

Interpreted vs. Compiled Programming

Compiled	Interpreted
C++, Java	JavaScript
compiled as machine language	code saved as you write it.
.exe - executable file. Self-standing program	requires library to interpret commands
fast, speed of performance	only language that runs in the browser
Programming language	Scripting language

the DOM

When an HTML document is loaded into a web browser, it becomes a **document object**. The document object provides properties and methods to access all node objects, from within JavaScript.

the DOM

When a browser loads a web page, it creates a model of that page

This is called a “DOM tree” and it is stored in the browser’s memory

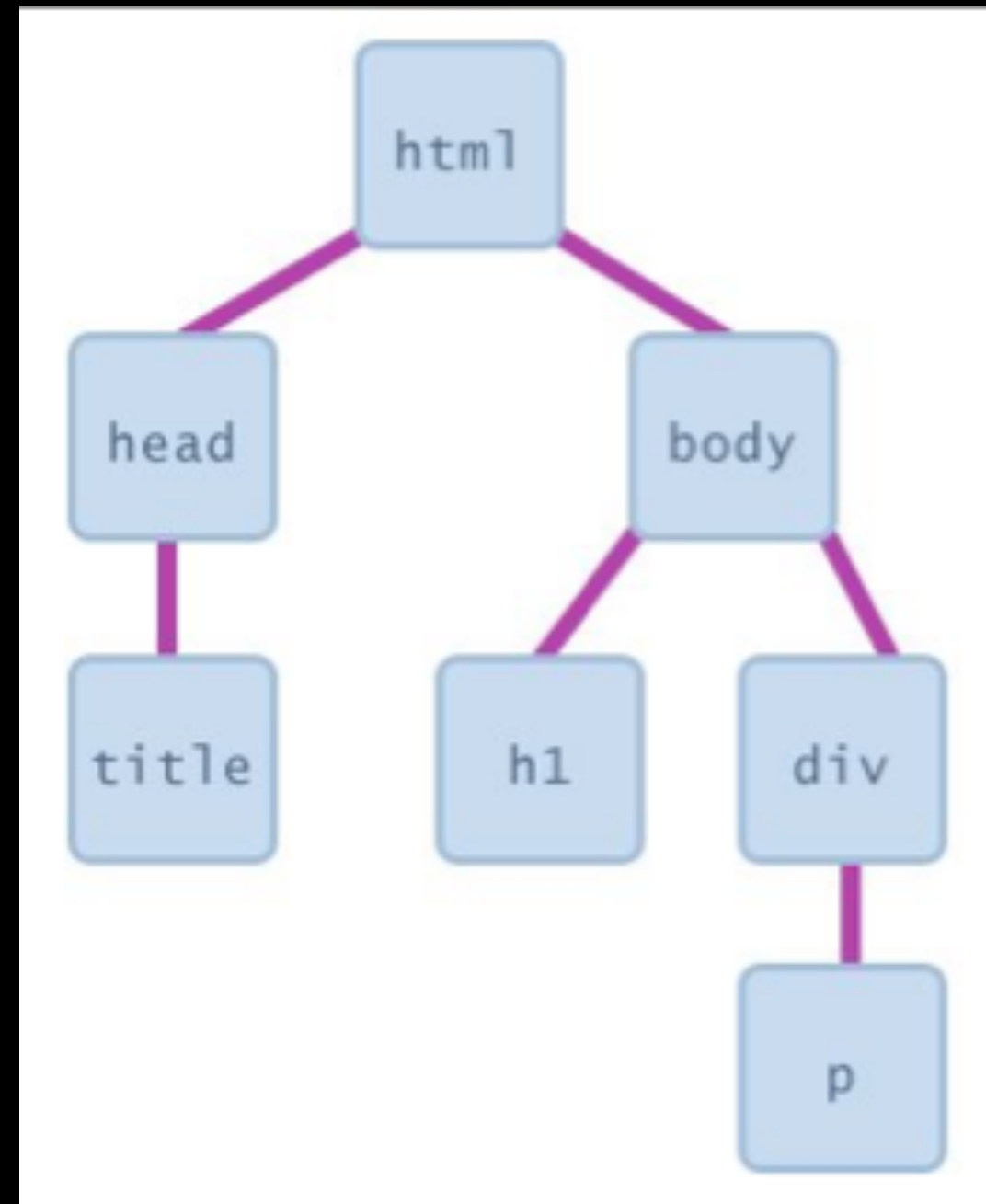
Every element, attribute, and piece of text in the HTML is represented by its own “DOM node”

The DOM

Every element on a page is accessible in JavaScript through the DOM: Document Object Model

The DOM is the tree of nodes corresponding to HTML elements on a page.

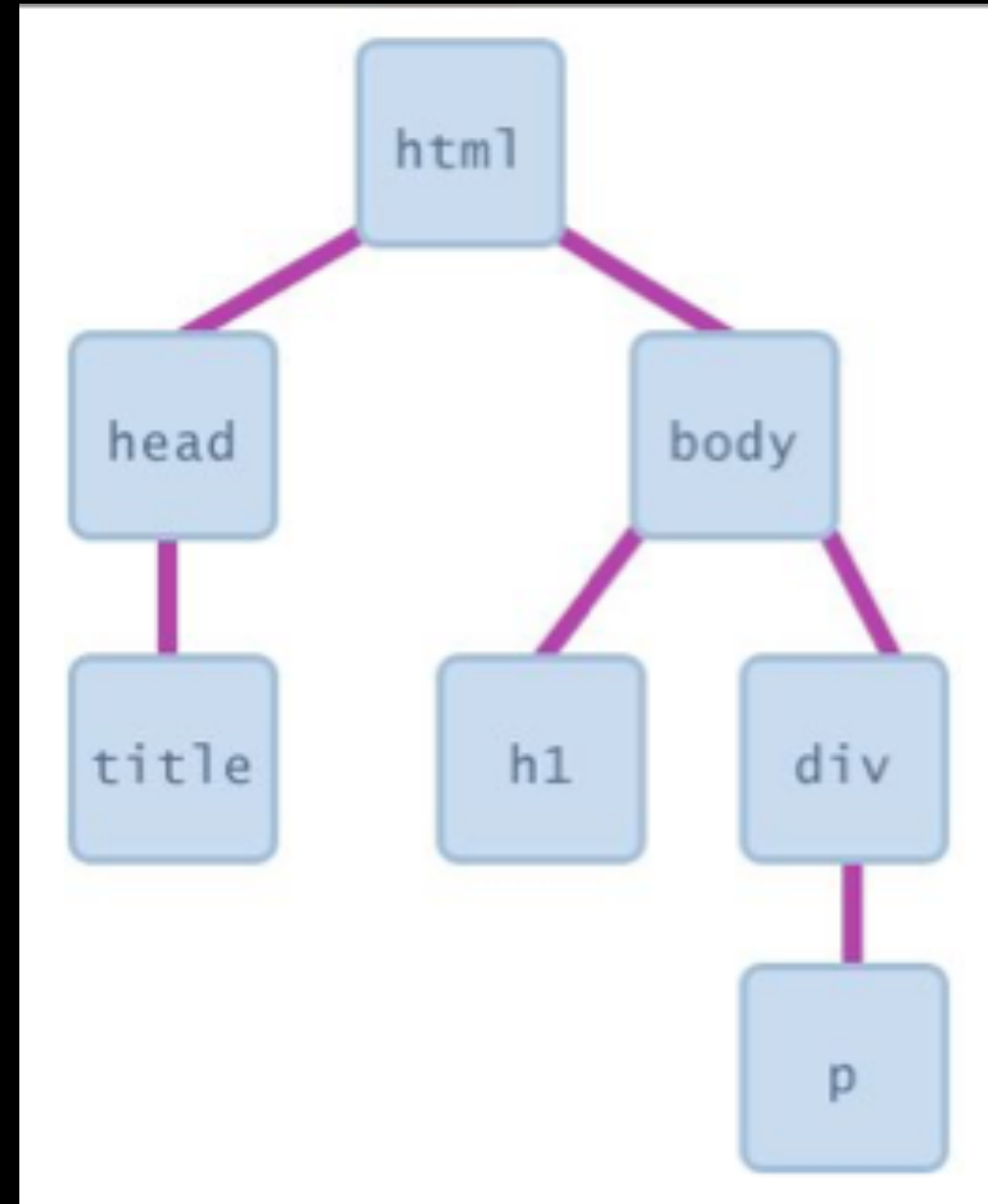
Can modify, add and remove nodes on the DOM, which will modify, add, or remove the corresponding element on the page.



The DOM

The DOM is a tree of node objects corresponding to the HTML elements on a page.

- JS code can examine these nodes to see the state of an element (e.g. to get what the user typed in a text box)
- JS code can edit the attributes of these nodes to change the attributes of an element (e.g. to toggle a style or to change the contents of an `<h1>` tag)
- JS code can add elements to and remove elements from a web page by adding and removing nodes from the DOM



types of DOM nodes

There are four main types of nodes.

- The **Document** node, which represents the entire page
- **Element** nodes, which represent individual HTML tags
 - **Attribute** nodes, which represent attributes of HTML tags, such as class
- **Text** nodes, which represents the text within an element, such as the *content* of a p tag

We talk about the relationship between element nodes as “parents,” “children,” and “siblings.”

What JavaScript Can Do:

Access content: you can use JavaScript to select any element, attribute or text from an HTML page.

Modify content: you can use JavaScript to add elements, attributes, and text to the page or remove them.

Program rules: you can specify a set of steps for the browser to follow, which allows it to access or change the content of a page.

React to events: you can specify that a script should run when a specific event has occurred.

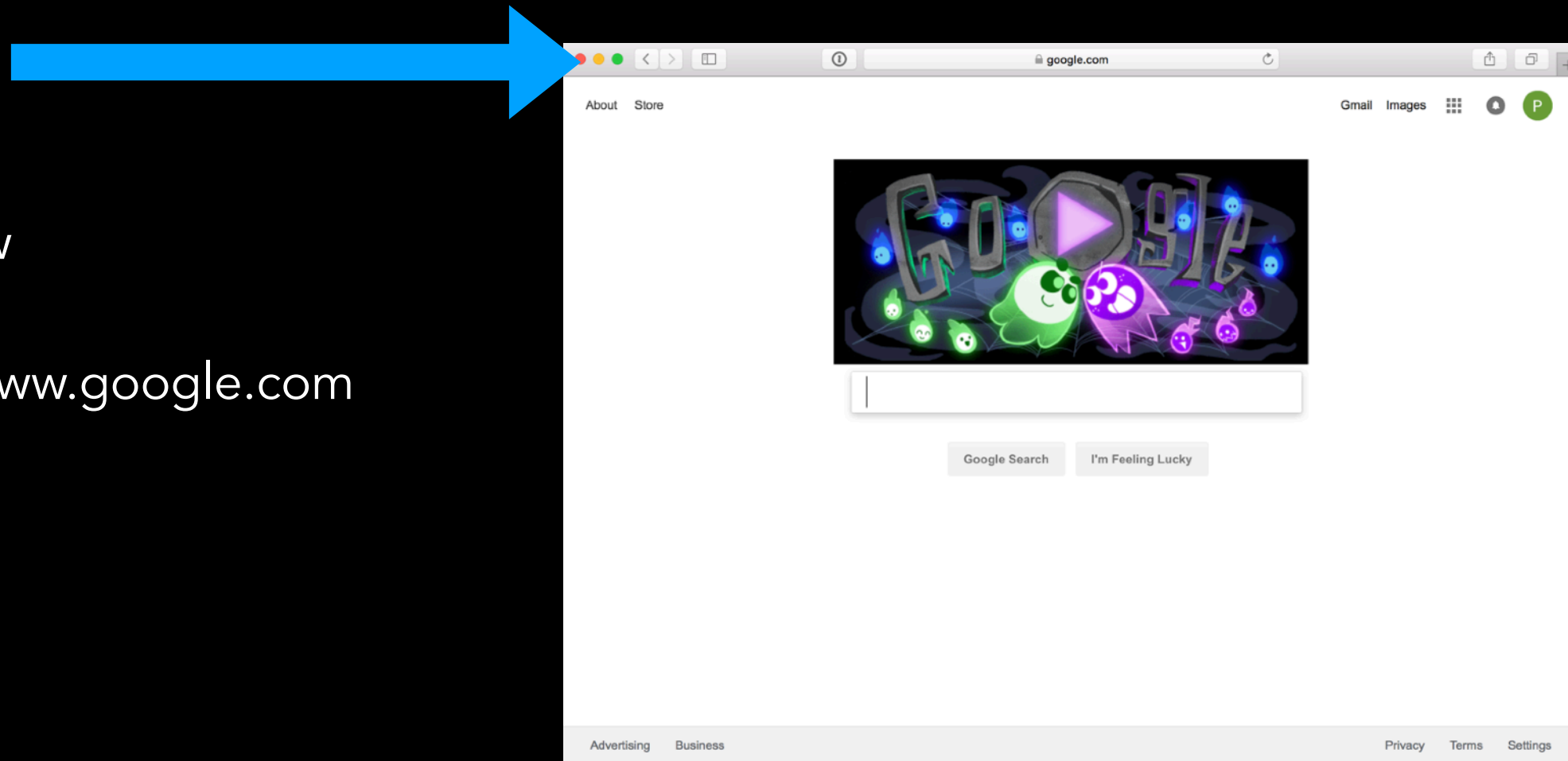
Window Object

The browser represents each window or tab using a **window object**. The **location property** of the **window object** will tell you the URL of the current page.

Object type: window

Properties:

location <http://www.google.com>



try this command in the window inspect console: **console.log(window.location)**
(it will return the current url)

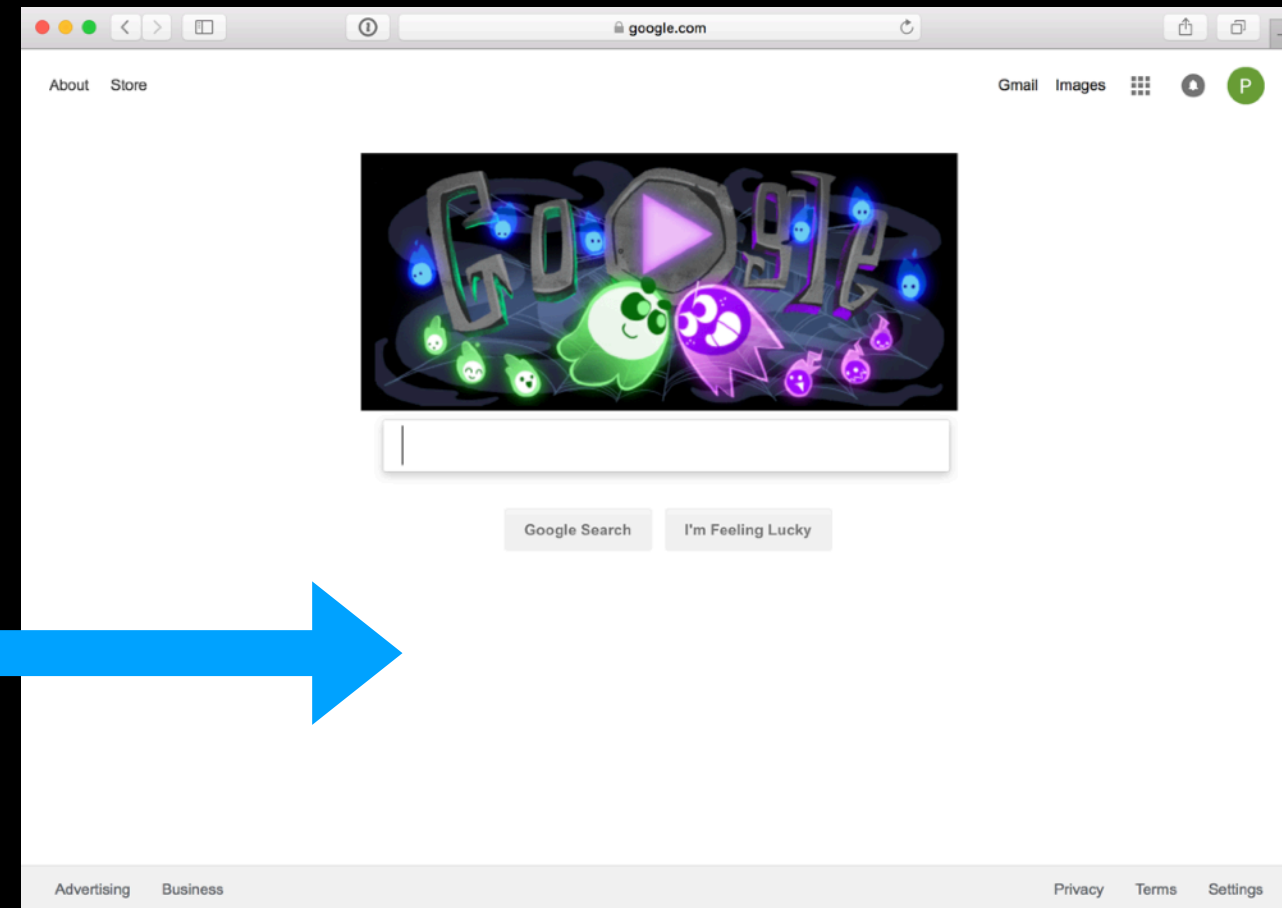
Document Object

The current webpage loaded into each window is modeled using a document object.

Object type: document

Properties:

URL	http://www.google.com
lastModified	10/31/18 6:12 pm
title	Google Search Home Page



try this command in the window inspect console: `console.log(document.title)`
(it will return the current url)

DOM queries

JavaScript methods that find elements in the DOM tree are called “**DOM queries**”

DOM queries may return one element, or they may return a “node list”

Which DOM query you use depends on what you want to do and the scope of browser support required

For Example: JavaScript methods that return a single element node:

getElementById()

querySelector()

DOM object properties

You can access attributes of an HTML element via a property (field) of the DOM object

```
const theImage = document.querySelector('img');  
theImage.src = 'new-picture.png';
```

Exceptions:

Notably, you can't access the class attribute via `object.class`

Attributes and DOM properties

Roughly every **attribute** on an HTML element is a **property** on its respective DOM object...

HTML

```
<img src = "tree.png" />
```

JavaScript

```
const myElement = document.querySelector('img');  
myElement.src = 'tree.png';
```

(But you should always check the JavaScript spec to be sure. In this case, check the [HTMLImageElement](#).)

JS Syntax

let

allows you to declare variables that are limited in scope to the block, statement, or expression on which it is used. This is unlike the **var** keyword, which defines a variable globally, or locally to an entire function regardless of block scope.

At the top level of programs and functions, let, unlike var, does not create a property on the global object.

**** Note:** the browser is not able to identify local variables.

const

Constants are block-scoped, much like variables defined using the let statement. The value of a constant cannot change through reassignment, and it can't be redeclared.

JS Syntax - Variables best practices

- Use **const** whenever possible.
- If you need a variable to be reassignable, use **let**.
- Don't use **var**.
- You will see a ton of example code on the internet with var since const and let are relatively new.

However, **const** and **let** are well-supported, so there's no reason not to use them. (This is also what the Google and AirBnB JavaScript Style Guides recommend.)

JS Syntax

Variables

Variables are containers that you can store values in. You start by declaring a variable with the var keyword, followed by any name you want to call it

let theVariable;

let theVariable = 'Bob';

——> String Data

let theVariable = 10;

——> Numeric Data

let theVariable = true;

——> Boolean

let theVariable = [536, 3, 3354684, 325]

——> Array

Data Type: Numeric

1. Numeric data type handles numbers
2. Use **typeof** to log what kind of data type you're using

```
let thePrice;
```

```
let theQuantity;
```

```
let theTotal;
```

```
thePrice = 5;
```

```
theQuantity= 14;
```

```
theTotal = thePrice * theQuantity;
```

```
console.log(typeof theTotal);
```

Data Type: Strings

1. The string data type consists of letters and other characters
2. They have to be enclosed with a pair of quotes (single or double)
Opening quote must match the closing quote
3. They can be used working with any kind of text

```
let myName;
```

```
let myMessage;
```

```
myName = "Rebecca";
```

```
myMessage = "Atlanta is a really great show y'all should check it out!";
```

```
console.log(typeof myName);
```

Data Type: Boolean

1. Boolean data type can have one of two values: true or false
2. They are helpful when determining which part of a script should run (when code can take more than one path);

```
let todayIsCloudy;  
todayIsCloudy = true;
```

```
if (todayIsCloudy == true) {  
    // if true, show this  
    console.log("Yes, today is cloudy!");  
    // otherwise show this  
} else {  
    console.log("No, it's actually sunny today!");  
}
```

Shorthand for creating variables

You can use these shorthands to create variables:

1:

```
let speed = 5;
```

```
let quantity = 14;
```

```
let total = speed * quantity;
```

2:

```
let speed, quantity, total;
```

```
speed = 5;
```

```
quantity = 14;
```

```
total = speed * quantity;
```

3:

```
let speed = 5, quantity = 14;
```

```
let total = speed * quantity;
```

Changing the value of a variable

Once you have assigned a value to a variable, you can then change it later in a script

```
let speed = 5;  
let quantity = 14;  
let total = speed * quantity;
```

//maybe something changed here and the value has to change now

```
speed = 10;
```

```
var textToShow = document.getElementById("hello");  
textToShow.innerHTML = "Total cost is: " + "$" + total;
```

Getting DOM objects

```
let element = document.querySelector('#button');
```

Returns the DOM object for the HTML element with id="button", or null if none exists.

```
let elementList = document.querySelectorAll('.quote, .comment');
```

Returns a list of DOM objects containing all elements that have a "quote" class AND all elements that have a "comment" class.

Adding Event Listeners

Each DOM object has the following function:

```
addEventListener(event name, function name);
```

event name is the string name of the JavaScript event you want to listen to

- Common ones: click, focus, blur, etc

function name is the name of the JavaScript function you want to execute when the event fires

Removing Event Listeners

Each DOM object has the following function:

```
removeEventListener(event name, function name);
```

event name is the string name of the JavaScript event you want to stop listening to

function name is the name of the JavaScript function you no longer want to execute when the event fires

Event Listeners

Let's print "Clicked" to the Web Console when the user clicks the given button:

```
<button> Click!!</button>
```

We need to add an event listener to the button...

How do we talk to an element in HTML from JavaScript?

Adding Event Listeners

```
<button id="myButton"> Click!! </button>
```

```
function clickButton() {  
  console.log("!!");  
}
```

```
const theClick = document.querySelector('#myButton');  
theClick.addEventListener('click', clickButton);
```

✖ ▶ Uncaught TypeError: Cannot read theSketch.js:7
property 'addEventListener' of null
at theSketch.js:7

Error! WHY ?

```
<!DOCTYPE html>

<head>
  <title>Week 7 - JS</title>
  <meta name="viewport" content="user-scalable=no,
width=device-width, initial-scale=1, maximum-scale=1">
  <link href="style.css" rel="stylesheet" type="text/css">
  <script src="theSketch.js"></script>
  <meta charset="utf-8">

</head>

<body>
  <p>
    this great website
  </p>

  <button id="myButton"> Click!! </button>

</body>

</html>
```

Error! WHY ?

defer

You can add the defer attribute onto the script tag so that the JavaScript doesn't execute until after the DOM is loaded (mdn):

```
<script src="script.js" defer></script>
```

Other old school ways of doing this (**not best practice - don't do!**):

- Put the <script> tag at the bottom of the page
- Listen for the "load" event on the window object

You will see tons of examples on the internet that do this. They are out of date. defer is wide supported and better

Operators allow us to create single values from one or more values.

Types of operators

Assignment operators (assign values to variables):

```
let theMovie = "Blade Runner";
```

Arithmetic operators (perform basic math):

```
let height = 50 * 3;
```

String operators (combine two strings):

```
let sentence = "My name is " + "Rebecca";
```

Comparison operators (compare two values and return true or false):

```
height = 50 > 3 (will return false)
```

Logical operators (combine expressions and return true or false):

```
height = (50 < 3) && (3 > 2) (will return true)
```

String Operators in JS

There is only one string operator **+**

It's used to join the strings together

```
let firstName = "Rebecca";
```

```
let lastName = "Leopold";
```

```
let fullName = firstName + lastName;
```

Process of joining two or more strings together into a new one is: **concatenation**.

If you'll try to add other arithmetic operators on a string, it will return NaN

```
let fullName = firstName * lastName;
```

returns: "Not a Number"

String Operators in JS

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```

returns: "Not a Number"

Arithmetic Operators in JS

NAME	OPERATOR	PURPOSE & NOTES	EXAMPLE	RESULT
ADDITION	+	Adds one value to another	10+5	15
SUBTRACTION	-	Subtracts one value from another	10-5	5
DIVISION	/	Divides two values	10/5	2
MULTIPLICATION	*	Multiplies two values	10*5	50
INCREMENT	++	Adds one to the current number	i=10; i++;	11
DECREMENT	--	Subtracts one from the current number	i=10; i--;	9
MODULUS	%	Divides two values and returns the remainder	10%3;	1

Logical Operators

LOGIC	OPERATOR	EXAMPLE	NOTES
AND	&&	exprss1 && express2	Returns expr1 if it can be converted to false ; otherwise, returns expr2. Thus, when used with Boolean values, && returns true if both operands are true ; otherwise, returns false .
OR		exprss1 express2	Returns expr1 if it can be converted to true ; otherwise, returns expr2. Thus, when used with Boolean values, returns true if either operand is true .
NOT	!	! express	Returns false if its single operand can be converted to true ; otherwise, returns true .

An **expression** results in a single value (produces a value and is written whenever a value is expected).

Types of expressions

Expressions that assign a value to a variable

```
let theMovie = "Blade Runner";
```

Expressions that use two or more values to return a single value

```
let theHeight = 50 * 3;
```

```
let theSentence = "My name is " + "Rebecca";
```

Arrays

An array is a special type of variable. It doesn't just store one value; it stores a list of values.

You should use an array whenever you're working with a list of values that are related to each other. (ex: an array of images you want the user to click through, an array of colors to randomize a design)

Create an array and give it a name just like any other variable:

```
let theMovies = [ ];
```

2. Create an array using array literal technique:

```
let theMovies = ["Blade Runner", "Sorry to Bother You", "Groundhog Day"];
```

3. Create an array using array constructor technique:

```
let theMovies = new Array ("Blade Runner", "Sorry to Bother You", "Groundhog Day");
```

Note: values in an array do **not have to be the same data type** (could be string, number, boolean in one array).

Note2: array literal is the preferred way to create an array in JS.

Values in Arrays

Values in an array are accessed through their numbers they are assigned in the list. The number is called index and starts from 0.

```
let theMovies = ["Blade Runner", "Sorry to Bother You", "Groundhog Day"];
                  index [0]           index [1]           index [2]
```

You can check the number of items in an array using **length** property

```
let theMoviesLength = theMovies.length;
```


Changing Values in Arrays

Let's say we want to update the value of the second item (change "Sorry to Bother You" to something else)

To access the current third value, we have to call the name of the array followed by the index number for that value inside the square brackets:

```
let theMovies = ["Blade Runner", "Sorry to Bother You", "Groundhog Day"];  
theMovies[1]
```

After we select a value, we can assign a new value to it:

```
theMovies[1] = "Clueless";
```

When we log the updated array, we see updated values:

```
console.log(theMovies) ;  
["Blade Runner", "Clueless", "Groundhog Day"];
```

Adding and removing values from the array

You can add values to the array using `.push()` method:

```
let theMovies = ["Blade Runner", "Clueless", "Groundhog Day"];  
theMovies.push("The Shining");
```

You can remove values from the array using `.splice()` method:

```
let theMovies = ["Blade Runner", "Clueless", "Groundhog Day", "The Shining"];  
theMovies.splice(0,1); (will remove "Blade Runner" movie)
```

Here - 0 is an index at what position an item should be removed and 1 how many items should be removed (in this case only one movie)

For Loops

A For loop uses a counter as a condition.

It instructs code to run a specified number of times.

Good to use when the number of repetitions is known, or can be supplied by the user.

```
let theYear = ["January", "February", "March", "April", "May", "June", "July", "August", "September",  
"October", "November", "December"];
```

Keyword

Condition (counter)

```
for (var i = 0; i < theYear.length; i ++){  
    console.log(theYear[i]);  
}
```

code to execute during loop

For Loops

We can use for loops to programmatically work through arrays + get their values.

```
let theYear = ["January", "February", "March", "April", "May", "June", "July", "August", "September",  
"October", "November", "December"];
```

Keyword	Condition (counter)
<pre>for (var theIndex = 0; theIndex < theYear.length; theIndex ++){ console.log(theYear[theIndex]); }</pre>	
	code to execute during loop

While Loops

Good to use in applications with numeric situations and when we don't know how many times the code should run.

In other words: the loop repeats until a certain "condition" is met.

If the condition is false at the beginning of the loop, the loop is never executed.

```
let theIndex = 1;
```

```
while ( theIndex < 10 ){  
  console.log( theIndex );  
  theIndex ++;  
}
```

Functions group a series of statements together to perform a specific task.

Prgrmmng Vocabulary

When you ask function to perform its task, you **call** a function

Some functions need to be provided with information in order to achieve a given task - pieces of information passed to a function are called **parameters**

When you write a function and expect it to provide you with an answer, the response is known as **return value**

Declaring a function

To create a function you give it a name and write statements inside to achieve a task you want it to achieve

function keyword

function name

```
function buttonClicked() {
```

code statement

```
    console.log("hello");
```

```
}
```

code block inside curly braces

Calling a function

You call a function by writing its name somewhere in the code.

```
function buttonClicked() {  
    console.log("hello");  
}
```

```
buttonClicked() // code after
```

Declaring functions with parameters

Sometimes a function needs specific information to perform its task (**parameters**)

Inside the function the parameters act as variables

parameters

```
function countTotal(itemNumber, price) {  
    return itemNumber * price;  
}
```

parameters are used like variables inside the function

Calling functions with parameters

When you call a function that has **parameters**, you need to specify the values it should take in. Those values are called **arguments**.

Arguments are written inside parentheses when you call a function + can be provided as values or as variables

```
function countTotal(itemNumber, price) {  
    return itemNumber * price;  
}
```

```
countTotal(7,15); //will return 105
```

```
(itemNumber = 7 * price = 15) countTotal(itemNumber, price);
```

Using "return" in a function

return is used to return a value to the code that called the function

The interpreter leaves the function when return is used and goes back to the statement that called it

```
function countTotal(itemNumber, price) {  
    return itemNumber * price;  
    // interpreter will skip any code found after return  
}
```

Variable Scope

Where you declare a variable affects where it can be used within your code

If it's declared inside a function, it can only be used inside that function

It's known as variable's **scope**

Local + Global Variables

When a variable is created inside a function

It's called **local variable** or **function-level variable**

When a variable is created outside a function

It's called **global variable** can be called anywhere
the in code + will take up more memory

```
var salesTax = .08
```

```
function countTotal(itemNumber, price) {  
    var theSum = itemNumber * price;  
    var theTax = theSum * salesTax;  
    var theTotal = theSum + theTax;  
    return theTotal;  
}
```

```
console.log(typeof salesTax);
```

function scope w/ var

```
function printMessage(message, times) {  
  for (var i = 0; i < times; i++) {  
    console.log(message);  
  }  
  
  console.log('Value of i is ' + i);  
}  
  
printMessage('hello', 3);
```

3 hello	<u>theSketch.js:5</u>
Value of i is 3	<u>theSketch.js:7</u>
>	

var

The value of "i" is readable outside of the for-loop because variables declared with **var** have function scope.

function scope w/ var

```
var x = 10;  
  
if (x > 0) {  
    var y = 10;  
}  
  
console.log('Value of y is ' + y);
```

Value of y is 10

theSketch.js:11

Variables declared with **var** have function-level scope and do not go out of scope at the end of blocks; only at the end of functions

Therefore you can refer to the same variable after the block has ended (e.g. after the loop or if-statement in which they are declared)

function scope w/ var

```
function willThisWork() {  
  var x = 10;  
  if (x > 0) {  
    var y = 10;  
  }  
  console.log('y is ' + y);  
}
```

```
willThisWork();  
console.log('y is ' + y);
```

y is 10

theSketch.js:8

✖ ▶ Uncaught ReferenceError: theSketch.js:12
y is not defined
at theSketch.js:12

But you can't refer to a variable outside of the function in which it's declared.

scope w/ let

```
function printMessage(message, times) {  
  for (let i = 0; i < times; i++) {  
    console.log(message);  
  }  
  console.log('Value of i is ' + i);  
}  
  
printMessage('hello', 3);
```

3 hello theSketch.js:6

✖ ▶ Uncaught ReferenceError: i theSketch.js:8
is not defined
at printMessage (theSketch.js:8)
at theSketch.js:12

let has block-scope so this results in an error

scope w/ const

```
let x = 10;

if (x > 0) {
  const y = 10;
}

console.log(y)
```

✖ ▶ Uncaught ReferenceError: theSketch.js:10
y is not defined
at theSketch.js:10

like, **let** - **const** has block-scope, so accessing the variable outside the block results in an error

const

```
const y = 10;  
y = 0; //error  
y++; //error
```

✖ ▶ Uncaught TypeError: Assignment to constant variable.
at theSketch.js:5

```
const myList = [1, 2, 3];  
myList.push(4); //okay  
  
console.log(myList);
```

▶ (4) [1, 2, 3, 4]

const declared variables cannot be reassigned.

However, it doesn't provide true **const** correctness, so you can still modify the underlying object

- (In other words, it behaves like Java's final keyword and not C++'s const keyword)

const vs. let

```
let y = 55;  
y = 0; // okay  
y++;   // okay  
  
let myList = [1,2,3];  
myList.push(4);  
console.log('y is ' + y);  
console.log(myList);
```

y is 1

theSketch.js:9

► (4) [1, 2, 3, 4]

theSketch.js:10

let can be reassigned, which is the difference between **const** and **let**

JS Syntax - Variables best practices

- Use **const** whenever possible.
- If you need a variable to be reassignable, use **let**.
- Don't use **var**.

You will see a ton of example code on the internet with var since const and let are relatively new.

However, **const** and **let** are well-supported, so there's no reason not to use them. (This is also what the Google and AirBnB JavaScript Style Guides recommend.)

You do not declare the datatype of the variable before using it ("dynamically typed")

JS Variables do not have types, but the values do.

There are six primitive types (mdn):

- **Boolean** : true and false
- **Number** : everything is a double (no integers)
- **String**: in 'single' or "double-quotes"
- **Symbol**: (skipping this today)
- **Null**: null: a value meaning "this has no value"
- **Undefined**: the value of a variable with no value assigned

There are also Object types, including Array, Date, String (the object wrapper for the primitive type), etc.

Data Type: Numbers

```
const homework = 0.45;  
const midterm = 0.2;  
const final = 0.35;  
const score = homework * 87 + midterm * 90 + final * 95;  
console.log(score); // 90.4
```

- All numbers are floating point real numbers. No integer type.
- Operators are like Java or C++.
- Precedence like Java or C++.
- A few special values: **NaN** (not-a-number), **+Infinity**, **-Infinity**
- There's a Math class: **Math.floor**, **Math.ceil**, etc.

Data Type: Boolean

```
if (username) {  
    // username is defined  
}
```

Non-boolean values can be used in control statements, which get converted to their "**truthy**" or "**falsy**" value:

- null, undefined, 0, NaN, '', "" evaluate to false
- Everything else evaluates to true

Equality

== (is equal to)

Compares two values to see if they are the same

!= (is not equal to)

Compares two values to see if they are not the same

=== (strict equal to)

Compares two values to check that both the data and value are the same

!== (strict not equal to)

Compares two values to check that both the data and value are not the same

Equality

JavaScript's `==` and `!=` are basically broken: they do an implicit type conversion before the comparison.

```
// false
'' == '0';

// true
'' == 0;

// true
0 == '0';

// false
NaN == NaN;

// true
[''] == '';

// false
false == undefined;

// false
false == null;

// true
null == undefined;
```

Equality

Instead of fixing `==` and `!=`,
the ECMAScript standard kept
the existing behavior but added
`===` and `!==`

```
// false
'' === '0';
// false
'' === 0;
// false
0 === '0';
// false -??
NaN === NaN;
// false
[''] === '';
// false
false === undefined;
// false
false === null;
// false
null === undefined;
```

Always use `===` and `!==` and don't use `==` or `!=`

Null + Undefined

What's the difference?

null is a value representing the absence of a value, similar to null in Java and nullptr in C++.

undefined is the value given to a variable that has not been a value.

```
let x = null;  
let y;  
console.log(x);  
console.log(y);
```

null

theSketch.js:7

undefined

theSketch.js:8

Null + Undefined

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null is a value representing the absence of a value, similar to null in Java and nullptr in C++.

undefined is the value given to a variable that has not been a value.

... however, you can also set a variable's value to undefined bc ... javascript.

```
let x = null;  
let y = undefined;  
console.log(x);  
console.log(y);
```

null

theSketch.js:7

undefined

theSketch.js:8