

JavaScript Level Two





- Welcome to Javascript Level Two.
- So far we've only learned the basics of Javascript, it is time to expand our understanding by learning about more advanced material!



- In this section we will cover:
 - Functions
 - Arrays
 - Objects
- We will also have exercises for each of these topics for plenty of practice!





Let's get started!





Part 1 - Functions





- Functions will be our main building blocks.
- They will allow us to easily reuse code more than once and not constantly repeat ourselves.



- The general syntax for a JS function is:
 - o function name(parameter1, parameter2){
 //Code to be executed
 }

- We use the function keyword to indicate that we have a function.
 - o function name(parameter1, parameter2){
 //Code to be executed
 }



- Then we have the option of passing in parameters (we could also not have any parameters).
 - o function name(parameter1, parameter2){
 //Code to be executed
 }



- Someone using the function could pass in parameters required for the function to do something with.
 - o function name(parameter1, parameter2){
 //Code to be executed
 }



- Let's go straight to the editor and our console to really show how to create and use functions in Javascript!
 - o function name(parameter1, parameter2){
 //Code to be executed
 }





Part 2 - Function Exercises





- Let's get some practice with functions, open up the file:
 - Part2_Functions_Exercises.js
- The problems gradually get harder.
- Let's take a quick look at the problems!



Part 2 - Function Exercises - Solutions





Part 3 - Arrays





- Arrays will allow us to store various basic data types in a sequence, so we can then later access them as needed.
- This is best explained through example code, so let's get started!



Part 4 - Array Exercise





- It is time to practice using arrays in a more realistic situation.
- We will create a student roster app using the Javascript that we know so far.
- Let's check out:
 - Part4_Array_Exercise.html





Part 4 - Array Exercise Solution





Part 5 - Objects





- JS Objects are hash-tables, they store information in a key-value pair.
- In other languages this is sometimes also called a dictionary.
- Unlike an array a JS Object does NOT retain any ordering.





 The name "Object" can sometimes be confusing when coming from another language because it sounds so generic, so keep that in mind.



- The typical JS Object is in the form:
- { key1 : "value one", key2 : "value two",...}
- You then access values through their corresponding key
- Let's see some examples of this and learn more about JS Objects!





Part 5 - Objects Continued





- Let's continue by discussing Object methods.
- Object methods are essentially functions that are inside of an Object.



```
var carInfo = {
    make: "Toyota",
    year: 1990 ,
    model: "Camry" ,
    carAlert: function(){
      alert("We've got a car here!")
```





- More realistically you will want to use key value pairs from the object itself, in that case you use the special **this** keyword.
- The **this** keyword can be confusing for beginners at first, so don't worry if you don't immediately fully grasp it.



- The **this** keyword acts differently depending on the situation.
- For a JS Object, the **this** is set to the object the method is called on.
- For example...





```
var myObj = {
    prop: 37,
    reportProp: function() {
      return this.prop;
  console.log(myObj.reportProp()); // logs 37
```





- Good Link for More Details:
- https://developer.mozilla.org/en-US/docs/Web/J avaScript/Reference/Operators/this
- Let's code out a few examples of Object Methods!





Part 6 - Objects Exercise





- For this exercise check out the file:
 - Part6_Objects_Exercise.js
- It contains three objects along with tasks that involve you adding methods to each of the objects.
- Let's get a quick look!





Part 6 - Objects Exercise Solutions

