

JavaScript

Agenda

9am Questions

9:30am Lecture

11am Lab

12:30pm Lunch

1-5pm Lab – cont'd



By Reference vs. By Value

- Refers to how parameters are passed into functions
- By Reference refers to the value of a specific point in memory
- By Value creates a new copy of the value in a different memory location
- JavaScript claims to be By Value, but it's more accurate to say Call by Sharing
- Primitive types are passed by value
- Objects are shared



Scope

- Contains current context of executed code
- Can be Global or Local
- Functions can access the variables of the parent function

```
var greeter = function(name) {}
{
  var greeting = 'Hello ' + name;
  return function() {
      console.log(greeting);
  }
}
```



Anonymous Functions

- Functions that have no name reference
- Typically passed in as arguments to other functions

```
var arr = [1,2,3,4,5,5,6,67,7,8,8,8,6,4,4,3,3,2];
arr.sort(function(a,b)(){
    //reverse sort
});
```



Closures

• Closures refer to the ability for functions to remember the environment in which is was created

```
var bgColorSetter = function(color) {
    return function(selector) {
        var e = document.querySelector(selector);
        e.style.backgroundColor = color;
    }
};
var blue = bgColorSetter('lightblue');
var red = bgColorSetter('red');
blue('.div');
red('#mydiv');
```



Loop Scope

Variables in the loop can change from other loop iterations

```
var arr = [];
for(var i = 0; i < 3; i++) {
    arr.push(function() {
        console.log(i);
    });
}</pre>
```

- Each function in the above case will ouput 2!
 - This is likely not the expected behavior since all the functions are the same.



Loop Scope – cont'd

• To fix the problem, we need a closure

```
var arr = [];
var createFunction = function(v) {
    return function() {
        console.log(v);
    }
}
for(var i = 0; i < 3; i++) {
    arr.push(createFunction(i);
}</pre>
```



Week 2 Lab 2

Recreate existing JavaScript functions

