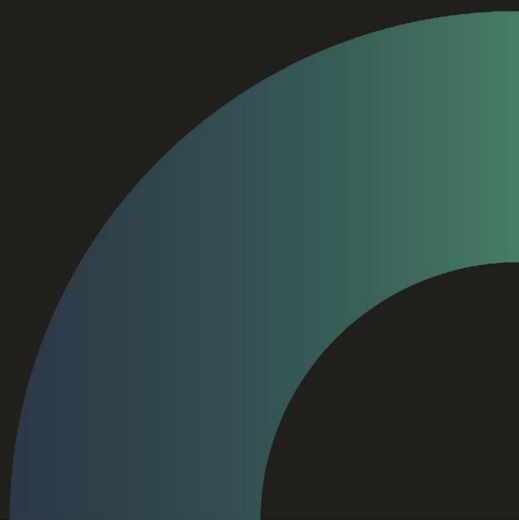


Full Stack Web Development

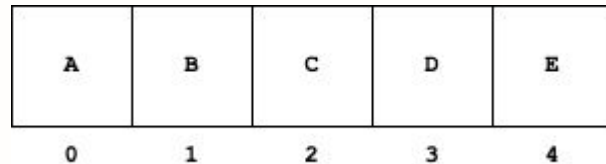
Array and Function

-
- Array
 - Function
- 

Array

An array is a **collection of similar data elements** stored at contiguous memory locations.

It is the simplest data structure where each data element can be accessed directly by only using its index number.



Array Declaration




```
let arr = [];  
let arr = new Array();  
  
let arr = ['A', 'B', 'C', 'D', 'E'];  
let arr = new Array('A', 'B', 'C', 'D', 'E');  
  
let scores = [10, 20, 30, 40, 50];  
let students = [  
  {  
    "name": "Student 1",  
    "email": "student1@mail.com"  
  },  
  {  
    "name": "Student 2",  
    "email": "student2@mail.com"  
  }  
];
```

Array built-in methods

-
- | | | |
|------------|---------------|---------------|
| • toString | • slice | • findIndex |
| • join | • indexOf | • reduce |
| • pop | • lastIndexOf | • reduceRight |
| • push | • sort | • every |
| • shift | • reverse | • some |
| • unshift | • forEach | • from |
| • length | • map | • keys |
| • concat | • filter | • entries |
| • splice | • find | • includes |

For ... of loop

The for ... of **doesn't give access to the number of the current element, just its value**, but in most cases that's enough. And it's shorter.



```
let fruits = ["Apple", "Orange", "Plum"];

// iterates over array elements
for (let fruit of fruits) {
  console.log(fruit);
}
```

For ... in loop

Loops through the properties of an object. We will discuss about **for ... in** loop in the next session.

Function

A **function** is a block of reusable code written to perform a specific task.

Generally speaking, a function is a "**subprogram**" that can be called in another code.

Like the program itself, a function is composed of a sequence of statements called the function body.

Values can be passed to a function, and the function will return a value.



Defining Function

To define a **function** we have two ways:


- Function Declaration
- Function Expression



Function Declaration

Function declaration consists of the **function** keyword, followed by:

- The **name** of the function.
- A list of **parameters** to the function, enclosed in parentheses and separated by commas.
- The JavaScript statements that define the function, **enclosed in curly brackets** → `{...}`.

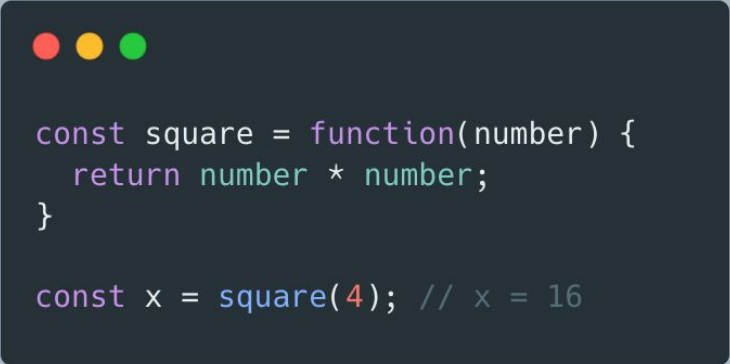


```
function square(number) {  
    return number * number;  
}  
  
const x = square(4); // x = 16
```

Function Expression

While the function declaration is syntactically a statement, functions can also be created by a **function expression**.

Such a function can be **anonymous**, it does not have to have a name. Then assign that anonymous function to a variable.



```
const square = function(number) {  
    return number * number;  
}  
  
const x = square(4); // x = 16
```

Calling Function

Defining a function does not execute it. **If you want to call a function, just call the function's name and parentheses.**



```
function square(number) {  
    return number * number;  
}  
  
// calling a function  
const x = square(4); // x = 16
```

Function Scope

Variables defined inside a function cannot be accessed from anywhere outside the function, because the variable is **defined only in the scope of the function**.

However, a function can access all variables and functions defined inside the scope.

```
// can't access variable "hello" here

function greeting() {
  const hello = "Hello";

  // "hello" only accessible within this scope

  return hello;
}

// can't access variable "hello" here
```

Parameter & Argument

An **argument** is a value passed as input to a function. While a **parameter** is a named variable passed into a function.

Parameter variables are used to import arguments into functions.



```
// name is a parameter
function greeting(name) {
  const hello = "Hello";

  return hello + " " + name;
}

// "David" is an argument
console.log(greeting("David"));
```

Default Parameter

In JavaScript, function parameters default to **undefined**. However, it's often useful to set a different default value. This is where default parameters can help.

Default function parameters **allow named parameters to be initialized with default values if no value or undefined is passed**.



```
// default value for parameter b is 1
function multiply(a, b = 1) {
  return a * b;
}

// if the parameter value is given, it will use the given value
// otherwise, it will use the default value
console.log(multiply(5, 2)); // 10
console.log(multiply(5)); // 5
```

Rest Parameters

The **rest parameters** syntax allows a function to accept an indefinite number of arguments as an array, providing a way to represent variadic functions in JavaScript.

A function definition's last parameter can be prefixed with "...", which will cause all remaining (user supplied) parameters to be placed within a standard Javascript array.

Only the last parameter in a function definition can be a rest parameter.

```
function myFunc(a, b, ...manyMoreArgs) {  
  console.log("a", a);  
  console.log("b", b);  
  console.log("manyMoreArgs", manyMoreArgs);  
}  
  
myFunc("one", "two", "three", "four");  
//output:  
//a, one  
//b, two  
//manyMoreArgs, ["three", "four"]
```


Nested Function

In JavaScript, **a function can have one or more inner functions**. These nested functions are in the scope of outer function.

Inner function can access variables and parameters of outer function. However, outer function cannot access variables defined inside inner functions.

```
function getMessage(firstName) {  
  function sayHello() {  
    return "Hello " + firstName + ".";  
  }  
  
  function welcomeMessage() {  
    return "Welcome to Purwadhika!."  
  }  
  
  return sayHello() + " " + welcomeMessage();  
}  
  
const message = getMessage("David");  
console.log(message);
```

Closure

Closure means that an inner function always has access to the variables and parameters of its outer function, even after the outer function has returned.

```
function greeting(name) {  
  const defaultMessage = "Hello ";  
  
  return function () {  
    return defaultMessage + name;  
  };  
}  
  
const greetingDavid = greeting("David");  
console.log(greetingDavid()); // Hello David
```

Currying

- **Currying** is a transformation of functions that translates a function from callable as $f(a, b, c)$ into callable as $f(a)(b)(c)$.
- Currying **doesn't call a function. It just transforms it.**

```
function multiplier (factor, number) {  
  return number * factor;  
}  
console.log(multiplier(5, 3)); // 15  
console.log(multiplier(10, 3)); // 30  
  
// =====  
  
function multiplier (factor) {  
  return function (number) {  
    return number * factor;  
  }  
}  
const mul3 = multiplier(3);  
const mul5 = multiplier(5);  
console.log(mul3(3)); // 15  
console.log(mul5(3)); // 30
```

Recursive

A **recursive** function is a function that calls itself until it doesn't.

In this example, the count down will stop when the next number is zero.

```
function countdown(fromNumber) {  
  console.log(fromNumber);  
  
  let nextNumber = fromNumber - 1;  
  
  if (nextNumber > 0) {  
    countdown(nextNumber);  
  }  
}  
  
countdown(3);
```

Arrow Function

Arrow function provide you with an alternative way to write a shorter syntax compared to the function expression.



Arrow Function vs Function Expression



```
// Function expression
const square = function (number) {
  return number * number;
};

// Arrow function
const square = (number) => number * number;
```

There are differences between *arrow functions* and *traditional functions*, as well as some limitations:

- Arrow functions don't have their own bindings to this, arguments or super, and should not be used as methods.
- Arrow functions don't have access to the new.target keyword.
- Arrow functions aren't suitable for call, apply and bind methods, which generally rely on establishing a scope.
- Arrow functions cannot be used as constructors.
- Arrow functions cannot use yield, within its body.

JavaScript has several top-level, built-in functions:

- **isFinite()**, The global **isFinite()** function determines whether the passed value is a finite number. If needed, the parameter is first converted to a number.
- **isNaN()**, The **isNaN()** function determines whether a value is Nan or not.
- **parseFloat()**, The **parseFloat()** function parses a string argument and returns a floating point number.
- **parseInt()**, The **parseInt()** function parses a string argument and returns an integer of the specified radix (the base in mathematical numeral systems).
- etc.

Exercise 1

- Create a function that can create a triangle pattern according to the height we provide like the following :

```
01
02 03
04 05 06
07 08 09 10
```

- Parameters : **height** → triangle height

Exercise 2

-
- Create a function that can loop the number of times according to the input we provide, and will replace **multiples of 3** with "Fizz", **multiples of 5** with "Buzz", **multiples of 3 and 5** with "FizzBuzz".
 - Parameters : **n** → total looping

Exercise 3

- Create a function to calculate Body Mass Index (BMI)
- Formula : $\text{BMI} = \text{weight (kg)} / (\text{height (meter)})^2$
- Parameters : **weight** & **height**
- Return values :
 - < 18.5 return "**less weight**"
 - 18.5 – 24.9 return "**ideal**"
 - 25.0 – 29.9 return "**overweight**"
 - 30.0 – 39.9 return "**very overweight**"
 - > 39.9 return "**obesity**"

Exercise 4

-
- Write a function to remove all odd numbers in an array and return a new array that contains even numbers only

Exercise 5

-
- Write a function to split a string and convert it into an array of words
 - Example : "Hello World" → ["Hello", "World"]

Thank You!

