ADVANCED JAVASCRIPT

Agenda

- Look at some JavaScript pitfalls and best practices
- Understand how to simulate major Object Oriented concepts
- altJS

Implicit Variable Declaration

- You can write into a variable even when this variable was not declared before
- Don't do this !
- In this case a global variable is created

```
function () {
    global = 12;
    var local = "abc";
}

alert(local);
```

- Strict mode fixes that

Window is the Global Scope

- Every global variable is a property of a global object named window

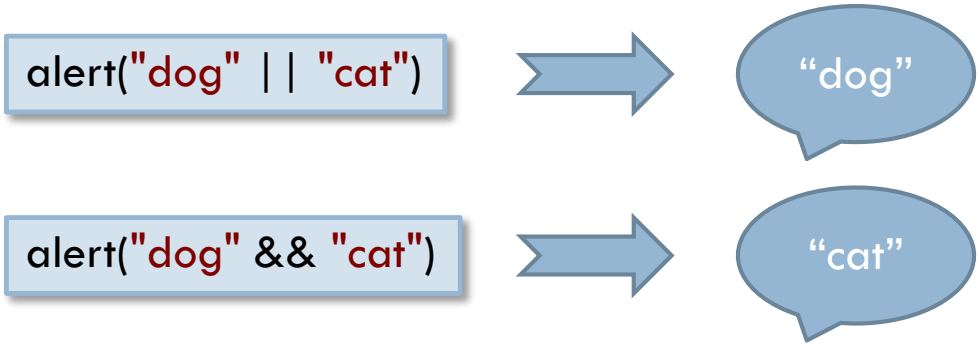
```
var num = 10;
console.log(window.num); //prints 10

window.num = 11;
console.log(num); // prints 11
```

- Objects in JavaScript are dynamic → Global scope is dynamic ☺
  - See next slides about objects

Logical Operators

- Typically used with Boolean values
  - In that case, they return a Boolean value
  - Behavior is consistent with other static programming languages (C++/Java/C#)
- May be used with non Boolean values
  - In that case, they return a non-Boolean value



Where to declare variables ?

- A variable is accessible inside its surrounding function
- Even before point of declaration
- Therefore many JavaScript programmers declare all variables at the beginning of the method

```
var num = 11;

function doSomething() {
    console.log(num);
    var num = 10;
}

doSomething();
```

Overloading

- JavaScript does not support Overloading
- Last method wins
- You can simulate it

```
var ERR = "ERR";
var WRN = "WRN";
var MSG = "MSG";

function log(type, message) {
    if (message == undefined) {
        message = type;
        type = MSG;
    }

    console.log(type + " " + message);
}
```

```
log(ERR, "Internal Error");
log("Connecting to server");
```

Function – Indirect Invocation

- A function can be invoked using special syntax

```
function f(name) {
    console.log("Hello " + name);
}

f.call({}, "Ori");
f.apply({}, ["Ori"]);
```

- Although not intuitive, above syntax is quite common
- Mainly, when doing Object Oriented JavaScript

Function creates a Scope

- Function creates a new scope which is isolated from outer scope
- Outer scope cannot access local variables of a function

```
var num = 20;

function f() {
    var num = 10;

    console.log(num); // yields 10
}

f();

console.log(f.num); // yields undefined
```

Closure

- Inner function may access the local variables of the outer function
  - Even after outer function completes execution
- Allows us to simulate stateful function

```
function getCounter() {
    var num = 0;
    function f() {
        ++num;
        console.log("Num is " + num);
    }
    return f;
}
```

```
var counter = getCounter();
counter();
counter();
```

Self Executing Function

- A function can declared without a name
- Since no name exist no one can invoke it
- Except the code that declared it
- A.K.A self executing function

```
(function () {
    //  External code has no access to these variables
    var url = "http://www.google.com";
    var productKey = "ABC";
})();
```

Sending Parameters

- Think about the $ sign
- Usually it points to jQuery global object
- But how can we ensure that?
  - There might be a case were additional 3rd party library overrides it

```
(function ($) {
    $.ajax({
        url: "www.google.com",
        type: "GET",
    });
})(jQuery);
```

Module

- Arrange your JavaScript code into modules
- Each module is surrounded with self executing function thus hiding all local variables and functions
- Peek the ones that should be public (sparsely)

```
var Server = (function () {
    var baseUrl = "http://www.google.com";

    function httpGet(relativeUrl) {
        $.ajax(…);
    }

    return {
        httpGet: httpGet,
    };
})();
```

From Module to Class

- Previous chapter suggested a technique to implement a module
- A module is essentially a collection of global methods that manage some global state
- A module cannot be duplicated
  - The self executing function can only be invoked once
- However, if we use regular function we can invoke it multiple times
  - Each time a new “module” is created

Function as a Factory


```
function Point(x, y) {
    var _x = x;
    var _y = y;

    function dump() {
        console.log(_x + ", " + _y);
    }

    return {
        dump: dump
    };
}
```

```
var pt1 = Point(5, 5);
var pt2 = Point(10, 10);

pt1.dump();
pt2.dump();
```

- Note the naming convention (Pascal casing)

Pros & Cons

- Same syntax (almost) as module definition
- Encapsulation is supported
- Hard to support inheritance
  - State is hidden and cannot be shared with derived class
- No use of keyword new when instantiating objects
- **Every time Point is invoked a new dump function is created**
  - May have performance and memory impact
  - Can a method be defined once and shared between different objects?

Function as Constructor

- Any JavaScript function can serve as a constructor

```
function F() {
}

var f1 = new F();
var f2 = new F();
```

- During function invocation this points to the newly created object

```
function Point(x, y) {
    this.x = x;
    this.y = y;
}

var pt1 = new Point(5, 5);
```

Function as Constructor

- The new keyword can be understood as

```
function Point(x, y) {
    this.x = x;
    this.y = y;
}

var pt1 = new Point(5, 5);

var pt1 = {};
Point.call(pt1, 5, 5);
```

- Does it mean that new is just a syntactic sugar?
  - No, look at next slide

Behind the scene

- An object created by a constructor is “linked” back to the constructor’s prototype

```
var pt1 = new Point(5, 5);

var pt1 = {};
pt1.__proto__ = Point.prototype;
Point.call(pt, 5, 5);
```

- Once created, an object is bound to its prototype for its whole lifetime
- Some browsers support the __proto__ reference
  - Chrome, Firefox, IE11

Prototype

- Every object is linked to its prototype
- An object "inherits" all the fields and methods specified by the prototype

```
function Point(x, y) {
    this.x = x;
    this.y = y;
}

Point.prototype.dump = function () {
    console.log(this.x + ", " + this.y);
}

var pt = new Point(5, 10);
pt.dump();
```

Prototype (more ..)

- When accessing an object's member the browser first looks at the object itself
- If not found, the prototype is considered
  - Continues in a recursive manner
  - Stops when Object.prototype is reached
- The prototype is being used only for read operations
- Write operations effect the object itself and not its prototype

Prototype Chaining

- Constructor's prototype is empty by default and is linked to Object.prototype
  - That means that custom object inherits all methods from Object.prototype

```
var pt = new Point(5,10);

pt.dump();

console.log(pt.toString());
console.log(pt.hasOwnProperty("x"));
```

Extension Methods

- Every built-in type has its own prototype
  - For example, Function.prototype
- We can "extend" built-in data types by manipulating their prototype

```
String.prototype.format = function (arg1, arg2, arg3) {
                ...
}

var str = "Hello {0}";
str.format("World");
```

- Why is that considered a bad practice?

Class

- Using constructor and prototype we can simulate a class
- Methods go into the prototype
- Fields go into the this (during ctor invocation)
- Encapsulation is not supported
  - Since prototype's methods need access to the object state
- What about static members ?
  - They are attached to the constructor

Class


```
function Account(name, email) {
    this.id = Account.generateId();
    this.name = name;
    this.email = email;
}

Account.prototype.dump = function () {
    console.log(this.id + ": " + this.name);
}

Account.nextId = 1000;

Account.generateId = function () {
    return Account.nextId++;
}
```

```
var acc = new Account("Ori", "ori@g.com");
acc.dump();
```

Inheritance

- Inheritance is a bit tricky
- Object level
  - Derived object should contain both base and derived fields
  - Achievable by calling the base ctor from the derived ctor
- Prototype level
  - Base class methods should be accessible through derived objects
  - Achievable by chaining the prototype of the derived class to the prototype of the base class

Inheritance – Object Level

- Derived ctor should invoke base ctor and let it manipulate the object being created
- Assuming Programmer derives from Employee what is wrong with below implementations?

```
function Employee(name) {
    this.name = name;
}
```

```
function Programmer(name, progLang) {
    Employee(name);

    this.progLang = progLang;
}
```

```
function Programmer(name, progLang) {
    new Employee(name);

    this.progLang = progLang;
}
```

Inheritance – Calling base ctor

- We need to explicitly send the this pointer when invoking the base ctor
- Function.call and Function.apply can do that

```
function Employee(name) {
    this.name = name;
}

function Programmer(name, progLang) {
    Employee.call(this, name);

    this.progLang = progLang;
}
```

Inheritance – Class Level

- A derived object inherits all methods defined in its own prototype
  - But what about methods from the base prototype?
- By default a prototype object is linked to Object.prototype
  - Remember that once an object is created you cannot change its prototype
- Need to create a new prototype object
  - Which is linked to base class prototype
  - Any idea?

Inheritance – Class Level

- Create a new base class object
- Use it as the prototype for derived class
  - Quite strange (from OOP perspective)
  - But it works (at least from Prototyping perspective)

```
function Programmer(name, progLang) {
    Employee.call(this, name);
    this.progLang = progLang;
}

Programmer.prototype = new Employee();

var prog = new Programmer(123, "Ori", "JavaScript");
```

Inheritance – Prototype Chaining

- Previous technique works most of the time
- But still it feels wrong
  - Why do we need to create a new base class object just to fix prototype chaining
  - What parameters should we send to the base class ctor?
- It would be better to create empty object that does nothing but is still linked to the base class prototype

Inheritance – The Right Way


```
function Programmer(name, progLang) {
    Employee.call(this, name);

    this.progLang = progLang;
}

function Dummy() { }
Dummy.prototype = Employee.prototype;
Programmer.prototype = new Dummy();

Programmer.prototype.changeLang = function (progLang) {
    this.progLang = progLang;
}

var prog = new Programmer(123, "Ori", "JavaScript");
```

Inheritance - Reuse

- The Dummy trick can be encapsulated by inherit function

```
function inherit(derived, base) {
    function Dummy() { }
    Dummy.prototype = base.prototype;

    derived.prototype = new Dummy();
}
```

```
function Programmer(name, progLang) {
    Employee.call(this, name);
    this.progLang = progLang;
}

inherit(Programmer, Employee);
```

Polymorphism

- How can a derived class override methods from the base class?
  - Just add the function to the derived prototype
  - Prototype chaining ensures that derived prototype has higher precedence than base prototype
- Actually, you can override the method in the object itself
  - No equivalent concept from static OO languages
  - Although possible, not so common in JavaScript

Polymorphism – Full Sample


```
function Shape(x, y) {…}

Shape.prototype.draw = function () {
    console.log("shape");
}

function Rect(x, y, width, height) {
    Shape.call(this, x, y);
    this.width = width;
    this.height = height;
}

inherit(Rect, Shape);

Rect.prototype.draw = function () {
    console.log("rect");
}
```

```
var shapes = [
    new Shape(5, 10),
    new Rect(5, 10, 100, 200),
];

for (var i = 0; i < shapes.length; i++) {
    var shape = shapes[i];
    shape.draw();
}
```

Calling base method


```
function Shape(x, y) {…}

Shape.prototype.dump = function () {
    console.log("x = " + this.x);
    console.log("y = " + this.y);
}

function Rect(x, y, width, height) {…}

inherit(Rect, Shape);

Rect.prototype.dump = function () {
    Shape.prototype.dump.call(this);

    console.log("width = " + this.width);
    console.log("height = " + this.height);
}
```

instanceof

- JavaScript offers a keyword named instanceof
- Allows you to query an object regarding its runtime type
- instanceof returns true if the specified object is linked to specified constructor (directly or indirectly)

```
var r = new Rect();
console.log(r instanceof Rect); // true
console.log(r instanceof Shape); // true
console.log(r instanceof Object); // true
console.log(r instanceof String); // false
```

Namespace

- Declaring constructors at the global scope might create name conflicts with other programmers/libraries
- We can reduce the chances for conflicts by declaring global variable and attach to it all constructors
- As long as the global variable has non conflicting name we are safe
  - Usually your product name will do the work

Namespace

- Declaring the namespace

```
var MyProduct = {};
```

- Attach the constructor to the namespace variable

```
MyProduct.Shape = (function () {
    function Shape(x, y) {
        this.x = x;
        this.y = y;
    }

    Shape.prototype.dump = function () {
        …
    }

    return Shape;
})();
```

```
var s = new MyProduct.Shape(5, 10);
s.dump();
```

Namespace Cross Multiple Files

- Previous technique is problematic if repeated cross multiple JavaScript files
  - Each file overwrites the namespace variable
- You can move the namespace variable declaration into a single file and include it first inside the HTML
- Better solution

```
var MyProduct = MyProduct || {};
```

- This line of code can be repeated multiple times

Complete Sample

Shape.js

```
var PaintApp = PaintApp || {};

PaintApp.Shape = (function () {
    function Shape(x, y) {
        this.x = x;
        this.y = y;
    }

    Shape.prototype.dump = function () {
        console.log("x = " + this.x);
        console.log("y = " + this.y);
    }

    return Shape;
})();
```

Rect.js

```
var PaintApp = PaintApp || {};

PaintApp.Rect = (function () {
    var Shape = PaintApp.Shape;

    function Rect(x, y, width, height) {
        Shape.call(this, x, y);

        this.width = width;
        this.height = height;
    }

    inherit(Rect, Shape);

    Rect.prototype.dump = function () {
        Shape.prototype.dump.call(this);

        console.log("width = " + this.width);
        console.log("height = " + this.height);
    }

    return Rect;
})();
```

Common.js

```
function inherit(derived, base) {
    function Dummy() { }
    Dummy.prototype = base.prototype;
    derived.prototype = new Dummy();
}
```

App.js

```
var s = new PaintApp.Rect(5, 10, 20, 20);
s.dump();
```

Too much details?

- At first glance you might be thinking that we are trying too much
- After all, JavaScript is not a real object oriented programming language
- Good news
  - You are not alone
  - It takes time to get used to it
  - Many programmers think that is quite fun
  - **Other prefer "Compile to JavaScript" languages**

altJS Languages

- There are many
  - CoffeeScript
  - Dart
  - Typescript
  - GWT
  - SharpKit
- Others
  - https://github.com/jashkenas/coffee-script/wiki/List-of-languages-that-compile-to-JS

altJS – How to choose?

- Probably a matter of style
- Need to think about
  - Whether significant ramp up is required
  - Integrating with JavaScript libraries
  - Tooling support
  - Debugging
  - Future ECMAScript standard
  - Native browser support
  - Extensive class library

Summary

- Many say that JavaScript is a prototype based language
- It has object oriented capabilities
- But requires the programmers to understand major JavaScript concepts like
  - Closure
  - Constructor
  - Prototype