Include JS from a file (recommended):  
<html><head> <script type="text/javascript" src="myjavascripts.js"></script> </head></html>

Inside HTML:  
<html><body> <script type="text/javascript">alert('Javascript here');</script> </body></html>

Duck Typing: var a = 1, b = ”1”; a + b; // returns string “11”

Check for **equality**: == (var a = 1, b = "1"; a == b // true, a gets casted to string)  
Check for **identity**: === (var a = 1, b = "1"; a === 1 // true a === b // false)

Function: function nameOfFunction(argument1, argument2) { return argument1 + argument2; }  
Arrow style: nameOfFunction = (argument1, argument2) => { return argument1 + argument2; }

var functionOne = function() {…}; // Gets evaluated at **runtime**  
function functionTwo() {…} // Gets evaluated at **parse-time**

functionOne();   
var functionOne = function() {} // error

functionTwo();  
function functionTwo() {} // works

Self-executing anonymous function: (x => console.log('Hello world'))() (avoid polluting global namespace)

**Callbacks**: setTimeout(x => alert('Hi there!'), 5000)

Strict mode: "use strict"; (silent error 🡪 throw error, fix mistakes for JS Engines difficult to optimize)

CoffeeScript: Syntactic sugar, compiles to JS

**Primitive Types**: numbers, strings, booleans, null, undefined, symbol (other: Objects)  
**Objects** (References): Mutable keyed collections, container of properties (property has name and value), objects are class-free  
var empty\_object = {};  
var stooge = { "first-name": "Jerome", last-name: "Howard" };  
Retrieval: stooge[“first-name”] or stooge.first-name  
Retrieve non-existant member (e.g. stooge[“FIRST-NAME”]) 🡪 undefined  
Default values: var middle = stooge["middle-name"] || "(none)";  
Attempting to retrieve value from undefined 🡪 throw TypeError exception. Guard:  
flight.equipment // undefined  
flight.equipment.model // throw "TypeError"  
flight.equipment && flight.equipment.model // undefined  
Update: stooge['first-name'] = 'Jerome';

**this**: Object which “owns” the method (can be different each time the function is called)  
Manually set this in function: apply and call  
theFunction.apply(valueForThis, arrayOfArgs)  
theFunction.call(valueForThis, arg1, arg2, …), e.g.  
var carl = { name: "Carl", age: 23 }  
var sayHello = function() { alert("Hi, my name is "+this.name); }  
sayHello.call(carl); // Hi, my name is Carl  
sayHello.apply(carl); // Hi, my name is Carl  
New: bind (create new function where this is bound to an object)  
var carlSaysHello = sayHello.bind(carl); // creates a new function with 'carl' as 'this'  
carlSaysHello(); // Hi, my name is Carl

Constructor: var Quo = function (string) { this.status = string; };  
Public method: Quo.prototype.getStatus = function ( ) { return this.status; };  
Make instance: var myQuo = new Quo("confused"); console.log(myQuo.getStatus( )); // confused

Prototype inheritance:  
var person = { canTalk : true,  
 greet : function() {  
 if (this.canTalk) {  
 console.log("Hi, I'm "+this.name)  
} } }  
var Customer = function(name) { this.name = name; } // “subclass”  
Customer.prototype = person; // Inherit customer from person  
var joe = new Customer('Joe');  
joe.greet();

Class: ES6 Syntactic sugar (type of function, prototype based, create objects with new, super class with super, …)

**Jasmine**: Let a single test sound like a sentence in a specification  
Example: Code: function Player() { }  
Player.prototype.play = function(song) {  
 this.currentlyPlayingSong = song;  
 this.isPlaying = true;  
};  
Tests: describe("Player", function() {  
 var player;  
 var song;  
 beforeEach(function() {  
 player = new Player();  
 song = new Song();  
 });  
 it("should be able to play a Song", function() {  
 player.play(song);  
 expect(player.currentlyPlayingSong).toEqual(song);  
 });  
});

|  |  |  |
| --- | --- | --- |
| toEqual | Checks if equal (not neceseraly same object) | expect({}).toEqual({}); |
| toBeTruthy toBeFalsy | Checks if something evaluates to true Falsy examples: false, 0, “”, undefined, null, NaN | expect(true).toBeTruthy(); expect(null).toBeFalsy(); |
| not | Reverse Matchers | expect(foo).not.toEqual(bar); |
| toContain | Element is member of array (also works with strings) | expect([1, 2, 3, 4]).toContain(3); |
| toBeNull | Checks if something is null | expect(null).toBeNull(); |
| toBeGreaterThan toBeLessThan | Check greater / smaller | expect(8).toBeGreaterThan(5); expect("a").toBeLessThan("z"); |
| toBeCloseTo | Check number close given decimal precision | expect(12.34).toBeCloseTo(12.3, 1); |
| toMatch | Regex, argument as regex or string | expect("foo bar").toMatch(/bar/); expect("jasmine@example.com")  .toMatch("\w+@\w+\.\w+"); |

Situations to use **Mocks**: breaks isolation (e.g. network requests), supplies non-deterministic replies (e.g. current time/temperature), has states that are difficult to reproduce (e.g. network error), is slow (e.g. complete database), does not yet exist or may change behaviour.  
**Spies** example: describe("Person", function() {  
it('uses the dictionary to say "hello world"', function() {  
 var dictionary = new Dictionary;  
 var person = new Person;  
 spyOn(dictionary, "hello"); // replace hello function with a spy  
 spyOn(dictionary, "world"); // replace world function with another spy  
 person.sayHelloWorld(dictionary);  
 expect(dictionary.hello).toHaveBeenCalled();  
 expect(dictionary.world).toHaveBeenCalled();  
});  
});  
Make dictionary in other language 🡪 still works because method invocation checked not output.  
Check output 🡪 specify return value of spy: spyOn(dictionary, "hello").and.returnValue("bonjour");  
Create a spy for a function that doesn’t yet exist: person.getName = jasmine.createSpy("Name spy");  
person.getName();  
expect(person.getName).toHaveBeenCalled();  
spyOn “eats” an existing function, jasmine.createSpy doesn’t have to.  
Spy Object: var tape = jasmine.createSpyObj('tape', ['play', 'pause', 'stop', 'rewind']);  
tape.play();  
tape.rewind(10);

JS: var songName = document.getElementById("songTextInput").value;  
**jQuery**: var songName = $("#songTextInput").value;

Der $-Funktion eine Funktion übergeben 🡪 wird ausgeführt wenn DOM fertig geladen ist: $(function() { $("table tr:nth-child(even)").addClass("even"); });

Chaining: $("div.notLongForThisWorld").fadeOut().addClass("removed"); (der Class removed wird erst ausgeführt, wenn fadeOut fertig)

**CSS Selectors**: $("a"); All link elements $("#specialID"); Elements with ID specialID  
 $(".specialClass"); Elements with class specialClass $("div .specialClass") Class specialClass within elements  
 $("p:even"); All even elements $("tr:nth-child(1)"); First row of each table  
 $("body > div"); Direct children of $("a[href$=pdf]"); Links to PDF files  
 $("body > div:has(a)") Direct child of div containing links

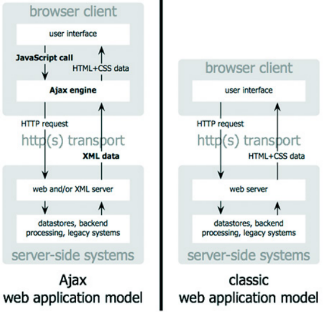
**Custom jQuery Selectors**: :animated Elements that are currently under animated control :button Any button (input[type=submit], input[type=reset], input[type=button])  
 :checkbox Checkboxes (input[type=checkbox]) :checked Checkboxes or Radiobuttons that are checked  
 :contains(foo) Elements containing text foo :disabled / :enabled Form elements that are disabled / enabled  
 :header h1 to h6 :images Images (input[type=image])  
 :input Form elements (input, select, textarea, button) :not(filter) Negates specified filter

**Generate new HTML**: $("<div>Hello, world</div>"); (ready to be added to page)  
Generate and append to DOM: $("<p>Generated content.</p>").css("color", "red").appendTo(".row > .span4");

Wrapped Sets are like arrays: $("#specialID").html('There are '+$('a').length+' link(s) on this page.');

Get value of attribute of first element in set of matched elements: .attr(), e.g. $("#myImage").attr("title")  
Remove an attribute from each element in set of matched elements: .removeAttr()   
Set value: $("#myImage").attr("alt", "New alternative text"), set multiple attributes: $('input').attr( { value: '', title: 'Please enter a value' } ); (sets value of all input elements to empty and title to enter value)  
Set attributes with a function: $('\*').attr('title', function(index) { 'I am element ' + index + ' and my name is ' + (this.id ? this.id : 'unset'); });  
Class methods: .hasClass(), .addClass(), .removeClass(), .toggleClass()  
Get/Set HTML content of every matched element: .html(), get text including descendants: .text()  
.append: Insert content to end of each element, .appendTo(): Insert every matched element to end of target; .prepend(), .prependTo(): Insert beginning  
Wrap HTML structure around each matched element: .wrap(); Wrap HTML structure around all matched elements: .wrapAll(); Wrap HTML structure around content of each matched element: .wrapInner()  
Removing elements: Remove all child nodes of matched elements from DOM: .empty(); Remove set of matched elements from DOM, leaving matched elements in their place: .remove()  
Get current value of first matched element or set value for all: .val(); Limitations: if first element not form element JS error is thrown, doesn’t say checkbox/radiobutton checked (return value defined by value attribute) 🡪 radiobuttons with same name: $('[name=radioGroup]:checked').val() returns value of checked rb or undefined.  
Commands: .show(), .hide(), .toggle(), .fadeIn(), .fadeOut(), .fadeTo() (Adjust Opacity), .slideUp() (Hide), .slideDown() (Display), .slideToggle() (display or hide), .stop() (stops animation)

**Events**: JS is single-threaded 🡪 blocking in JS blocks whole page (Blocking: sleep(5000); alert('Hi there!');, asynchronous: setTimeout(function() { alert('Hi there!') }, 5000);)  
Bind event: .on(events, handler(eventObject)), e.g. $('img').on('click', function(event) {alert('Hi there!');});  
A few shortcut commands ($('img').click(function(event) {alert('Hi there!');});): change, dblclick, error, focus, keypress, keyup, load, mousemove, mousedown, resize, scroll, select, …  
Execute event handle only once (once executed handler removed): .one(eventType,data,listener), data optional (caller-supplied data that’s attached to event instance as property named data available to handler functions)  
Remove event handler: .off(events,listener) (events optional, not supplied 🡪 remove all events; listener optional, not supplied 🡪 remove all listeners for event)  
this in event handler: reference element where event is being delivered (create jQuery object: $(this))  
Event instance (first parameter to function): altKey (t/f), ctrlKey, data, keyCode, metaKey, pageX/Y, screenX/Y, shiftKey, target, type (eg. click, for one event handler multiple events), which (MB), …  
Prevent Default: preventDefault() (block links for a-Elements, form submission, toggle state of checkbox, …)  
New HTML injected to page: Handler not added automatically 🡪 **Delegated** events (apply event to handler). Normal: $("#dataTable tbody tr").on("click", function(event) { alert( $(this ).text()); });, delegate: $("#dataTable tbody").on("click", "tr", function(event) { alert($( this ).text()); });  
event.delegateTarget: DOM-Element that handler was attached to, event.target: DOM-Element that triggered event  
Trigger event handler: .trigger(eventType)

**Protocols**:  
REST (Representational State Transfer) operations: GET, POST, PUT, PATCH, DELETE  
XHR (XMLHttpRequest): Send HTTP(S) to server and load response data back to script. Can be used to alter current document in browser window without loading new web page 🡪 Responsive, dynamic web applications. Request Methods same verbs as HTTP responses.  
JSON (JS object notation): Human readable data interchange. Represents simple data structures (objects). Language independent (parsers available in many languages). Used for serializing and transmitting data over network.

**Ajax** (Asynchronous JavaScript and XML): Web application can send and receive data to/from server asynchronously. Data retrieved using XHR object. Change state (e.g. data received) notify via events. Ajax is group of technologies (HTML/CSS for presentation, DOM for dynamic display&interaction with data, XML for interchange of data, XSLT for manipulation of data, XHR for asynchronous communication, JS to bring everything together).  
Example command: $('#someContainer').load('/serverResource'); (load whatever server returns into someContainer)  
Load content: .load(url,parameters,callback) (url: server side resource, parameters optional (GET default, give parameter 🡪 object serialized and POST), callback optional)  
GET request: $.get(url,parameters,callback) (parameters: query string to add to url)  
Get JSON data: $.getJSON(url,parameters,callback) (arguments same as normal get)  
POST request: $.post(url,parameters,callback) (arguments same as get)  
Ajax request with full control: $.ajax(options) (type: GET/POST, data (in GET query string / POST data), dataType (expected type to be returned), timeout (in ms, else error callback called), global (t/f), contentType, success (function callback), error (function callback), complete (function callback success or error), beforeSend (function), async (synchronous/asynchronous), processData, ifModified (t/f))  
Testing Ajax: Integration tests aren’t isolated, servers need to be running, housekeeping, …; Unit tests: no network connection, response of server mocked.  
Mock Ajax GET:  
// mock the ajax call to the server loading the tasklist  
spyOn($, "getJSON").and.callFake(function(url, callback) {  
 callback({ title: 'the list', tasks: [  
 { title: 'first task', done: true },  
 { title: '2nd task', done: false },  
 ]});  
});  
// execute a mocked ajax call and populate tasklist into result  
var result;  
TaskList.load('testlist', function(taskList) {  
 result = taskList;  
});  
expect(result.title).toEqual('the list');

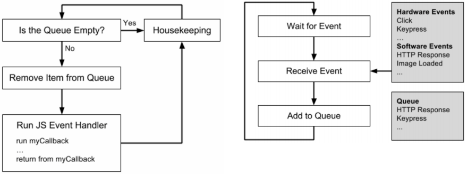
**Stateless** HTTP: HTTP is stateless, every request in isolation 🡪 each request contains all information to fulfill request  
Advantages: easier to distribute across servers (scaling application: add servers), easy to cache, URIs work when re-visited/shared/bookmarked

**REST**: Collection URI (e.g. http://example.com/products): GET (List URIs & details of collection’s members), PUT/PATCH (Replace entire collection), POST (new entry in collection (new URI as return value)), DELETE (del entire collection)  
Member URI (e.g. http://example.com/products/17): GET (retrieve member in Internet Media Type), POST/PUT/PATCH (Replace member of collection or create if doesn’t exist), DELETE (del member)  
jQuery GET: $.getJSON('http://zhaw.herokuapp.com/task\_lists/demo', function(data) { console.log(data); }) (getJSON returns a jqXHR Object)  
jQuery POST: $.post('http://zhaw.herokuapp.com/task\_lists/', '{"tasks":[{"title": "Do homework"}]}', function(data) { console.log(data); })

**Promises**: *“Easier”* / more readable than callbacks, errors handled outside primary application logic. 3 states: pending, fulfilled, rejected (fulfilled & rejected are immutable)  
Listeners are always called (run script line for line and when script finished check if EventListener returned anything) 🡪 Priority1: run script, Priority2: process events  
The jqXHR returned after Ajax request supports Promises. var promise = $.getJSON('http://zhaw.herokuapp.com/task\_lists/demo'); promise.done(function(data) {console.log(data)}); promise.error(...);  
Multiple consumers possible (called in order of being registered) (promise.then(…); promise.then(…);)  
Create a resolved promise: new Promise(function (resolve, reject) { resolve('the long way') }); OR Promise.resolve('the short way'); (same with reject)  
When one promise is rejected all subsequent promises in chain are rejected

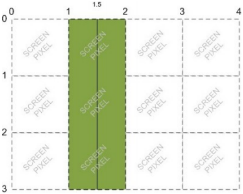
Utility function with promises: function loadImage(url) {  
var promise = new Promise(  
function resolver(resolve, reject) {  
 var img = new Image(); img.src = url;  
 img.onload = function () { resolve(img); };  
 img.onerror = function (e) { reject(e); };  
});  
return promise; }

Usage with promises: var promise = loadImage('zhaw.png');  
promise.then(function (img) {  
 document.body.appendChild(img);  
});  
promise.catch(function (e) {  
 console.log('Error occured while loading image');  
 console.log(e);  
});



JS event loop

Node.js: Application server written in JS  
Ember.js: Client side application framework

**Canvas**: Dynamic scriptable rendering of 2D shapes (updates a bitmap 🡪 raster graphics, not vectors) ((0, 0) is top left)  
Markup: <canvas width="300" height="225"></canvas> (all drawings are programmed with JS)  
Get context: $('canvas#a').click(function() { var context = this.getContext("2d"); }); (context has to be ‘2D’)  
fillStyle / strokeStyle: CSS color / pattern / gradient (default: solid black)  
fillRect(x, y, width, height): draw rectangle with current fill style  
strokeRect(x, y, width, height): draw rectangle with current stroke style  
clearRect(x, y, width, height): clear pixels in specified rectangle  
Paths: moveTo(x, y): move pencil to starting point, lineTo(x, y): draw line to end point, stroke(): actually draw lines on canvas  
Draw on 0.5 instead of 0: Most screens can’t display half a pixel, expand line to cover total of 2 pixels  
beginPath(): begin path or reset current path (resets most information on context but not fillStyle and strokeStyle.  
Text: fillText(): No box model (margin, padding, word wrapping, …), font can be anything in CSS font rule, e.g.: context.font = "bold 12px sans-serif"; context.fillText("abc", 760, 580);  
Other: drawImage: draw image on canvas, arc(): Takes center point x,y, radius, start&end angle (radians), direction flag (f: clockwise, t: counter-clockwise)  
Draw a circle: context.beginPath(); context.arc(x, y, radius, 0, Math.PI \* 2, false); context.closePath(); context.stroke();

**LocalStorage**: up to 64KB userData, 10x more for intranet sites (XML based structure). Up to 100KB “Flash Cookies”. Google Gears SQLite DB.  
Cookies disadvantages: Included in every HTTP request (more traffic), sending data unencrypted (unless whole web-app over SSL), max 4KB.  
Session storage (intended for short-lived data): Only shared with pages from same domain, doesn’t persist after window/tab closed (new session storage for each window/tab).  
Local Storage: Store data for more than a session (same as sessionStorage but persistent), shared across windows/tabs, 5MB space by default (using too much throws QUOTA\_EXCEEDED\_ERR), based on key/value pairs. Set value: localStorage.setItem("key", value); or localStorage["key"] = value;, get value: var value = localStorage.getItem("key"); or var value = localStorage["key"]; (if not retrieving strings: parseInt() / parseFloat() / …), delete value: localStorage.removeItem("key"); (if doesn’t exist nothing happens), clear all values: localStorage.clear();  
Save Object: localStorage.setItem('test', myObject); saves string representation“[object Object]” 🡪 localStorage.setItem('test', JSON.stringify(myObject)); , JSON.parse(localStorage.getItem('test'));

**Websockets**: Persistente Verbindung Client/Server mit einfachem API. Verbindungsaufbau über HTTP (Connection: Upgrade in Header). Minimale ws:// oder wss:// Header. Bidirektionale Übertragung. Beispiel: var connection = new WebSocket('ws://html5rocks.websocket.org/echo', ['soap', 'xmpp']);  
connection.onopen = function () { // When the connection is open, send some data to the server  
 connection.send('Ping'); // Send the message 'Ping' to the server  
};  
connection.onerror = function (error) { // Log errors  
 console.log('WebSocket Error ' + error);  
};  
connection.onmessage = function (e) { // Log messages from the server  
 console.log('Server: ' + e.data);  
};