JavaScript Comparisons

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The following are some things I learned while implementing this lab in JavaScript:

* Doing this lab in JavaScript was interesting, because of how we had to deal with buttons and linking functions to buttons. It made me have to be very sure of my code because of the dynamic-typing, which led to me having to be more thoughtful about my implementations.
* I had some real trouble with dynamic typing in my coding of the repl and the process functions. At times I wasn’t sure if the process function was returning a stack or not. Similarly with the repl function, it became hard for me to keep track of what was a string and what was an array at times and how to process them.
* JavaScript’s lack of types was pretty surprising, especially after having done so much work in C++ that requires declaration of types. It was pretty harmful at times because I wasn’t sure where I was going wrong, and since JS dynamically typed things, I would sometimes get strange answers that I wasn’t ready for.
* Dynamic typing in JS was a bit strange, seeing as the programmer doesn't really have insight into what JS will type things if given something strange. Similarly, the lack of error messages was a world apart from C++ which gives you red error messages the moment anything is out of place. Lambda functions however were similar, the usage of one in the repl function to associate a user-defined function with its body was similar to what what we have done in C++ and Racket.