

# JavaScript

Lightning overview -

not meant to be a tutorial

# What is JavaScript

- High level programming language
  - Dynamic typing
  - Object orientation (prototype based)
- Multi-paradigm
  - Event-driven
  - Functional - composition of functions, functions as objects
  - Imperative - direct computation through procedures and functions
- Relatively easy to learn
  - similarities with Python, C/C++, Java (no direct relationship)

# Why JavaScript?

- Most web browsers have a dedicated engine
  - Designed from the ground up for the web
- APIs:
  - Text, dates, regular expressions (pattern matching)
  - Standard data structures (dictionaries, ...)
  - Document Object Model - manipulate the browser
  - No native IO (no file access etc.) but provided through APIs
- Most power when used for DOM manipulation

## Basic Examples

[https://developer.mozilla.org/en-US/docs/Learn/JavaScript/First\\_steps/What\\_is\\_JavaScript](https://developer.mozilla.org/en-US/docs/Learn/JavaScript/First_steps/What_is_JavaScript)

[https://developer.mozilla.org/en-US/docs/Learn/JavaScript/First\\_steps/What\\_is\\_JavaScript#inline\\_javascript\\_handlers](https://developer.mozilla.org/en-US/docs/Learn/JavaScript/First_steps/What_is_JavaScript#inline_javascript_handlers)

- Variables and basics:

[https://developer.mozilla.org/en-US/docs/Learn/JavaScript/First\\_steps/Variables#what is a variable](https://developer.mozilla.org/en-US/docs/Learn/JavaScript/First_steps/Variables#what_is_a_variable)



# Learning Resources

- [https://developer.mozilla.org/en-US/docs/Learn/Getting\\_started\\_with\\_the\\_web/JavaScript\\_basics](https://developer.mozilla.org/en-US/docs/Learn/Getting_started_with_the_web/JavaScript_basics)
  - <https://mdn.github.io/beginner-html-site-scripted/>
- <https://developer.mozilla.org/en-US/docs/Learn/JavaScript>
- <https://learnjavascript.online/>

# Custom Elements

## Adding custom elements

- XML allows arbitrary namespaces and tag definitions
  - Applications can be defined on top of XML tag definitions
- But HTML5 does not use the same approach
- Requirement for elements:
  - Meaning: what does a tag mean - <title>, <h1> etc OK, but is <my-button> actually a button?
  - Rendering: how should a tag be shown: provide display details for each tag
  - States: checkbox can be checked or blank - what about custom tags?
  - Customized built-in element or Autonomous custom element?

<https://html.spec.whatwg.org/multipage/custom-elements.html>

# Web Components

- Custom elements
  - JS API to create custom element tags
- Shadow DOM
  - API to keep styling of component separate from rest of page
- HTML Templates
  - `<template>` and `<slot>` tags to write markup templates



## Web Component Examples

- <https://github.com/mdn/web-components-examples>
- <https://mdn.github.io/web-components-examples/editable-list/>
- <https://mdn.github.io/web-components-examples/edit-word/>
- <https://mdn.github.io/web-components-examples/word-count-web-component/>
- <https://css-tricks.com/an-introduction-to-web-components/>

## Summary

- Custom Elements: API to extend HTML5 element/tag capabilities
- Shadow DOM: restrict scope of styling or modification of content
- HTML Templates

### Combined: Web Components

- Goal: reuse
- Problem: limited standardization