JONAS.IO
SCHMEDTMANN

THE COMPLETE JAVASCRIPT COURSE

FROM ZERO TO EXPERT!

@JONASSCHMEDTMAN

SECTION

HOW JAVASCRIPT WORKS BEHIND THE SCENES

LECTURE

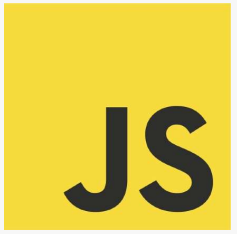
AN HIGH-LEVEL OVERVIEW OF JAVASCRIPT

JS

WHAT IS JAVASCRIPT: REVISITED

JAVASCRIPT

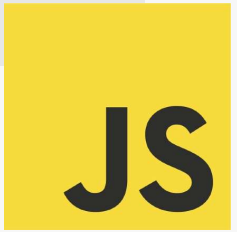
JAVASCRIPT IS A HIGH-LEVEL, OBJECT-ORIENTED, MULTI-PARADIGM PROGRAMMING LANGUAGE.



WHAT IS JAVASCRIPT: REVISITED

JAVASCRIPT

JAVASCRIPT IS A HIGH-LEVEL, PROTOTYPE-BASED OBJECT-ORIENTED, MULTI-PARADIGM, INTERPRETED OR JUST-IN-TIME COMPILED, DYNAMIC, SINGLE-THREADED, GARBAGE-COLLECTED PROGRAMMING LANGUAGE WITH FIRST-CLASS FUNCTIONS AND A NON-BLOCKING EVENT LOOP CONCURRENCY MODEL. 🤔 🤯 🤣



DECONSTRUCTING THE MONSTER DEFINITION

- High-level
- Garbage-collected
- Interpreted or just-in-time compiled
- Multi-paradigm
- Prototype-based object-oriented
- First-class functions
- Dynamic
- Single-threaded
- Non-blocking event loop

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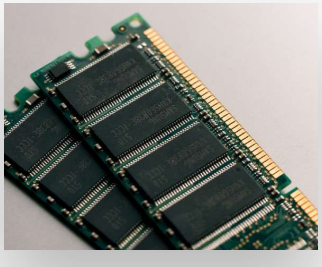
👉 **Any computer program needs resources:**



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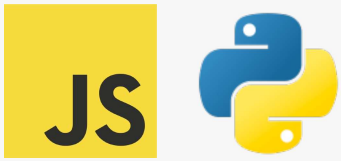

LOW-LEVEL

Developer has to manage resources **manually**

HIGH-LEVEL

Developer does **NOT** have to worry, everything happens automatically

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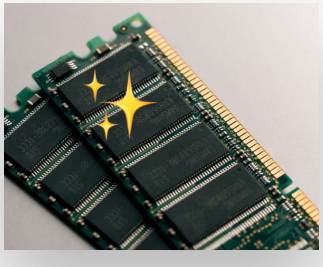

Cleaning the memory
so we don't have to

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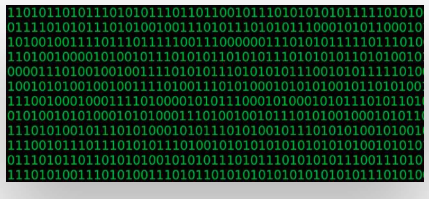
```
document.querySelector(".again").addEventListener("click", () => {
  document.querySelector(".message").textContent = "Start guessing...";
  document.querySelector(".number").textContent = "?";
  document.querySelector(".guess").value = "";
  score = 20;
  document.querySelector(".score").textContent = score;
  number = Math.floor(Math.random() * 20) + 1;
});
```

Abstraction over 0s and 1s

CONVERT TO MACHINE CODE = COMPILING



Happens inside the JavaScript engine

More about this **Later in this Section** 👇

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👉 **Paradigm**: An approach and mindset of structuring code, which will direct your coding style and technique.

The one we've been using so far

1. Procedural programming
2. Object-oriented programming (OOP)
3. Functional programming (FP)

☝️ **Imperative vs.**
👋 **Declarative**

More about this later in **Multiple Sections** 👉

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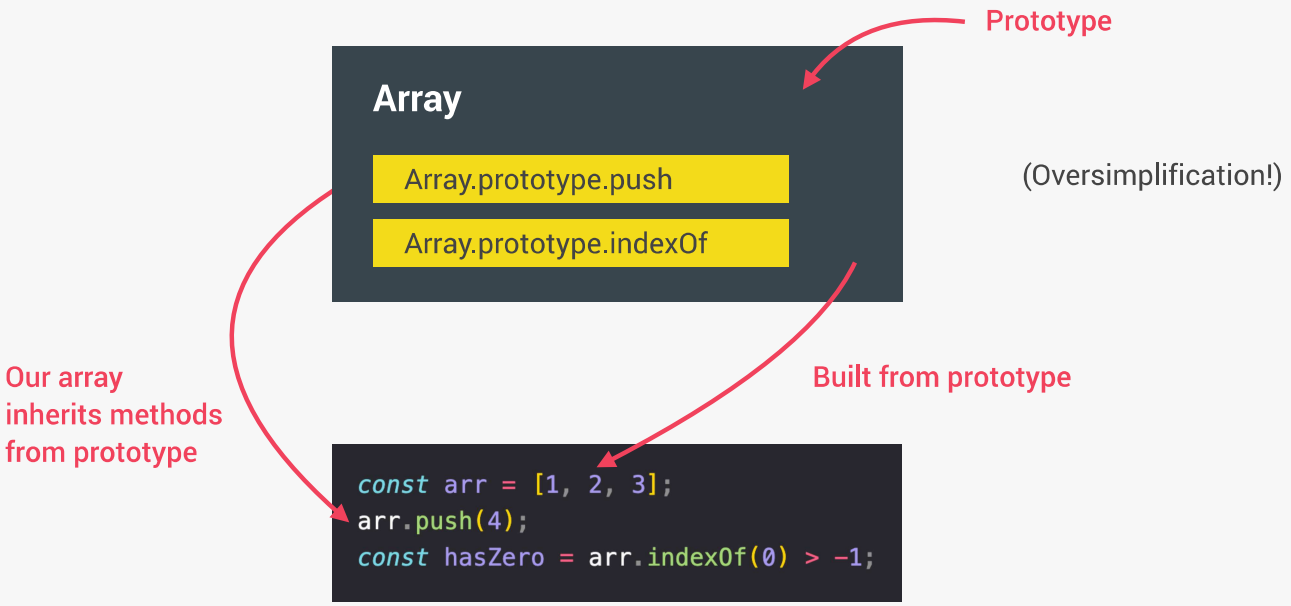

More about this in Section **Object Oriented Programming** 👉

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👉 In a language with **first-class functions**, functions are simply **treated as variables**. We can pass them into other functions, and return them from functions.

```
const closeModal = () => {
  modal.classList.add("hidden");
  overlay.classList.add("hidden");
};

overlay.addEventListener("click", closeModal);
```

Passing a function into another function as an argument: First-class functions!

More about this in Section **A Closer Look at Functions** 👉

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👉 **Dynamically-typed language:**

No data type definitions. Types becomes known at runtime

Data type of variable is automatically changed

```
let x = 23;
let y = 19;
x = "Jonas";
```

TS

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👉 **Concurrency model**: how the JavaScript engine handles multiple tasks happening at the same time.

↓ Why do we need that?

👉 JavaScript runs in one **single thread**, so it can only do one thing at a time.

↓ So what about a long-running task?

👉 Sounds like it would block the single thread. However, we want non-blocking behavior!

↓ How do we achieve that?

(Oversimplification!)

👉 By using an **event loop**: takes long running tasks, executes them in the "background", and puts them back in the main thread once they are finished.

More about this **Later in this Section** 👇