - Javascript e Typescript

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# JS in depth

Objects, arrays, functions and more

Shadi Lahham - Web development

Let, var & const

# Let vs var

differenza tra block scope (let) e function scope (var)

```
function worker() {  
  let x = 88;  
  for (let i = 0; i < 4; i++) {  
    console.log('i block =', i);  
  }  
  console.log('x func =', x);  
  console.log('i !block =', i); // undefined  
}  
  
worker();  
console.log('x !func =', x); // undefined
```

**let:** Block-scoped

Access restricted to nearest enclosing block

```
function worker() {  
  var x = 88;  
  for (var i = 0; i < 4; i++) {  
    console.log('i block =', i);    attenzione alla l  
  }  
  console.log('x func =', x);  
  console.log('i !block =', i); // output?  
}  
worker();  
console.log('x !func =', x); // undefine
```

**var:** Function-scoped

Access restricted to nearest enclosing function  
Common in older Javascript code

# Const

```
let x = 88;  
const y = 77;  
x = 9;  
console.log('x = ', x);  
y = 17; // TypeError: Assignment to constant variable.  
console.log('y = ', y);  
const y = 55; // SyntaxError: Identifier 'y' has already been declared
```

## const:

Block-scoped, like `let`

Values of `const` variables cannot be reassignment

`Const` variables cannot be redeclared

# Let bug in IE11

```
for (let i = 0; i < 3; ++i) {  
  setTimeout(function() {  
    console.log(i);  
  }, i * 100);  
}
```

*// output on chrome 0,1,2*

*// output on IE11 3,3,3*

bug in internet explorer 11 che esplodeva

Browser support

[Let](#)

Flow

# Conditional (Ternary) Operator

*// example 1*

```
let age = 8;
```

```
let voteable = age < 18 ? 'Too young' : 'Old enough';
```

alternativa all'if else

*// example 2*

```
let now = new Date();
```

```
let greeting = 'Good' + (now.getHours() > 17 ? ' evening.' : ' day.');
```



# Conditional (Ternary) Operator

*// example 3 - if else vs ternary operator*

```
let x = 71;  
let y = 8;  
let result;  
if (x > y) {  
  result = 'good job';  
} else {  
  result = 20;  
}
```

confronto tra i 2 modi

*// Below is the above code written using the ternary operator*

```
let result2 = x > y ? 'good job' : 20;
```

# Conditional (Ternary) Operator

*// chaining*

```
let bar;
```

```
let foo = bar === 'a' || bar === 'b' ? (bar === 'a' ? 1 : 2) : 3;
```

*// is this too much??*

```
let i = 5;
```

```
let result = i % 2 == 0 ? 'a' : i % 3 == 0 ? 'b' : i % 5 == 0 ? 'c' : i % 7 == 0 ? 'd' : 'e';
```

# Arrays

# Access and assignment

```
let teachers = ['Gina', 'Amanda', 'Brenda', 'Amy'];
```

```
let classes = [];
```

```
classes[0] = 'HTML';
```

```
classes[1] = 'CSS';
```

```
classes.push('JS');
```

```
classes.pop();
```

metodi degli arrays

```
let i = 0;
```

```
classes[i];
```

```
classes[1];
```

```
classes.pop();
```

```
classes.length;
```

# Iteration

```
let classes = [];  
classes[0] = 'HTML';  
classes[1] = 'CSS';  
classes.push('JS');  
for (let i = 0; i < classes.length; i++) {  
  console.log(i);  
}
```

ciclare gli elementi di un array

# For .. of

si usa per gli array

```
let countries = ['Italy', 'France', 'Germany'];  
  
for (let country of countries) {  
  console.log(country);  
}
```

Browser support

[for...of](#)

# ForEach

si usa per gli oggetti, possiamo passare una funzione, o un valore di tipo function

una funzione può essere assegnata ad una variabile

```
let numbers = [1, 2, 3, 4];
```

```
// using for
```

```
for (let i = 0; i < numbers.length; i++) {  
  console.log(numbers[i]);  
}
```

```
// using forEach
```

```
numbers.forEach(function (number) {  
  console.log(number);  
});
```

lo uso quando non mi interessa il valore di ritorno

# Map

```
let numbers = [1, 2, 3, 4];
```

lo uso quando voglio usare i valori di ritorno e assegnarli ad un array

```
// using for
```

```
let newNumbers = [];
```

```
for (let i = 0; i < numbers.length; i++) {  
  newNumbers[i] = numbers[i] * 2;  
}
```

```
// using map
```

```
let newNumbers2 = numbers.map(function (number) {  
  return number * 2;  
});
```



# Method chaining

```
let numbers = [1, 2, 3, 4];  
let newNumbers = numbers  
  .map(function (number) {  
    return number * 2;  
  })  
  .map(function (number) {  
    return number + 1;  
  });
```

*// shorter version*

```
let numbers = [1, 2, 3, 4];  
let newNumbers = numbers.map(number => number * 2).map(number => number + 1);
```

# Filter

```
let numbers = [1, 2, 3, 4];
```

```
// using for
```

```
let newNumbers = [];  
for (let i = 0; i < numbers.length; i++) {  
  if (numbers[i] % 2 !== 0) {  
    newNumbers.push(numbers[i] * 2);  
  }  
}
```

```
// using filter
```

```
let newNumbers2 = numbers  
  .filter(function (number) {  
    return number % 2 !== 0;  
  })  
  .map(function (number) {  
    return number * 2;  
  });
```

# Reduce

```
let numbers = [1, 2, 3, 4];
```

```
// using for
```

```
let totalNumber = 0;
```

```
for (let i = 0; i < numbers.length; i++) {  
  totalNumber += numbers[i] * 2;  
}
```

```
// using reduce
```

```
let totalNumber2 = numbers
```

```
  .map(function (number) {
```

```
    return number * 2;
```

```
  })
```

```
  .reduce(function (total, number) {
```

```
    return total + number;
```

```
  }, 0);
```

# Reduce

```
let some = [1, 2, 3, 4, 5, 6, 7].reduce(function (accu, curr) {  
  if (Math.random() > 0.5) {  
    accu.push(curr);  
  }  
  return accu;  
}, []);  
console.log(some);
```

# Reduce

```
let kebab = ['I', 'hAve', 'A', 'drEam'].reduce(function (accu, curr, index, arr) {  
  const word = index === arr.length - 1 ? curr : curr + '-';  
  return accu + word.toLowerCase();  
}, '');  
console.log(kebab);
```

Objects

# Creation and assignment

*// create object and assign property*

```
let cat = {};  
cat.furColor = 'orange';
```

*// create and assign*

```
let cat2 = { furColor: 'orange' };
```

*// Object Literal*

```
let cat = {  
  age: 5,  
  furColor: 'orange',  
  isHappy: true,  
  likes: ['sleep', 'milk'],  
  birthday: { month: 7, day: 17, year: 2020 }  
};
```

# Nested objects

```
let doll = {  
  size: 'large',  
  innerDoll: { size: 'medium' }  
};  
doll.innerDoll.innerDoll = { size: 'small' };  
  
console.log(doll);
```



# Array of objects

```
// array of objects  
let cats = [  
  { name: 'Angel', age: 18, furColor: 'grey' },  
  { name: 'Evil', age: 14, furColor: 'red' },  
  { name: 'Meh', age: 12, 'Fur Color': 'white' }  
];  
console.log(cats);  
console.log(cats[1].furColor);  
console.log(cats[2]['Fur Color']);
```

# Dot notation

*// Dot notation*

*// reading properties*

```
let furVariable = cat.furColor;  
console.log(furVariable);
```

*// modifying properties*

```
cat.furColor = 'grey';  
console.log(furVariable);
```

# Bracket notation

*// cannot be done with dot notation*

```
cat['fur color'] = 'orange';  
let facebookFriends = {};  
facebookFriends[12323] = cat;
```

*// bracket notation with variables*

```
let cat = {};  
let prop = 'furColor';  
cat[prop] = 'orange';  
let color = cat[prop];
```

# Bracket notation with variables

```
let socials = ['instagram', 'tiktok', 'twitter', 'pinterest'];
```

```
const handshake = {  
  pinterestShare: function () {  
    // code to share on pinterest  
  },  
  twitterShare: function () {  
    // code to share on twitter  
  }  
};
```

```
for (const social of socials) {  
  const callback = handshake[social + 'Share'];  
  if ('function' === typeof callback) {  
    callback(); // equivalent to handshake[social + 'Share']()  
  }  
}
```

# Iterating using for .. in

```
let zoo = {  
  birds: 3,  
  bears: 5,  
  cats: 12  
};  
for (let key in zoo) {  
  if (zoo.hasOwnProperty(key)) {  
    console.log('zoo.' + key + ' = ' + zoo[key]);  
  }  
}
```

*// remember: for .. in is for objects, for .. of is for arrays*

*// don't use for..of on objects*

```
const sam = { name: 'sam', age: 42 };  
for (const property of sam) {  
  // TypeError: sam is not iterable  
  console.log(property);  
}
```

# Object keys(), values() & entries()

```
const zooAnimals = {  
  animal1: 'Lion',  
  animal2: 'Elephant'  
};
```

```
Object.keys(zooAnimals).forEach(key => { // keys() returns an array of object's properties  
  console.log(key, zooAnimals[key]); // animal1 Lion, animal2 Elephant  
});
```

```
Object.values(zooAnimals).forEach(val => { // values() returns an array of object's values  
  console.log(val); // Lion, Elephant  
});
```

```
Object.entries(zooAnimals).forEach(entry => { // entries() returns an array of key-value pairs  
  const [key, value] = entry;  
  console.log(key, value); // animal1 Lion, animal2 Elephant  
});
```

# Operators

# Logical OR ||

se lo mettiamo nell if NON RESTITUISCE TRUE,  
ma lo legge come true e esegue all interno delle {}

quindi realmente restituisce il valore che risulta vero tra i 2 (è un  
operatore binario quindi solo 2)

The OR || operator using non-boolean values

1. Evaluates operands from left to right
2. For each operand, if it is truthy, stops and returns the original value of the operand
3. If all operands are falsy, returns the last operand

```
let name = '';  
let userName = name || 'default'; // default se il 1 è falsey, restituisce il 2  
  
let name2 = 'james';  
let userName2 = name2 || 'default'; // james se il 1 è true, allora restituisce quello
```

Logical OR ||



person.name se l'oggetto non è stato definito, javascript si romperà

# Logical AND &&

## The AND && operator using non-boolean values

1. Evaluates operands from left to right
2. For each operand, if it is falsy, stops and returns the original value of that operand
3. If all operands are truthy, returns the last operand

```
let userName = person && person.name; // undefined
```

il 1 valore è falsey, quindi restituisce quello e non va avanti (undefined)

```
let person = {};  
userName = person && person.name; // undefined
```

il 1 valore è true, allora controlla come è il 2 valore, in questo caso è false e restituisce quel valore (undefined)

```
person = { name: 'james' };  
userName = person && person.name; // james
```

qui sono entrambi true, allora andrà a restituire l'ultimo valore true (james)

[Logical AND &&](#)

# Functions

# Another way to look at functions

```
let add = function(a, b) {  
  return a + b;  
};  
  
let mad = add;  
  
let resultA = add(5, 4); // 9  
  
let resultB = mad(21, 7); // 28  
  
console.log(typeof add); // function
```

*// note: functions are regular objects with the additional capability of being invocable*

# Another way to look at functions

```
function add(a, b) {  
  return a + b;  
}
```

```
let mult = function(a, b) {  
  return a * b;  
};
```

```
let calculate = function(fn, a, b) {  
  console.log('This is your result:', fn(a, b));  
};
```

```
calculate(add, 2, 4);  
calculate(mult, 2, 4);
```

*// note: functions can be passed as parameters*

# Return and side effects

```
let greeter = function(name, place) {  
  return 'Mister ' + name + ' of' + place;  
};
```

*// function with a side effect*

```
let nameLogger = function(name, place) {  
  let newName = 'Mister ' + name + ' of' + place;  
  console.log(newName);  
  return newName;  
};
```

# Function arguments

```
let add = function(a, b) {  
  console.log(arguments); // Logs [3,10]  
  return a + b;  
};
```

```
let sum = add(3, 10); // 13
```

# Function arguments

```
let addMany = function() {  
  let sum = 0;  
  for (let i = 0; i < arguments.length; i++) {  
    sum += arguments[i];  
  }  
  return sum;  
};
```

```
let sumA = addMany(3, 10, 57, 24); // 94  
let sumB = addMany(3, 10, 57, 24, 200, 300); // 594
```

*// implement a function that returns the max of n arguments; your own version of Math.max()*

# Default arguments

```
let nameLogger = function (name, adj) {  
  if (adj === undefined) {  
    adj = 'wonderful';  
  }  
  let newName = 'The ' + adj + ' Mr.' + name;  
  console.log(newName);  
};
```

```
nameLogger('adam', 'lazy');  
nameLogger('james');
```



# Global and local precedence

```
let g = 'global';
```

```
function go() {  
  let l = 'local';  
  let g = 'in here!';  
  console.log(g + ' inside go');  
}
```

```
go();  
console.log(g + ' outside go');
```

Your turn

# 1.Soundwave

Given the following array

```
let noisesArray = ['quack', 'sneeze', 'boom'];
```

Produce the following array, then print it to the console

```
['Quack!', 'qUack!!', 'quAck!!!', 'quaCk!!!!', 'quacK!!!!!!', 'Sneeze!', 'sNeeze!!', 'snEeze!!!', 'sneEze!!!!', 'sneeZe!!!!!!', 'sneezE!!!!!!', 'Boom!', 'bOom!!', 'boOm!!!', 'booM!!!!']
```

## 2.Babies

- Create an empty array of babies
- Each baby should have the following properties
  - "name" (a string)
  - "months" (age in months as number)
  - "noises" (an array of strings)
  - "favoriteFoods" (an array of strings)
- Add 4 different babies to the array using as many different ways as possible
- Iterate through the array printing key and value pairs e.g [name:"Lyla"]
- Now add an "outfit" property to each baby in the array
  - Outfit should describes at least 3 parts of their clothing using different properties, for example, "shirt": "blue"
  - Print each baby again with their outfit in a nicely formatted object

# 3. Baby processing

Using the babies array from the previous exercise:

- Write a `getBabyOutfit()` function that returns a description a baby's outfit
  - e.g "Lyla is wearing a blue shirt and red pants and a green hat"
- Write a `feedBaby()` function that prints what a baby is eating.
  - e.g. "Lyla is eating food3, food1, food4 and food2"
  - All foods in `favoriteFoods` should appear but randomly each time the function is called
- Run both function on all the babies

## 4.Clone

Write a function `clone()` that clones any object

- Test it on the object in the next slide
- Change the name of the cloned object and make sure that the original did not change

### **Important:**

Write the function yourself, do not use built-in functions such as `Object.assign()`, `jQuery.extend()` or `JSON.parse(JSON.stringify())`

Continues on next page >>>

## 4.Clone

The object to clone and test:

```
{
  name: 'Green Mueller',
  email: 'Rigoberto_Muller47@yahoo.com',
  address: '575 Aiden Forks',
  bio: 'Tenetur voluptatem odit labore et voluptatem vel qui placeat sit.',
  active: false,
  salary: 37993,
  birth: Sun Apr 18 1965 13:38:00 GMT+0200 (W. Europe Daylight Time),
  bankInformation:
    { amount: '802.04',
      date: Thu Feb 02 2012 00:00:00 GMT+0100 (W. Europe Standard Time),
      business: 'Bernhard, Kuhn and Stehr',
      name: 'Investment Account 8624',
      type: 'payment',
      account: '34889694' }
}
```

Bonus



## 5.Clone strings

Write a function `cloneStrings()` that only clones string properties of an object  
Starting with the example object of the previous exercise this should be the result

```
{ name: 'Green Mueller',  
  email: 'Rigoberto_Muller47@yahoo.com',  
  address: '575 Aiden Forks',  
  bio: 'Tenetur voluptatem odit labore et voluptatem vel qui placeat sit.',  
  bankInformation:  
    { amount: '802.04',  
      business: 'Bernhard, Kuhn and Stehr',  
      name: 'Investment Account 8624',  
      type: 'payment',  
      account: '34889694' }  
}
```

## 6.Reduce All

Make sure that you fully understand the [Array reduce method](#)

Write functions that use the reduce method to implement your version of the following Array methods:

[forEach\(\)](#) , [map\(\)](#), [filter\(\)](#) , [indexOf\(\)](#) , [slice\(\)](#)

For each method, implement parameters and return values as in the documentation

- do not use Array.prototype
- your functions receive as a first parameter the array on which to operate
- all other parameters should be identical to the documentation
- except for the thisArg parameter, you don't have to implement it

For example your implementation of forEach could be something like this:

```
function myForEach(arr, ... ) {  
}
```

**Note:** *This exercise is harder than the ones you have done so far. Dedicate enough time for it*

Continues on next page >>>

## 6.Reduce All

### Testing:

- write tests that compare the output of your functions to those of the Array methods
- write several and comprehensive tests for each method
- make sure that your methods give the same output as the originals

**Note:** *See the following slide with an example of how to test myMap()*

Continues on next page >>>

## 6.Reduce All

```
// Example of testing myMap
// group of arrays used for testing
let testGroup = [
  [ 1, 2, 3, 4, 5 ],
  [ 0, 0, 3, 4, 5 ],
  [ 7, 0, 9, 74, 85, 1, 42, 3, 88 ]
];

// test function for testing map - can be any function as long as the parameters are what map
// expects
let testFunc = function(num) {
  return num * 2;
};

// replace this with your implementation of map using reduce
function myMap(arr, ... ) {
}
```

Continues on next page >>>

## 6.Reduce All

```
console.log('==== Testing Array.map() method ====');
testGroup.forEach(function(arr) {
  console.log(arr.map(testFunc));
});
```

```
console.log('\n==== Testing the function myMap() ====');
testGroup.forEach(function(arr) {
  console.log(myMap(arr, testFunc));
});
```

// note that tests for forEach, indexOf, filter and slice will be different because the methods behave differently

# References

Ternary operator

[ternary operator vs. if statement](#)

[An alternative to if/else and switch in JavaScript](#)

[How to Read Nested Ternary Operators](#)

[Ternary operator discussion](#)

# References

Array methods

[JavaScript Array Reference](#)

[Array - JavaScript](#)

[Functional programming in Javascript: map, filter and reduce](#)

# References

for .. in and for .. of

[for...in - JavaScript](#)

[for...of - JavaScript](#)

[for..in versus for..of Loops](#)

Logical operators

[The && and || Operators in JavaScript — Marius Schulz](#)



# References

Functions have more complexity than you think

Explore these references to learn more

[JavaScript Function Definitions](#)

[Every Possible Way to Define a Javascript Function](#)