```
* @param {MouseEvent} event
   * @param {HTMLElement=} elementToClose
  window.helpers.modalClose = function modalClose(event : MouseEvent , elementToClose : HTMLElement ) {
    const modalWrapper = elementToClose || event.currentTarget.closest( selector: '.modal');
    modalWrapper.classList.add('modal--closed');
                                                                 Event.currentTarget: EventTarget
    document.body.classList.remove( tokens: 'is-modal-open
                                                                 The currentTarget read-only property of the Event
    modalWrapper.querySelector( selectors: '.modal__overlay interface identifies the current target for the event, as
                                                                 the event traverses the DOM. It always refers to the
       type: 'click', window.helpers.modalClose,
                                                                 element to which the event handler has been
                                                                 attached, as opposed to Event.target, which
                                                                 identifies the element on which the event occurred
    modalWrapper.querySelector( selectors: '.modal__close')
                                                                 and which may be its descendant.
       type: 'click', window.helpers.modalClose,
                                                                 Supported by: Chrome, Chrome Android, Edge,
                                                                             Firefox, IE 9, Node.js 14.5.0, Opera 7,
                                                                             Safari 10, Safari iOS 10
    if (modalWrapper.onclosecallback && typeof modalWrap
      modalWrapper.onclosecallback();
                                                                 By Mozilla Contributors 

✓, CC BY-SA 2.5
                                                                 `currentTarget: EventTarget|null` on
                                                                 developer.mozilla.org
Edit Manage Stats
```



Ingo Steinke

Posted on 26 Nov 2021 • Updated on 21 Dec 2021

Using JSDoc to write better JavaScript Code

#javascript #webdev #programming #typescript

Using <u>TypeScript</u> consistently offers a lot of benefits, especially for writing clean code to prevent unnecessary bugs and errors. But it takes some time and effort to learn, and you have to adapt every code snippet after copy-pasting from a tutorial or a StackOverflow example. Quite a challenge when re-using code for React, Node, Express and Mongoose like I did in my <u>full-stack web app side project</u>.

Alternatives to TypeScript

- Popular, but unhelpful, alternative: don't care at all.
- Use <u>eslint</u>, but that's not an alternative. With or without strong typing, you should lint
 your code anyway to benefit from (mostly) helpful hints and warnings.
- <u>ReactPropTypes</u> add some type checking to ECMAScript / JavaScript in React
 applications, but PropTypes are merely footnotes, placed far away from where they
 would be most useful, while still bloating your code.

And there are no PropTypes in Vanilla JS.

enter JSDoc:

JSDoc

Often overlooked, maybe never even heard of until now, <u>JSDoc</u> deserves more attention, as it brings a lot of advantages out of some short lines of documentation.

Code Documentation

That's JSDoc's original purpose: generating a code / API documentation out of a few lines placed before variables, functions, and classes.

Similar approaches have been used with Java and PHP for a long time, and JSDoc follows established practice and is quite easy to learn.

Hints and Code Completion

Using JSDoc inside a modern IDE, you'll get another benefit: live code inspection, warnings, and proper code completion even for the most obscure DOM methods you never knew about before. Or well-known classics like event.currentTarget that still have some tricky pitfalls.

Here is a - seemingly simple - example:

```
/**
 * close any open modal dialog (called from handlers set by modalOpen())
 * @param {MouseEvent} event
 * @param {HTMLElement=} elementToClose
window.helpers.modalClose = function modalClose(event : MouseEvent , elementToClose : HTMLElement ) {
  const modalWrapper = elementToClose || event.currentTarget.closest( selector: '.modal');
  modalWrapper.classList.add('modal--closed');
  document.body.classList.remove(tokens: 'is-modal-open
                                                               The currentTarget read-only property of the Event
  modalWrapper.querySelector( selectors: '.modal__overlay interface identifies the current target for the event, as
                                                               the event traverses the DOM. It always refers to the
    type: 'click', window.helpers.modalClose,
                                                               element to which the event handler has been
                                                               attached, as opposed to Event.target, which
  modalWrapper.querySelector( selectors: '.modal__close') identifies the element on which the event occurred and which may be its descendant.
    type: 'click', window.helpers.modalClose,
                                                                Supported by: Chrome, Chrome Android, Edge,
                                                                            Firefox, IE 9, Node.js 14.5.0, Opera 7,
                                                                            Safari 10, Safari iOS 10
  if (modalWrapper.onclosecallback && typeof modalWrap
    modalWrapper.onclosecallback();
                                                                By Mozilla Contributors 

C C BY-SA 2.5 

Z
  }
                                                                `currentTarget: EventTarget[null` on
                                                                developer.mozilla.org
};
```

I wanted to allow a modal dialog to be closed typing the Escape key. My first quick code-like-it's-1999-style script (not shown here) was frowned upon by eslint.

Writing Clean, Modern Vanilla JS Code

So I decided to write proper, modern code, but still plain "Vanilla JS" (that does not need a transpiler to produce working code, unlike TypeScript, which does not have native browser support, not even in Microsoft's Edge browser).

I wrote a function that takes two arguments: an event, and an optional DOM element so that we are able to close a specific modal dialog from outside without relying on the event context.

Adding a JSDoc comment before, it becomes

```
/**
  * close an open modal dialog
  * @param {MouseEvent} event
  * @param {HTMLElement=} elementToClose
  */
const modalClose = function modalClose(event, elementToClose) {
  // ...
};
```

telling my readers (of this code, and of a possible, automatically generated, documentation / API reference) what the function is supposed to do, and what arguments it expects:

Now my IDE (PhpStorm) will show me helpful information:

```
modalClose(event : MouseEvent , elementToClose : HTMLElement ) {
    interface MouseEvent extends UIEvent

    The MouseEvent interface represents events that occur due to the user interacting with a pointing device (such as a mouse). Common events using this interface include click[], dblclick[], mouseup[], mousedown[].

    MouseEvent derives from UIEvent, which in turn derives from Event. Though the MouseEvent.initMouseEvent()
```

I don't even have to look up the proper type string to write in the JSDoc comment!

When I start typing, PhpStorm has some suggestions for code completion even in this special kind of comment, suggesting MouseEvent on top of the list.

```
* @param {Mo}
A MouseWheelEvent (DOM)
       ♣ MouseEventInit (DOM)
                                                                     ment ) {
window.
 const MutationObserver
                                                                     .modal');
       MutationObserverInit (DOM)
 modall
       MultiCacheQueryOptions
 docum 🖶 MediaElementAudioSourceOptions (DOM)
 modal # MediaStreamAudioSourceOptions (DOM)
   A AppendMode (DOM)
 );
       A ChannelCountMode (DOM)
 modall
        - ConstrainVidosEssingMadaBanamatana (DOM)
   typ
       Press Enter to insert, Tab to replace Next Tip
 );
```

JSDoc Syntax

The basic syntax is rather simple.

Annotations blocks are special comments that start with a slash and a double asterisk

A parameter hint starts with an at sign, the word "param", and a type definition inside curly braces, followed by the parameter's name.

To mark an optional parameter, add an equals sign behind the type, like

```
@param {HTMLElement=} elementToClose
```

but to be more clear to human readers, we can also add anything behind the parameter's name, like

```
@param {HTMLElement=} elementToClose (optional) DOM element to receive .closed
```

Now my editor shows me type annotations, that are not part of my written code (unlike they would be in TypeScript) but rather implicitly follow from my code. So my actual code stays short and compact, while the implicit meaning is still more obvious than before.

Assistance for Lazy Developers

Not only do we see the additional hint event: MouseEvent, but when we start using the event in our code below, there are more code suggestions, helping us to choose methods and properties that are actually available and not deprecated.

```
event.
mod := currentTarget
                                                        EventTarget | null
do 🔚 altKey
                                                                    boolean
   button
                                                                     number
mod
                                                                     number
   = y
                                                                     number
);
   buttons
                                                                     number
mo( = clientX
                                                                     number
   clientY
                                                                     number
  ctrlKey
                                                                    boolean
);
  getModifierState(keyArg: string)
                                                                    boolean
   initMouseEvent(typeArg: string, canBubbleArg: boolean, can...
                                                                       void
   Press Enter to insert, Tab to replace Next Tip
```

More assistance as we continue: hints and documentation everywhere. We don't even have to visit MDN in our browser anymore!

```
modalClose(event : MouseEvent , elementToClose : HTMLElement ) {
 | event.currentTarget.closest( selector: '.modal');
closed');
                                       Element.closest(
                                          selector: string): HTMLElementTagNameMap[string] | null
ns: 'is-modal-open');
'.modal__overlay').removeEve The closest() method traverses the Element and its
                                       parents (heading toward the document root) until it finds
lClose,
                                       a node that matches the provided selector string. Will
                                       return itself or the matching ancestor. If no such element
                                       exists, it returns null.
'.modal__close').removeEvent
                                       Returns:
ilClose,

    closestElement is the Element which is

                                                      the closest ancestor of the selected
                                                      element. It may be null.
 typeof modalWrapper.onclosec
                                       Supported by: Chrome 41, Chrome Android 41, Edge 15,
                                                     Firefox 35, Opera 28, Safari 6, Safari iOS 9
                                       🐂 built-in, dom
                                       By Mozilla Contributors <a>Z</a>, CC BY-SA 2.5<a>Z</a>
                                       `closest(selector: K): SVGElementTagNameMap[K] | null`,
                                       `closest(selector: string): E | null`
```

Conclusion

JSDoc makes coding in JavaScript easier, helping us to code quickly while avoiding obvious errors, just by adding some lines of optional comments in our code.

Discussion (1)



Manuel Sommerhalder • Nov 28 '21

You get the type safety and autocompletion without using another language or changing the build pipeline with JSDocs. I really don't understand the hype for Typescript.

Code of Conduct Report abuse



Ingo Steinke

Web Development, Sustainability, Art and Music, Nature and Travel, Sustainability

LOCATION

Germany

WORK

Creative Web Developer at Ingo Steinke

JOINED

More from Ingo Steinke

Animated Gradient Text Color #webdev #showdev #css #tutorial

Aspect ratio: no need for container units!

#css #html #webdev #todayilearned

CSS:has(.parent-selectors)

#css #webdev #todayilearned #javascript