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LA SCUOLA PER L'ITALIA DI DOMANI



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Italiadomani
PIANO NAZIONALE DI RIPRESA E RESILIENZA

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Corso	Web Developer
Unità Formativa	Programmazione - Javascript e Typescript
Argomento	Specificato nel titolo della slide successiva

Intervento realizzato da
ITS
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COESIONE
ITALIA 21-27
PIEMONTE



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Functions

Code Reusability

Shadi Lahham - Web development

Functions in Javascript

Functions

Functions are reusable collections of statements.

```
// declare  
function sayMyName() {  
    console.log('Hi Bob!');  
}
```

```
// use  
sayMyName();
```

```
// use again  
sayMyName();
```

Parameters & arguments

```
// function definition with one parameter: name
```

```
function sayMyName(name) {  
    console.log('Hi, ' + name);  
}
```

```
sayMyName('James'); // calling the function with one argument: 'James'
```

```
sayMyName('Adam'); // calling the function with one argument: 'Adam'
```

Parameters & arguments

```
function addNumbers(num1, num2) {  
  let result = num1 + num2;  
  console.log(result);  
}
```

```
addNumbers(7, 21);  
addNumbers(3, 10);
```

You can also pass variables in function calls:

```
let number = 10;  
addNumbers(number, 2);  
addNumbers(number, 4);
```

Parameters & arguments

Parameters

- variables listed in the function's definition
- act as placeholders for values that are passed into the function when called

Arguments

- the actual values passed to the function when it is invoked
- assigned to the corresponding parameters in the function's definition

[Parameter - MDN](#)

[Argument - MDN](#)

Parameters & arguments

```
// function definition with two parameters: a and b  
function add(a, b) {  
  // the function returns the sum of the two parameters  
  return a + b;  
}
```

```
// calling the function with two arguments: 5 and 3  
let result = add(5, 3);
```

```
// output the result to the console  
console.log(result); // output: 8
```


Return Values

The `return` keyword returns a value to whoever calls the function and exits the function

```
function addNumbers(num1, num2) {  
  let result = num1 + num2;  
  return result; // Anything after this line won't be executed  
}
```

```
let sum = addNumbers(5, 2);
```

Return Values

You can use function calls in expressions

```
let biggerSum = addNumbers(2, 5) + addNumbers(3, 2);
```

You can even call functions inside function calls:

```
let hugeSum = addNumbers(addNumbers(5, 2), addNumbers(3, 7));
```

Circular Dependencies

```
function chicken() {  
  egg();  
}
```

```
function egg() {  
  chicken();  
}
```

```
egg();
```

Recursion

```
function fibonacci(n) {  
  if (n < 2) {  
    return n;  
  }  
  return fibonacci(n - 1) + fibonacci(n - 2);  
}
```

```
fibonacci(30); // 1439 ms
```

```
fibonacci(35); // 12765 ms
```

```
fibonacci(40); // 121211 ms
```

Note: recursive functions can be exponentially slow

[Recursion: The Pros and Cons](#)

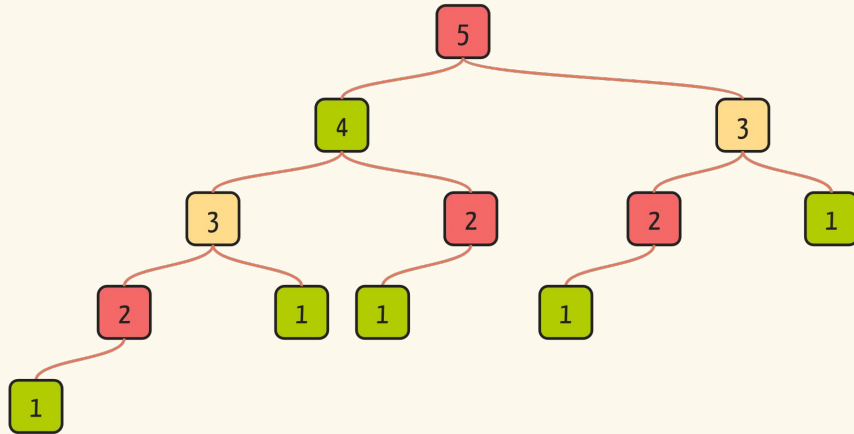
[Big O Notation and the Nonsense Therein](#)

Recursion

Fibonacci tree

Recursion

An exponential calculation



Variable Scope

- JS Variables are either "block scoped" or "function scope", depending on how they were declared, with let or var
- They are visible in the block or function where they're defined
- Variables can belong to the local or global scope

Local Scope

A variable with "local" scope

```
function addNumbers(num1, num2) {  
  let localResult = num1 + num2;  
  console.log("The local result is: " + localResult);  
}
```

```
addNumbers(5, 7);  
console.log(localResult);
```

Global Scope

A variable with "global" scope

```
let globalResult;
```

```
function addNumbers(num1, num2) {  
  globalResult = num1 + num2;  
  console.log("The global result is: " + globalResult);  
}
```

```
addNumbers(5, 7);  
console.log(globalResult);
```


Global Scope - side effects

Forgetting to use `let` has "global" consequences

```
function addNumbers(num1, num2) {  
  localResult = num1 + num2;  
  console.log("The local result is: " + localResult);  
}
```

```
addNumbers(5, 7);  
console.log(localResult);
```

Coding Conventions: Indentation

Use newlines between statements and use spaces or tabs to indent blocks.

Bad:

```
function addNumbers(num1,num2) {return num1 + num2;}
```

Bad:

```
function addNumbers(num1, num2) {  
return num1 + num2;  
}
```

Better:

```
function addNumbers(num1, num2) {  
    return num1 + num2;  
}
```

Convention: Comments & documentation

Comment functions properly.

OK, but not great:

```
/*  
 * Adds two numbers and returns the sum  
 */  
function addNumbers(num1, num2) {  
    return num1 + num2;  
}
```

Convention: Comments & documentation

Comment functions properly. Use JSDoc

Much better:

```
/**
 * Returns the sum of num1 and num2
 * @param {number} num1 - the first number
 * @param {number} num2 - the second number
 * @returns {number} Sum of num1 and num2
 */
function addNumbers(num1, num2) {
    return num1 + num2;
}
```

[Use JSDoc: Documentation](#)

[JSDoc on github](#)

Let & var

Let vs 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);  
  }  
  console.log('x func =', x);  
  console.log('i !block =', i); // output?  
}  
worker();  
console.log('x !func =', x); // undefined
```

var: Function-scoped

Access restricted to nearest enclosing function
Common in older Javascript code

Let vs var

let provides more predictable and understandable scoping behavior compared to **var**, making it the preferred choice in modern JavaScript development

var should be used sparingly, typically in legacy (old) code where refactoring to **let** might not be practical

Advanced 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 callable

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

Arrow Functions

Arrow Functions: Syntax

- A function shorthand
- Use the `=>` syntax
- Share the same lexical `this` as their surrounding code

Syntax

```
(x, y, z) => { statements }
```

```
(x, y, z) => expression // same as: (x, y, z) => { return expression; }
```

Optional parentheses

```
(x) => { statements }
```

```
x => { statements }
```

No parameters syntax

```
() => { statements }
```

Arrow Functions: Variants

```
function square(a) {  
  return a * a;  
}
```

```
let square = (a) => {  
  return a * a;  
};
```

// equivalent

```
let square = (a) => a * a;
```

// equivalent

```
let square = a => a * a;
```

Arrow functions are functions

```
let add = (x, y) => { return x + y; };
```

```
console.log(typeof add); // function
```

```
console.log(add instanceof Function); // true
```

note: instanceof is a binary operator

Your turn

1.Variable Scope

- Write a .js file that uses both local and global variables in the same project
- Recreate the local and global scope examples in your browser
- Try to call the function “addNumbers” a few more times
- Make sure that you understand exactly what’s happening at every stage

2. Fortune calculator

- Write a function named `tellFortune` that:
 - Takes 4 parameters: number of children, partner's name, geographic location, job title.
 - outputs your fortune to the screen like so: "You will be a X in Y, and married to Z with N kids."
- Call that function 3 times with 3 different values for the arguments

3.Dog age calculator

Calculate a puppy's age in dog years

- Write a function named `calculateDogAge` that:
 - takes 1 parameter: the dog's age in human years
 - calculates the dog's age based on the conversion rate of 1 human year to 7 dog years
 - outputs the result to the screen like so: "Your dog is NN years old in dog years!"
- Call the function three times with different sets of values
- Bonus:
 - Add another parameter to the function that takes the conversion rate of human to dog years

4.Coffee supply calculator

- Write a function named `calculateSupply` that:
 - takes 2 parameters: age, amount per day.
 - calculates the amount consumed for rest of the life (based on a constant max age).
- outputs the result to the screen like so: "You will need NN cups of coffee to last you until the age of X"
- Call that function three times, passing in different values each time
- Bonus:
 - Calculate in liters, accepting floating point values for amount per day (0.3 liters of coffee)
 - Round the result to a round number

5.Geometry library

- Create a function called calcCircumference:
 - Pass the radius to the function
 - Calculate the circumference based on the radius, and output "The circumference is NN"
- Create a function called calcArea:
 - Pass the radius to the function.
 - Calculate the area based on the radius, and output "The area is NN"

Reference:

[JavaScript Math Object](#)
[Circles](#)

Bonus

6. Temperature conversion

Create a function called `celsiusToFahrenheit`:

- Store a celsius temperature into a variable.
- Convert it to fahrenheit and output "NN°C is NN°F".

Create a function called `fahrenheitToCelsius`:

- Now store a fahrenheit temperature into a variable.
- Convert it to celsius and output "NN°F is NN°C."

7.Math library

- Write a function called `squareNumber` that will take one parameter (a number), square that number, and return the result. It should also log a string like "The result of squaring the number 3 is 9."
- Write a function called `halfNumber` that will take one parameter (a number), divide it by 2, and return the result. It should also log a string like "Half of 5 is 2.5."

7.Math library

- Write a function called **percentOf** that will take two numbers, figure out what percent the first number represents of the second number, and return the result. It should also log a string like "2 is 50% of 4."
- Write a function called **areaOfCircle** that will take one parameter (the radius), calculate the area based on that, and return the result. It should also log a string like "The area for a circle with radius 2 is 12.566370614359172."
- Bonus: round the result so there are only two digits after the decimal

8. Calculator

Write a function that will take one parameter (a number) and perform the following operations, using the functions you wrote earlier:

- Take half of the number and store the result
- Square the result of #1 and store that result
- Calculate the area of a circle with the result of #2 as the radius
- Calculate what percentage that area is of the squared result (#3)

9.Merger

Write a function called `merger()` that takes two parameters and performs the following operation:

- If both parameters are numbers, return the sum
- If both parameters are strings, return the concatenation of the strings
- If the parameters are anything else, return null

Include a doc file in which you explain why two operators might have the same symbol but work differently based on the type of the parameters

References

[JavaScript Function Definitions](#)

[JavaScript - Functions](#)

Javascript validation

Code quality tools

[ESLint](#)

[JSHint](#)

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